

DUNGEONS & DRAGONS[®]

Codex of Magic Items

All official magic items for use with the D&D 4E gaming rules



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Welcome to the first volume of the Codex of magic items, this codex will be updated about every 6 months until WotC stops making magic items for the D&D 4E game system. All magic items are in alphabetical order, just click on the category you are looking for then scroll down until you find what you are looking for.

This volume contains just the items them selves, for the artifacts, no background and so on, the next volume will contain such information.

Someone once told me that making a book like this would be impossible to keep up with because D&D pumps out magic items faster than I could make a book like this and the book would be so big that it would crash any and all computers, lol. This is just for quick references, instead of thumbing threw dozens of books to find the information for one thing, just look here, it will be in here.

I hope you all enjoy this unofficial book for the D&D 4E Line.

Dennis Bratcher



Adamantine Plating Level 4+

Binding heavy adamantine plates to your body gives you insurance against your enemies' attacks.

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: Plate (attached component)

Requirement: You must have the living construct racial trait to use this item.

Enhancement: AC

Property: You gain resist 1 to all damage.

Level 14 or 19: Resist 2 to all damage.

Level 24 or 29: Resist 5 to all damage.

Addergrease Armor Level 3+

The worn leather of this armor gleams with toxic grease.

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: Leather, Hide

Enhancement: AC

Power (Daily ♦ Poison): Immediate Reaction. Use this power when an enemy misses you with a melee attack. The attacker takes ongoing 5 poison damage (save ends), and you shift a number of squares equal to this item's enhancement bonus.

Level 13 or 18: Ongoing 10 poison.

Level 23 or 29: Ongoing 15 poison.

Agile Armor Level 5+

This armor's flexibility allows its wearer much greater freedom of movement.

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

Armor: Chain, Scale, Plate

Enhancement: AC

Property: While you are not bloodied, you gain an item bonus to AC equal to your Dexterity modifier up to a maximum of +1.

Level 15 or 20: Maximum of +2.

Level 25 or 30: Maximum of +3.

Agile Resolve Vestments Level 2+

These embroidered vestments channel your resolve to imbue you with agility.

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

Enhancement: AC

Property: While you are bloodied, you gain a +2 item bonus to Reflex.

Alchemical Defense Nodes Level 5+

Several slots melded to your surface can hold alchemical materials. The latent energy in the alchemical item suffuses the armor, providing protection against similar effects.

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

Armor: Chain, scale, plate (attached component)

Requirement: You must have the living construct racial trait to use this item.

Enhancement: AC

Property: You can stow up to three consumable alchemical items within this armor.

Property: At the end of an extended rest, choose one consumable alchemical item stowed within this armor; this item must be no more than 5 levels lower than the level of this armor. If that item has an attack power with the acid, cold, fire, lightning, or poison keyword, until you take another extended rest you gain resist 5 damage against that damage type. If the item's power has more than one of these keywords, you gain resistance to each type.

Level 15: Resist 10.

Level 25: Resist 15.

Angelsteel Armor Level 19+

The links in this armor glow with the silvery light of the Astral Sea.

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

Armor: Chain

Enhancement: AC

Power (Daily): Immediate Reaction. You can use this power when you are hit by an attack. Gain a +2 power bonus to the defense that attack targeted until the end of the encounter.

Aqueous Armor Level 14+

Cold to the touch, this armor always appears damp. A person wearing the armor can transform into water, but at a cost.

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

Armor: Cloth, Leather, Hide

Enhancement: AC

Power (Daily ♦ Polymorph): Move Action. You transform into a flood of rushing water and move up to your speed. You can move through small cracks and tight spaces with no difficulty. You automatically escape a grab or free yourself from bonds or shackles. You can only take move actions until you return to your natural form, which you can do as a free action. While in watery form, you take 5 damage at the start of each of your turns until you return to your natural form.

Armor of Aegis Expansion Level 2+

Flecks of magical force swirl around this light armor, coalescing to deflect attacks against you and your companions.

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

Power (Encounter): Immediate Interrupt. **Trigger:** A creature you have marked with your aegis of shielding power targets you and at least one of your allies with an attack. **Effect:** The damage of the triggering creature's attack damage is reduced by 5 + the armor's enhancement bonus.

Level 12 or 17: 10 + enhancement bonus.

Level 22 or 27: 15 + enhancement bonus.

Armor of Attraction Level 14+

This stout armor can attract projectiles, allowing you to better protect your allies.

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

Armor: Scale, Plate

Enhancement: AC

Power (Encounter): Immediate Interrupt. Use this power when an attack against AC or Reflex targets an adjacent ally, or when a ranged attack against an ally within 5 squares of you targets AC or Reflex. You become the target of the attack.

Armor of Cleansing Level 3+

The exterior of this armor is covered with symbols of healing, while the interior has many silken bands that cradle you comfortably and move to ease your suffering.

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: Add a +2 item bonus to your saving throws against ongoing damage.

Armor of Dark Deeds Level 14+

Swirling with shadows, this armor masks you from your enemies.

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

Armor: Leather, hide

Enhancement: AC

Property: When you attack an enemy that is granting combat advantage to you, you gain concealment until the end of your next turn.



Armor of Dark Majesty Level 4+

This armor is studded with gleaming, brass studs that flicker with hellish energies when you cast a spell.

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: Leather, hide

Enhancement: AC

Property: You gain an item bonus to Bluff and Intimidate checks equal to this armor's enhancement bonus.

Property: You gain a +2 item bonus to all defenses against enemies under your Warlock's Curse.

Power (Daily): Minor Action. Place your Warlock's Curse on any enemy you can see, rather than the nearest enemy.

Armor of Durability Level 4+

When your allies rely on you to keep fighting, this armor helps keep you in the fray.

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: Hide, Chain, Scale, Plate

Enhancement: AC

Property: When you spend a healing surge to regain hit points, you regain additional hit points equal to the armor's enhancement bonus.

Armor of Enduring Health Level 23+

While wearing this armor, you can draw more deeply on your inner resources.

Lvl 23	+5	425,000 gp	Lvl 28	+6	2,125,000 gp
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Armor: Hide, chain

Enhancement: AC

Property: You can use your second wind one additional time per encounter.

Armor of Exploits Level 3+

The arcane symbols etched into this armor's surface glow brightly as the item unleashes a previously stored power.

Lvl 3	+1	680 gp	Lvl 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: During a short rest or an extended rest, you can store one at-will or encounter martial power in your armor that you or an ally has. You can have only one power stored in the armor at a time.

Armor of exploits cannot store a power of higher level than the armor. You cannot use a power stored in the armor if the power's level is higher than yours.

Once the power is used, another power must be stored in the armor before it can be used again. If a new power is stored before the old one is used, the old exploit is lost.

Power (Daily): Standard Action. Use the power stored in your armor. If it is an encounter power, you must spend 1 action point to use it.

Armor of Eyes Level 2+

The eyes carved on this heavy armor constantly watch for incoming attacks.

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: Scale, plate

Enhancement: AC

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

Power (Encounter): Free Action. **Trigger:** An enemy targets you with an attack and you're granting combat advantage to it. **Effect:** You don't grant combat advantage to the triggering enemy for this attack.

Armor of Negation Level 15+

A wearer of this armor need not fear suffering the adverse effects of an enemy's missed attack.

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

Armor: Any

Enhancement: AC

Power (Daily): Immediate Interrupt. Use this power when an attack misses you and deals half damage. You take no damage.

Armor of Night Level 14+

In this armor, you can drown the light and conceal yourself in roiling clouds of shadow.

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

Armor: Cloth, Leather

Enhancement: AC

Property: Resist 10 radiant.

Level 24 or 29: Resist 15 radiant.

Power (Encounter): Minor Action. Until the end of your next turn, you gain concealment and no creatures can make opportunity attacks against you.

Armor of Resistance Level 2+

Special wards in this armor provide extra resistance.

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: Any

Enhancement: AC

Property: Resist 5 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.

Level 12 or 17: Resist 10.

Level 22 or 27: Resist 15.

Armor of Sacrifice Level 5+

These plain robes offer no apparent defensive value, yet they aid your allies when they suffer.

Lvl 5	+1	1,000 gp	Lvl 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

Armor: Chain, Scale, Plate

Enhancement: AC.

Power (At-Will): Minor Action. Use this power when you are adjacent to an ally who is subject to an effect that a save can end. The ally is no longer affected, and you now have the effect. You cannot make a saving throw against this effect until the end of your next turn.

Power (Daily + Healing): Minor Action. Spend a healing surge. One ally within 5 squares of you regains hit points as though he or she had spent a healing surge.

Armor of Shared Health Level 30

This golden chainmail glows with divine energy that heals you when you help others.

Lvl 30	+6	3,125,000 gp
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Armor: Chain

Enhancement: AC

Property: When you use a healing power that benefits an ally, you also regain hit points equal to one-half the hit points that ally regains.

Armor of Shared Valor Level 15+

When you exhort your allies to find courage, you find it yourself.

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: Leather, chain

Enhancement: AC

Property: When you use a power that grants an ally a bonus to any defense, you gain an equal bonus of the same type to the same defense. This bonus lasts until the power's effect ends or until the end of your next turn.

Armor of Starlight Level 13+

Bathed in the radiance of distant stars, this armor protects against light that would harm you. The stars' light also shields you from attack.

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

Armor: Cloth

Enhancement: AC

Property: Resist 10 radiant.

Level 23 or 28: Resist 15 radiant.

Power (Encounter + Radiant): Minor Action. Until the end of your next turn, any enemy that hits you with an opportunity attack is blinded (save ends).



Armor of Sudden Recovery Level 3+

You shrug off deadly conditions easily in this supple armor.

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: Cloth, leather
Enhancement: AC
Property: You gain a +1 item bonus to saving throws against ongoing damage.
Power (Daily ♦ Healing): Minor Action. You can use this power when you're taking ongoing damage. The ongoing damage ends, and you gain regeneration equal to the amount of the ongoing damage until the end of the encounter.

Armor of Transport Level 10+

Crystals woven into this armor flare when you're attacked, spiriting you a short distance away. By channeling more power to the crystals, you can take your friends with 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		

Armor: Chain, scale
Enhancement: AC
Power (Daily ♦ Augmentable, Teleportation): Immediate Interrupt. **Trigger:** An enemy hits you. **Effect:** You teleport 5 squares.
Augment 1: You also teleport each ally adjacent to your starting space to different squares adjacent to your destination space.

Assassinbane Armor Level 15+

Decorated with symbols resembling stylized eyes, this armor prevents foes from getting the drop on you.

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

Armor: Any
Enhancement: AC
Property: You cannot be surprised.

Astral Fire Armor Level 2+

The small crystals in the links of this armor glitter like stars, and when exposed to divine energy, they flare and fill you with defensive power.

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
Enhancement: AC
Property: When you use any Channel Divinity power, you gain a +2 item bonus to AC and Fortitude until the end of your next turn.

Awakening Armor Level 2+

This plain-looking armor lets you foresee ambushes.

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: Hide, chain
Enhancement: AC
Property: While bloodied, you gain a +1 bonus to Will.
Power (Daily): No Action. **Trigger:** You are surprised. **Effect:** You are no longer surprised.

Barkskin Armor Level 5+

The enchantment placed upon this armor toughens the material and provides it with a rough texture like tree bark.

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

Armor: Hide, Scale
Enhancement: AC
Power (Daily): Minor Action. Gain a +2 power bonus to AC until the end of the encounter. Each time an attack hits your AC, reduce this bonus by 1 (minimum 0).
 Level 15 or 20: Gain a +3 power bonus.
 Level 25 or 30: Gain a +4 power bonus.

Bastion Armor Level 7+

This blocky armor, usually crafted in the dwarven style, is a favorite of dwarven defenders.

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		

Armor: Scale, plate
Enhancement: AC
Power (Encounter): Minor Action. You end a mark on you or an ally adjacent to you.

Battle Harness Level 4+

Attack first, have your weapons ready, keep your vitals safe—this armor does it all.

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, Leather, Hide
Enhancement: AC
Property: As a free action, you can draw a sheathed weapon or retrieve a stowed item.
Property: You gain a power bonus to initiative equal to the item's enhancement bonus.

Battleforged Armor Level 5+

The dwarves and the dragonborn argue over which race invented this enchanted armor.

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

Armor: Plate
Enhancement: AC
Property: If you use your second wind when you are bloodied, regain an extra 1d10 hit points.
 Level 15 or 20: Regain an extra 2d10 hit points.
 Level 25 or 30: Regain an extra 3d10 hit points.

Bear Spirit Armor Level 4+

Crafted from bear hide and stitched with invocations to the beast's spirit, this armor rewards fury with a bear's endurance.

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: Leather
Enhancement: AC
Power (Daily ♦ Spirit): Immediate Reaction. **Trigger:** An ally within 5 squares of your spirit companion hits an enemy. **Effect:** You and each ally within 5 squares of your spirit companion gain temporary hit points equal to 5 + your Constitution modifier.
 Level 14 or 19: 10 + your Constitution modifier temporary hit points.
 Level 24 or 29: 15 + your Constitution modifier temporary hit points.

Beastlord Armor Level 8+

Made from animal skins and pelts, this armor is adorned with horns, teeth, and claws and makes any beast think twice before attacking the wearer.

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		

Armor: Leather, Hide
Enhancement: AC
Power (Daily): Minor Action. Until the end of the encounter, beasts must make a saving throw to attack you. Once a beast has made a save, it can attack you normally.

Benefactor Armor Level 9+

The Khyber shards of this armor are set in a wave pattern, resembling flowing water.

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		

Armor: Chain, Scale, Plate
Enhancement: AC
Power (Encounter ♦ Healing): Free Action. Use this power when you use a healing power. Each ally healed by that power gains additional hit points equal to your Charisma modifier.
Power (Daily ♦ Healing): Free Action. **Trigger:** You use a healing power. **Effect:** One adjacent ally can use a healing surge and regains additional hit points equal to your Charisma modifier.

Bestial Armor Level 3+

Crafted from the skin, fur, and bones of cave bears, this armor gives its wearer a feral relentlessness when pursuing prey.

Lvl 3 +1	680 gp	Lvl 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: Leather, Hide
Enhancement: AC
Power (Daily): Free Action. Use this power when you hit a target after a charge. Make a melee basic attack with a +2 power bonus against the same target.



Black Iron Armor Level 4+

The black metal of this armor glows red when violence flares.

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: Scale, Plate
Enhancement: AC
Property: Resist 5 fire and resist 5 necrotic.
 Level 14 or 19: Resist 10 fire and resist 10 necrotic.
 Level 24 or 29: Resist 15 fire and resist 15 necrotic.

Blackflock Robe Level 12+

Wrapped in this tattered black cloth, you can briefly transform into a flock of ravens.

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

Armor: Cloth
Enhancement: AC
Power (Daily): Immediate Reaction. *Trigger:* You take damage from an attack. *Effect:* You fly 8 squares and become insubstantial until the start of your next turn.

Bloodcut Armor Level 4+

This armor has a crimson tinge that flares blood red when its power is activated.

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: Leather, Hide
Enhancement: AC
Power (Healing Surge): Minor Action. While you are bloodied, use this armor to gain resist 10 to all damage until the end of your next turn.
 Level 14 or 19: Resist 15 to all damage.
 Level 24 or 29: Resist 20 to all damage.

Bloodfire Armor Level 13+

This armor sheathes its bloodied wearer in scouring flames.

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

Armor: Chain, Scale, Plate
Enhancement: AC
Property: When you are bloodied, you gain an aura of flame. Any creature that starts its turn adjacent to you takes 2 fire damage.
 Level 23 or 28: 5 fire damage.

Bloodiron Armor Level 8+

Forged from hammered iron cooled in blood, this armor protects best those who shed the most blood.

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

Armor: Scale, Plate
Enhancement: AC
Property: When you hit a target, you gain a +2 item bonus to AC against attacks from that target until the end of your next turn.

Bloodthief Armor Level 19+

The surface of this armor looks as though it is constantly covered with blood that slowly cascades down its surface.

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

Armor: Leather
Enhancement: AC
Power (Encounter ♦ Necrotic): Immediate Reaction. When you become bloodied by an attack, you gain temporary hit points equal to the armor's enhancement bonus plus your Constitution modifier, and the attacker who rendered you bloodied takes an equal amount of necrotic damage.

Bloodthread Armor Level 5+

Eladrin master tailors magically weave threads of enchanted blood into the supple cloth used to create this robe or jacket.

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

Armor: Cloth
Enhancement: AC
Property: When you are bloodied, you gain a +2 item bonus to AC and saving throws.

Bloodvine Armor Level 15+

Embedded beneath this armor's surface are rootlike tendrils. When you are hit, these tendrils expand and harden, providing superior protection.

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: Hide
Enhancement: AC
Power (Daily): Immediate Reaction. *Trigger:* An enemy hits you. *Effect:* You gain a +1 power bonus to AC until the end of the encounter. Whenever an enemy hits you, the bonus increases by 1 to a maximum power bonus of +2.
 Level 20: Maximum power bonus of +3.
 Level 25 or 30: Maximum power bonus of +4.

Bold Victory Armor Level 4+

The magic that flows through this impressive armor bolsters you or your friend as you turn a battle toward 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

Armor: Leather, chain
Enhancement: AC
Power (Encounter): Free Action. *Trigger:* You or an ally within 5 squares of you bloodies an enemy. *Effect:* The attacker gains a +2 power bonus to AC until the end of his or her next turn.

Bolstering Armor Level 25+

Any leader is proud to wear this armor, for he can do nothing greater than help his allies in a time of desperation.

Lvl 25	+5	625,000 gp	Lvl 30	+6	3,125,000 gp
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Armor: Chain, Scale, Plate
Enhancement: AC
Power (Daily ♦ Healing): Free Action. Use this power when you use your second wind. All allies that can see you can spend a healing surge as a free action.

Bonegrim Armor Level 14+

Forelimb bones adorn your arms and legs, rib cages are stretched across your chest, and a skull sits atop your head like a helmet.

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

Armor: Plate
Enhancement: AC
Property: Gain a +2 item bonus to Intimidate checks and resist 5 necrotic and resist 5 poison.
 Level 18: Resist 10 necrotic and resist 10 poison. You no longer require food.
 Level 23: Resist 15 necrotic and resist 15 poison. You no longer require food.
 Level 28: Resist 15 necrotic and resist 15 poison. You no longer require food, and you can remain awake during an extended rest.
Cursed: Removing the armor from a living creature requires a Remove Affliction ritual with a penalty to the Heal check equal to the armor's level.

Breaching Armor Level 3+

Walls are no obstacle for you while wearing this armor.

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 (Daily ♦ Teleportation): Move Action. Use this power when you are adjacent to a wall to teleport to the other side of the wall. This teleport does not require line of sight and moves you no more than 3 squares (allowing you to teleport past a wall no more than 2 squares thick). If you attempt to teleport into an occupied square, you go nowhere; your move action is not spent, but the daily power is expended.

Briartwine Armor Level 8+

The eladrin are said to be the architects of this armor, creating a form of protection that remains concealed until worn.

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

Armor: Chain, Scale, Plate
Enhancement: AC
Power (Daily): Minor Action. Until the end of the encounter, a creature that hits you with a melee attack takes damage equal to this armor's enhancement bonus.

Champion's Armor Level 9+

Imbued with the spirit of a great hero of a previous age, this armor strives to ensure your own efforts are no less legendary.

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			

Armor: Scale, Plate
Enhancement: AC
Power (Daily): Immediate Reaction. Use this power when you are hit by an attack. Gain temporary hit points equal to the damage you take until the end of your next turn.

Armor



Chaos Weave Armor Level 14+

Woven from pure chaos, this armor features abstract patterns that seem to slowly swirl or spin.

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

Armor: Any
Enhancement: AC

Power (Daily): Immediate Interrupt. Use this power when you are hit with an attack that deals acid, cold, fire, lightning, or thunder damage. Gain resist 10 to that damage type until the end of the encounter.
Level 24 or 29: Resist 20.

Coral Armor Level 13+

This heavy armor was first crafted by elves who sought to create amphibious patrols to safeguard the rivers and lakes bordering their land.

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

Armor: Scale, Plate
Enhancement: AC

Property: You swim at full speed in this armor and breathe water as easily as air. Attacks you make with weapons underwater take no penalties, even if they are not from the spear or crossbow groups.

Coruscating Armor Level 2+

This glittering steel armor masks your exact location from enemies that would impede 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	Lvl 27 +6	1,625,000 gp

Armor: Scale, plate
Enhancement: AC

Power (Daily): Minor Action. Until the end of your next turn, you don't provoke opportunity attacks and can't be grabbed. This power doesn't end an existing grab.

Counterstrike Armor Level 10+

The warding on this armor punishes the first enemy to strike you in battle.

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		

Armor: Cloth, leather, hide
Enhancement: AC

Property: The first enemy that hits you during an encounter takes ongoing 5 damage (save ends).
Level 20, 25, or 30: Ongoing 10 damage (save ends).

Crystal Armor Level 4+

Seemingly made of solid quartz, this armor bolsters your mental abilities when you're badly injured.

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: Scale, Plate
Enhancement: AC

Property: Gain a +2 item bonus to Will defense when bloodied.

Curseforged Armor Level 3+

In ancient days, the tieflings poured their bitterness into their forges as a lesson to those who would betray them.

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
Enhancement: AC

Power (Daily): Immediate Reaction. You can use this power when an enemy hits you with an attack. That enemy takes a -2 penalty to attack rolls (save ends). When the enemy saves against the penalty, the enemy takes a -1 penalty to attack rolls (save ends).
Level 13 or 18: -3 penalty.
Level 23 or 28: -4 penalty.

Darkforged Armor Level 12+

This armor not only absorbs physical force, but becomes even more durable with prolonged battering.

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

Armor: Chain, Scale, Plate
Enhancement: AC

Power (Daily): Minor Action. Gain resist 6 to all damage until the end of your next turn.
Level 17: Resist 8 to all damage.
Level 22: Resist 10 to all damage.
Level 27: Resist 12 to all damage.

Darkleaf Armor Level 4+

Darkleaves from the gravetrees of the Shadowfell give this armor its protective 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, Leather, Hide
Enhancement: AC

Property: Gain a +2 item bonus to AC against the first attack made against you in each encounter.

Dawn Warrior Armor Level 20+

This finely wrought armor glows with an inner radiance that flares even more brilliantly in the presence of elementals.

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

Armor: Any
Enhancement: AC

Property: Resist 10 acid, 10 cold, 10 fire, and 10 lightning.
Power (Daily ♦ Radiant): Minor action. Until the end of your next turn, any creature that hits you with a melee attack takes 2d8 + Constitution modifier radiant damage.
Level 25: 3d8 + Constitution modifier radiant damage.
Level 30: 4d8 + Constitution modifier radiant damage.

Dazzling Plate Level 4+

Favored by paladins of Pelor, this shining suit of polished mithral plate strengthens your spirit and dazzles your foes.

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: Plate
Enhancement: AC

Property: You gain a +2 item bonus to all defenses against charm, fear, and psychic effects.
Power (Daily): Minor Action. Each enemy adjacent to you takes a -2 penalty to attack rolls (save ends).

Deathburst Armor Level 7+

Blood and shadow color this armor darkest crimson, and it channels the energy of death.

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		

Armor: Any
Enhancement: AC

Property: You automatically save against ongoing necrotic damage.
Power (Daily ♦ Necrotic): Minor action. Until the end of your next turn, any creature that hits you with a melee attack takes 1d8 + Constitution modifier necrotic damage.
Level 12 or 17: 2d8 + Constitution modifier necrotic damage.
Level 22 or 27: 3d8 + Constitution modifier necrotic damage.

Deathcut Armor Level 5+

Crafted from the hides of creatures slain by necromantic magic, this armor radiates unease and offers protection against similar magic.

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

Armor: Leather, Hide
Enhancement: AC

Property: Resist 5 necrotic and resist 5 poison.
Power (Daily ♦ Necrotic): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + Charisma modifier necrotic damage to that enemy.
Level 15 or 20: 2d10 + Charisma modifier necrotic damage.
Level 25 or 30: 3d10 + Charisma modifier necrotic damage.

Death's Brink Armor Level 7+

This black metal armor has the image of an outthrust hand emblazoned on its breast.

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		

Armor: Scale, plate
Enhancement: AC

Property: While you're dying, you don't die until you fail four death saving throws.
Power (Daily): No Action. **Trigger:** You roll a death saving throw and dislike the result. **Effect:** You gain a +2 bonus to the saving throw.
Level 12 or 17: +3 bonus.
Level 22 or 27: +4 bonus.



Defender's Armor Level 15+

This armor glows with silver energy.

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 (Chain, Scale, Plate)

Enhancement: AC

Property: Resist 10 cold and resist 10 fire.

Level 25 or 30: Resist 15 cold and resist 15 fire.

Power (Daily): Minor Action. Until the end of your next turn, any attack that hits and marks an enemy also dazes that enemy (save ends).

Defensive Armor Level 3+

This durable armor responds to your thoughts and reinforces itself to protect you.

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 (Daily ♦ Augmentable): Immediate Interrupt.

Trigger: An enemy hits you. Effect: Until the start of your next turn, you gain a +2 bonus to the defense that the triggering enemy hit.

Augment 1: The bonus increases to +5.

Deflection Armor Level 22+

This armor is more resilient than it appears at first glance, and many enemies have been surprised to find their attacks suddenly deflected toward an ally.

Lvl 22 +5 325,000 gp Lvl 27 +6 1,625,000 gp

Armor: Chain, Scale, Plate

Enhancement: AC

Power (Daily): Immediate Reaction. Use this power when a melee or ranged attack misses you. The attacker rerolls the attack against a target of your choice, which must be adjacent to you.

Delver's Armor Level 3+

A popular armor among adventurers, it is relatively easy to make.

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 (Daily): Free Action. Gain a +2 power bonus to a saving throw you just rolled; use the new result.

Demonscale Level 9+

Piecemeal skins, scales, and exoskeletons of demons form a frightful but sturdy suit of scale armor.

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

Armor: Scale

Enhancement: AC

Power (Encounter): Immediate Interrupt. Trigger: You take acid, cold, fire, or lightning damage. Effect: You gain resist 5 to the triggering damage type until the end of the encounter.

Level 14 or 19: Resist 10.

Level 24 or 29: Resist 15.

Demonwrought Armor Level 23+

This armor is fashioned with a demon's likeness, and it bestows some of the resistances that its namesake possesses.

Lvl 23 +5 425,000 gp Lvl 28 +6 2,125,000 gp

Armor: Plate

Enhancement: AC

Property: You automatically succeed on saving throws against ongoing fire damage.

Power (Daily): Minor Action. You gain resist 15 variable (2/encounter; see "Resist," *Monster Manual*, page 282) until the end of the encounter.

Level 28: Resist 20 variable.

Desperate Resolve Vestments Level 13+

The divine power within these vestments turns the deadliest attack into a glancing blow.

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

Armor: Cloth

Enhancement: AC

Power (Daily ♦ Healing): Immediate Interrupt. Trigger:

You take damage from an attack. Effect: You become insubstantial until the end of your next turn. You can spend a healing surge.

Displacer Armor Level 14+

When wearing this armor, you appear as though you're in many places at once.

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

Armor: Cloth, Leather, Hide

Enhancement: AC

Power (Daily ♦ Illusion): Minor Action. Any enemy making a melee or ranged attack against you must roll two d20s for the attack roll and use the lower result. This effect lasts until the end of the encounter.

Divine Retribution Armor Level 3+

When you are hit, the divine power imbuing the links of this armor flares and empowers your attacks against those that harm you.

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

Enhancement: AC

Power (Encounter): Immediate Reaction. Trigger: An enemy hits you with a melee or a close attack. Effect: Until the end of your next turn, you gain a bonus to damage rolls against the triggering enemy equal to the armor's enhancement bonus.

Dragonclaw Armor Level 4+

Sharp talons curl out from between the folds of this suit of armor.

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: Leather, Hide

Enhancement: AC

Power (Daily): Immediate Interrupt. Use this power when another creature grabs you. You immediately use the escape action with a +5 bonus to escape the grab and deal 5 damage to the creature that grabbed you.

Level 14 or 19: You deal 10 damage and gain a +10 bonus to your escape attempt.

Level 24 or 29: You deal 15 damage and gain a +10 bonus to your escape attempt.

Dragonrider Armor Level 11+

Woven from old dragon scales, this armor is lightweight and warm to the touch.

Lvl 11 +3 9,000 gp Lvl 21 +5 225,000 gp
Lvl 16 +4 45,000 gp Lvl 26 +6 1,125,000 gp

Armor: Scale

Enhancement: AC

Property: When mounted on a dragon, you gain the dragon's resistances.

Power (Daily): Immediate Interrupt. Use this power when you fall. You take no damage from the fall, regardless of the distance fallen, and you are not prone at the end of the fall.





Dragonscale Armor, Black Level 18+

The sleek, black scales of this armor grant the wearer some of the power of a black dragon.

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

Armor: Scale

Enhancement: AC

Property: Resist 10 acid.

Level 23: Resist 15 acid.

Level 28: Resist 20 acid.

Power (Daily ♦ Acid): Free Action. Use this power when you hit a target with a melee attack. You shroud yourself in wisps of shadow that last until the end of your next turn. You gain concealment. Any enemy that hits you with a melee attack while this power is in effect takes acid damage equal to 1d6 + your Constitution modifier.
Level 23: 2d6 + Constitution modifier.
Level 28: 3d6 + Constitution modifier.

Dragonscale Armor, Blue Level 19+

Arcs of lightning leap from this vibrant blue armor to strike nearby enemies.

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

Armor: Scale

Enhancement: AC

Property: Resist 10 lightning.

Level 24: Resist 15 lightning.

Level 29: Resist 20 lightning.

Power (Daily ♦ Lightning): Free Action. Use this power when you hit a target with a melee attack. Two creatures other than the target of the attack that are within 5 squares of you take lightning damage equal to 1d8 + your Constitution modifier.
Level 24: 2d8 + Constitution modifier.
Level 29: 3d8 + Constitution modifier.

Dragonscale Armor, Green Level 19+

This green scale armor makes poison attacks you use more potent.

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

Armor: Scale

Enhancement: AC

Property: Resist 10 poison.

Level 24: Resist 15 poison.

Level 29: Resist 20 poison.

Power (Daily ♦ Poison): Free Action. Use this power when you hit a target with a melee attack. Close burst 2, centered on that target; targets enemies; Constitution vs. Fortitude; on a hit, the target takes 1d6 + Constitution modifier poison damage and is dazed until the start of your next turn; on a miss, the target takes half damage and is not dazed.
Level 24: 2d6 + Constitution modifier poison damage.
Level 29: 3d6 + Constitution modifier poison damage.

Dragonscale Armor, Red Level 20+

When you strike a powerful blow, flames flow from the bright red scales of this armor, up your arm and weapon, and onto your foe.

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

Armor: Scale

Enhancement: AC

Property: Resist 10 fire.

Level 25: Resist 15 fire.

Level 30: Resist 20 fire.

Power (Daily ♦ Fire): Free Action. Use this power when you hit a target with a melee attack. It is immobilized and gains ongoing fire damage equal to 5 + your Constitution modifier (save ends both).
Level 25: Ongoing 10 + Constitution modifier fire damage.
Level 30: Ongoing 15 + Constitution modifier fire damage.

Dragonscale Armor, White Level 18+

From between the white scales of this armor, a chilling mist flows from your body to your target as you strike.

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

Armor: Scale

Enhancement: AC

Property: Resist 10 cold.

Level 23: Resist 15 cold.

Level 28: Resist 20 cold.

Power (Daily ♦ Cold): Free Action. Use this power when you hit a target with a melee attack. The target and its adjacent allies take additional cold damage equal to 1d4 + your Constitution modifier.
Level 23: 2d4 + Constitution modifier cold damage.
Level 28: 3d4 + Constitution modifier cold damage.

Driftmetal Armor Level 18+

Infused with the eldritch power of the planes, this armor gives the wearer the ability to distort his or her position and resist radiant and psychic assault.

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

Armor: Chain, Scale

Enhancement: AC

Property: Resist 5 radiant and resist 5 psychic.

Level 23 or 28: Resist 10 radiant and resist 10 psychic.

Power (Encounter ♦ Teleportation): Immediate Interrupt. Use this power when an enemy targets you with a melee attack. You and that enemy swap places, and that enemy takes a -2 penalty to attack rolls until the end of your next turn.

Dwarven Armor Level 2+

Crafted by the finest dwarf armorsmiths, this armor was once only available to dwarves, though now some armorsmiths will create a set for whoever can pay the price.

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

Property: Gain an item bonus to Endurance checks equal to the armor's enhancement bonus.

Power (Daily ♦ Healing): Free Action. Regain hit points as if you had spent a healing surge.

Ectoplasmic Armor Level 4+

This armor, covered in mottled patterns that shift with your mood, lets you take on the form of a spirit.

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: Leather, hide

Enhancement: AC

Property: You gain resist 5 psychic.

Level 14 or 19: Resist 10 psychic.

Level 24 or 29: Resist 15 psychic.

Power (Daily ♦ Augmentable): Immediate Interrupt.
Trigger: An enemy hits you. **Effect:** You are insubstantial until the end of your next turn.

Augment 1: You are also phasing until the end of your next turn.

Eladrin Armor Level 3+

Crafted by master eladrin armorsmiths, the fine links of this chainmail sparkle in even the faintest light.

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

Enhancement: AC

Property: Add 1 square to the maximum distance of any teleport you make.

This armor has no speed or skill check penalties.

Level 13 or 18: +2 squares to teleport distance.

Level 23 or 28: +3 squares to teleport distance.

Eldritch Serpent Armor Level 4+

The slender, overlapping scales of this armor are taken from magical serpents native to the Feywild.

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: Scale

Enhancement: AC

Property: Unlike most scale armor, eldritch serpent armor has no speed penalty.

Power (Daily): Minor Action. Until the end of your turn, you gain a bonus to damage rolls equal to this armor's enhancement bonus on attacks with the arcane keyword.



Elukian Clay Armor Level 13+

Sculpted from stone found in the Elemental Chaos, this armor repels even the most severe acid.

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

Armor: Chain, Scale, Plate

Enhancement: AC

Property: You automatically succeed on saving throws against ongoing acid damage.

Power (Encounter): Immediate Reaction. Use this power when you gain ongoing acid damage. The ongoing acid damage ends.

Elusive Armor Level 2+

This armor offers no purchase to foes that would pin you down.

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 +2 bonus to escape checks.

Power (Daily ♦ Augmentable): Immediate Reaction. *Trigger:* You are immobilized by an attack. *Effect:* You are no longer immobilized, and you shift 1 square.

Augment 1: The number of squares you shift equals half your speed.

Elven Battle Armor Level 8+

There's no mistaking the forest motif woven into elven battle armor.

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			

Armor: Leather, Hide

Enhancement: AC

Property: Gain a +5 item bonus to saving throws against being slowed or immobilized.

Power (Encounter): Minor Action. Gain a +2 power bonus to speed until the end of your next turn.

Empyrean Breastplate Level 19+

The most interesting component in this full suit of armor is the breastplate which bears the likeness of trumpeting angels and vanquished demons.

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

Armor: Plate

Enhancement: AC

Property: While bloodied, you gain resist 20 necrotic. Level 24 or 29: Resist 30 necrotic.

Power (Daily): Immediate Reaction. *Trigger:* An enemy hits you with a necrotic attack. *Effect:* You deal 5 radiant damage to each enemy within 3 squares of you and push each such enemy 1 square.

Level 24 or 29: 10 radiant damage.

Enduring Beast Armor Level 5+

The spirit within this glistening armor grants you the fortitude to replenish your energy even after the most grievous wounds.

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

Armor: Hide

Enhancement: AC

Property: While you are in beast form, you regain 2 additional hit points whenever you spend a healing surge. Level 15 or 20: 4 additional hit points. Level 25 or 30: 6 additional hit points.

Power (Daily ♦ Healing): Minor Action. You spend a healing surge.

Enduring Spirit Vestments Level 2+

The divine power imbued in these vestments inures you to damage.

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

Enhancement: AC

Power (Daily ♦ Healing): Free Action. *Trigger:* You use a Channel Divinity power. *Effect:* You gain a +2 bonus to AC until the end of the encounter. You also regain 5 hit points.

Level 12 or 17: Regain 10 hit points.

Level 22 or 27: Regain 15 hit points.

Exalted Armor Level 5+

Clerics and warlords often seek out exalted armor because of its properties that improve their healing powers.

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

Armor: Chain

Enhancement: AC

Power (Daily ♦ Healing): Minor Action. Until the end of your turn, each character healed by one of your encounter powers or daily powers regains additional hit points equal to 1d10 + your Charisma modifier.

Feedback Armor Level 4+

Crackling psychic energy cascades around you, flaring outward when you make a mental assault on a foe.

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, leather

Enhancement: AC

Power (Daily ♦ Augmentable, Psychic): Free Action.

Trigger: You use a psychic power. *Effect:* Each creature adjacent to you takes 1d6 psychic damage and is pushed 1 square.

Augment 2: The psychic damage increases to 2d6.

Augment 4: The psychic damage increases to 3d6.

Feral Armor Level 7+

This armor causes its wearer to develop a ferocious streak, like that of the predator that once wore the same skin.

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	62,000 gp			

Armor: Hide

Enhancement: AC

Property: Gain a claw attack while wearing this armor: a one handed military light blade melee weapon with +3 proficiency bonus to attack rolls and deals 1d8 damage. The wearer gains proficiency with this weapon. The claw attack has an enhancement bonus to attack rolls and damage rolls equal to the enhancement bonus of this armor. This attack counts as a melee basic attack.

Power (Encounter): Standard Action. Close burst 1; targets enemies; make a basic melee attack using the claw attack granted by this armor against each enemy in burst.

Feymind Armor Level 14+

Motes of silvery light dance around the head of one who dares attack you.

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

Armor: Cloth, Leather

Enhancement: AC

Power (Daily): Immediate Interrupt. Use this power when an enemy targets you with a melee or ranged attack. Make a Charisma attack against the enemy's Will defense, applying the armor's enhancement bonus as an enhancement bonus to the attack roll. If you hit, the attacker is dazed (save ends).

Level 24 or 29: The target is stunned (save ends).

Feytouched Armor Level 12+

Materials from the Feywild are worked into this armor, improving your reflexes and allowing you to disappear briefly.

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

Armor: Leather, Hide

Enhancement: AC

Property: Gain an item bonus to Initiative checks equal to the armor's enhancement bonus.

Power (Encounter ♦ Illusion): Standard Action. You become invisible until the end of your next turn.

Fireburst Armor Level 3+

Eladrin master tailors magically weave threads of arcane fire into the supple cloth used to make this robe or jacket.

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: Cloth

Enhancement: AC

Property: You automatically succeed on saving throws against ongoing fire damage.

Power (Daily ♦ Fire): Minor Action. Until the end of your next turn, any creature that hits you with a melee attack takes 1d8 + Charisma modifier fire damage.

Level 13 or 18: 2d8 + Charisma modifier fire damage.

Level 23 or 28: 3d8 + Charisma modifier fire damage.



Flamedrinker Armor Level 14+

This well-crafted plate armor absorbs flames, providing some protection against fire.

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

Armor: Plate

Enhancement: AC

Property: Resist 10 fire.

Level 24 or 29: Resist 15 fire.

Power (Daily): Immediate Interrupt. You can use this power when you are hit by an attack that has the fire keyword.

You and each ally within 5 squares of you gain resist 20 fire until the start of your next turn.

Level 24 or 29: Resist 30 fire.

Flickersight Armor Level 12+

Your body becomes indistinct and hazy to onlookers who must now squint to see you clearly.

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

Armor: Cloth, Leather, Hide

Enhancement: AC

Property: You can treat dim light as bright light within 5 squares of you.

Power (Daily): Minor Action. Until the end of your next turn, you gain concealment against enemies farther than 5 squares away from you.

Level 22: Concealment lasts until the end of encounter.

Flowform Armor Level 4+

This armor quickly adapts to changing environments, shielding you from adverse effects.

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, leather

Enhancement: AC

Power (Encounter + Augmentable): No Action. **Trigger:** You're subjected to an effect that a save can end. **Effect:** You make a saving throw against the effect.

Augment 1: You gain a bonus to the saving throw equal to the armor's enhancement bonus.

Formidable Armor Level 14+

When you activate this armor, even the mightiest blow can do little more than scratch your skin.

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

Armor: Hide, chain

Enhancement: AC

Power (Daily): Immediate Interrupt. **Trigger:** An attack hits you and doesn't score a critical hit. **Effect:** The triggering attack deals the minimum damage.

Fortification Armor Level 4+

Dragonborn are no strangers to battle, and they developed this armor to deflect the deadliest enemy attacks.

Lvl 4	+1	840 gp	Lvl 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: Scale, Plate

Enhancement: AC

Property: Whenever a critical hit is scored against you, roll 1d20. On a result of 16-20, the critical hit becomes a normal hit.

Fortified Armor Level 9+

This armor is of dwarven make and bears runes of strength and power.

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			

Armor: Plate

Enhancement: AC

Property: You gain a bonus to saving throws against fear equal to the armor's enhancement bonus.

Power (Daily): Immediate Reaction. This power triggers when you are hit by a power with the fear keyword that can be ended with a save. Roll a saving throw against that effect with a +5 bonus. Regardless of the outcome of the saving throw, you also gain a +2 power bonus to all defenses until the end of your next turn.

Frostburn Armor Level 14+

A fine layer of ice coats the plates of this armor, protecting you or an ally against extreme cold and heat.

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

Armor: Plate

Enhancement: AC

Property: Resist 5 cold and resist 5 fire.

Level 24 or 29: Resist 10 cold and resist 10 fire.

Power (Encounter): Immediate Interrupt. Use this power when you or an ally within 5 squares of you is targeted by an attack. You or that ally gains resist 10 cold or resist 10 fire (your choice) until the start of your next turn.

Level 24 or 29: Resist 20 cold or resist 20 fire.

Frozen Armor Level 4+

Notes of frost float around this armor, yet a wearer remains warm and resistant to the cold.

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: Scale, Plate

Enhancement: AC

Property: Resist 5 cold.

Level 14 or 19: Resist 10 cold.

Level 24 or 29: Resist 15 cold.

Power (Daily + Cold): Immediate Reaction. Use this power when you are struck by a melee attack. Deal 1d6 cold damage per plus of the armor, and the attacker is immobilized until the end of your next turn.

Gallant Armor Level 27

This magnificent suit of plate mail rewards you for selflessly tending your companions.

Lvl 27	+6	1,625,000 gp
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Armor: Plate

Enhancement: AC

Property: When you use the *lay on hands* power on an ally, you also regain hit points equal to one-half your healing surge value.

Gambit Armor Level 13+

Made for those who like to take chances in battle, this armor lets you risk your own safety for a better chance to harm your foes.

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

Armor: Cloth, leather

Enhancement: AC

Property: When an enemy scores a critical hit against you, you can score a critical hit on a roll of 17-20 on your next attack against that enemy before the end of your next turn.

Power (Daily + Stance): Minor Action. Until the stance ends, you grant combat advantage and any creature you attack grants combat advantage to you.

Gambler's Suit Level 6

Luck is fickle, and this stylish set of leathers plays both sides of the coin.

Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp
Lvl 16	+4	45,000 gp			

Armor: Leather

Enhancement: AC

Property: When you make at least two saving throws, you can choose to gain a +2 bonus to the first saving throw and take a -2 penalty to the second.

Power (Daily): Immediate Interrupt. **Trigger:** An enemy hits you with an attack. **Effect:** The triggering enemy rerolls the attack roll and must use the second result. If that result is a hit, the attack scores a critical hit.

Genasi Soul Armor Level 4+

Elemental energies ripple through this armor, said to contain the life energy of a genasi.

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: Leather, hide

Enhancement: AC

Property: This armor is attuned to one genasi elemental manifestation (*FORGOTTEN REALMS Player's Guide*, page 10) chosen at the time the armor is created.

Power (Daily): Minor Action. Until the end of the encounter, you can use the racial encounter power associated with the armor's elemental manifestation. If you already have that racial power, you can use it a second time during this encounter.

Armor



Ghostphase Armor Level 9+

This thin white-and-gray mantle fades away near the bottom.

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			

Armor: Cloth
Enhancement: AC
Property: None.
 Level 14: Resist 5 necrotic.
 Level 19 or 24: Resist 10 necrotic.
 Level 29: Resist 15 necrotic.

Power (Daily): Minor Action. Become insubstantial until the end of your next turn.
 Level 24 or 29: Become insubstantial and gain phasing until the end of your next turn.

Giantdodger Armor Level 13+

This armor protects against the attacks of larger creatures.

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

Armor: Leather
Enhancement: AC

Power (Encounter): Immediate Reaction. When a creature of a size category larger than you misses you with a melee attack, you can shift 2 squares.
 Level 23 or 28: Shift 4 squares.

Gleaming Armor Level 2+

When you're wounded, the energy infusing this crystalline armor flares, momentarily dazzling your enemies.

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
Enhancement: AC

Power (Encounter + Augmentable): Immediate Reaction.
Trigger: You take damage from an attack. *Effect:* You gain concealment until the end of your next turn.
Augment 1: You regain the use of this power.

Great Cat Armor Level 19+

In this sleek suit of hide armor, you bound around the battlefield like a powerful feline.

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

Armor: Hide
Enhancement: AC

Property: When you shift, you can shift 1 additional square.
Power (Daily): Move Action. You shift a number of squares equal to twice the armor's enhancement bonus.

Healer's Armor Level 5+

This sturdy armor enhances your ability to heal your allies.

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

Armor: Hide, chain
Enhancement: AC

Property: When you use a healing power, the target regains additional hit points equal to the armor's enhancement bonus.

Heartening Armor Level 3+

Your spirits never fail while you wear this armor.

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: Scale, Plate
Enhancement: AC

Property: Gain a saving throw bonus against fear effects equal to the armor's enhancement bonus. When you use your second wind, you gain temporary hit points equal to three times the armor's enhancement bonus.

Hero's Armor Level 2+

This shirt of glimmering chainmail fortifies those who take bold action in battle.

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
Enhancement: AC

Property: When you spend an action point to take an extra action, you also gain a +2 bonus to all defenses until the end of your next turn.

Power (Daily + Healing): Free Action. *Trigger:* You spend an action point. *Effect:* You forgo the bonus to all defenses granted by the armor's property. Instead, an ally within 5 squares of you uses his or her second wind as a free action.

Holy Adversary's Armor Level 3+

When you swear an oath against your prey, divine grace permeates this armor, protecting you against that creature's attacks.

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: Cloth
Enhancement: AC

Power (Daily): Minor Action. Until the end of the encounter, you gain resistance to all damage against attacks by your current oath of enmity target equal to the armor's enhancement bonus.

Holy Radiance Armor Level 15+

This gleaming chainmail glows with the radiance of the sun.

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: Chain
Enhancement: AC

Power (Daily + Healing): Minor Action. You expend your use of a Channel Divinity power for this encounter and shed bright light 20 squares in all directions. While within the light, you and each ally gain regeneration 3 while bloodied and a +2 power bonus to saving throws.

Horn Tusk Armor Level 2+

Short tusks protrude from this armor's shoulder guards. The armor gives you the resilience of a boar, allowing you to attack even as a foe drops 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	Lvl 27	+6	1,625,000 gp

Armor: Hide
Enhancement: AC

Power (Encounter): Immediate Interrupt. *Trigger:* An enemy reduces you to 0 hit points or fewer. *Effect:* You make a melee basic attack with a bonus to the attack roll and the damage roll equal to the armor's enhancement bonus.

Hunting Beast Armor Level 2+

This armor carries within it the spirit of a hunting beast. When you change into beast form, that spirit guides your movements.

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: Hide
Enhancement: AC

Property: While you are in beast form, you gain a +2 item bonus to Reflex.

Power (Encounter + Beast Form): Move Action. You shift 2 squares.

Hydra Armor Level 13+

The scales of the mighty hydra are used to craft this armor.

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

Armor: Scale
Enhancement: AC

Property: When an enemy scores a critical hit against you, gain regeneration 5 until the end of the encounter.
 Level 23 or 28: Gain regeneration 10.

Illithid Robes Level 15+

These robes are tight and sleek, with a crest behind the head. They partially protect you from harm if you can compel some poor fool to assist you.

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

Armor: Cloth
Enhancement: AC

Property: Resist 10 psychic.
 Level 25 or 30: Resist 15 psychic.

Power (Daily): Immediate Reaction. When you are hit by an attack, you and an ally within 2 squares of you each take half of the damage from the attack (round fractions up). The damage dealt to the ally can't be reduced by resistances or immunity.
 Level 25 or 30: Share damage with an ally within 5 squares of you.



Immolating Armor Level 7+

The steel components of this heavy armor are chased in red enamel, with tints of yellow and orange swirled throughout it.

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		

Armor: Chain, Scale
Enhancement: AC
Power (Daily ♦ Fire): Immediate Reaction. Use this power when you are marked. End this condition and the creature that marked you takes 5 fire damage.

Immunizing Armor Level 2+

This sleek, white armor gives its wearer a sense of physical purity, as if she might resist even the deadliest poisons and diseases.

Lvl 2 +1	520 gp	Lvl 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: Scale, Plate
Enhancement: AC
Property: You automatically succeed on saving throws against ongoing poison damage.
Power (Encounter): Immediate Reaction. Use this power when you gain ongoing poison damage. The ongoing poison damage ends.

Imposter's Armor Level 6+

In the blink of an eye, this metal armor can fade into rags or robes, providing the perfect disguise for any situation.

Lvl 6 +2	1,800 gp	Lvl 21 +5	225,000 gp
Lvl 11 +3	9,000 gp	Lvl 26 +6	1,125,000 gp
Lvl 16 +4	45,000 gp		

Armor: Chain, Scale, Plate
Enhancement: AC
Power (At-Will ♦ Polymorph): Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.

Indomitable Resolve Vestments Level 2+

These embroidered vestments channel your resolve and imbue you with willpower and determination.

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
Enhancement: AC
Property: While you are bloodied, you gain a +2 item bonus to Will.

Inner Warmth Armor Level 9+

Created from the hide of elemental beasts, this armor exudes an aura of comforting warmth.

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		

Armor: Hide
Enhancement: AC
Property: You gain resist 5 cold and resist 5 necrotic. Level 19 or 24: Resist 10 cold and resist 10 necrotic. Level 29: Resist 15 cold and resist 15 necrotic.
Power (Daily): Minor Action. Until the end of the encounter, any ally adjacent to you gains the resistances granted by this armor.

Ironclad Armor Level 3+

When your enemy attacks, this armor forms hardened ridges and spikes that damage your foe.

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: Scale, plate
Enhancement: AC
Power (Daily ♦ Augmentable): Free Action. **Trigger:** An enemy misses you with a melee attack. **Effect:** The triggering enemy takes 1d6 damage per plus.
Augment 2: The damage equals 1d10 per plus.

Irrefutable Armor Level 7+

A simple suit of metal plates, this armor asserts your will as it protects your flesh.

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

Armor: Any
Enhancement: AC
Power (Daily): Free Action. Use this power when you miss with an attack that targets Will defense. Reroll your attack with a power bonus equal to the enhancement bonus of this armor.

Joyous Armor Level 4+

Silver filigree on this armor shines when you heal yourself, renewing your allies' vigor.

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: Chain, scale
Enhancement: AC
Power (Daily ♦ Augmentable): Free Action. **Trigger:** You spend a healing surge. **Effect:** Each ally adjacent to you gains temporary hit points equal to twice the armor's enhancement bonus.
Augment 1: The number of temporary hit points equals three times the armor's enhancement bonus.

Kemstone Armor Level 8+

Fashioned with the strong but light kemras stone found in various dominions of the Astral Sea, this armor stabilizes its wearer's essence.

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		

Armor: Scale, plate
Enhancement: AC
Property: You gain a +4 item bonus to all defenses against polymorph effects.

Laughing Death Armor Level 9+

The wearer of this armor scoffs at necrotic powers and can unleash a blast of withering black energy upon adversaries.

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

Armor: Cloth, Leather, Hide
Enhancement: AC
Property: Resist 5 necrotic. Level 13 or 18: Resist 10 necrotic. Level 23 or 28: Resist 15 necrotic.
Power (Encounter ♦ Necrotic): Immediate Reaction. Use this power when struck by a melee attack. The attacker takes 1d6 necrotic damage per plus of the armor and also takes a -2 penalty to Fortitude defense until the end of your next turn.

Legendmaker Armor Level 14+

Wearing this impressive armor, you can inspire your allies to help create the stuff of legends.

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

Armor: Leather, chain
Enhancement: AC
Property: If you have the majestic word power, you are not restricted to using it only once per round.
Power (Daily): Immediate Reaction. **Trigger:** An ally within 5 squares of you reduces an enemy to 0 hit points. **Effect:** The triggering ally can take an extra standard action before the end of his or her turn.

Life Vine Armor Level 3+

This armor is woven with an intricate lattice of living vines that form a symbiotic relationship with the wearer.

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: Hide
Enhancement: AC
Power (Daily ♦ Healing): Immediate Interrupt. **Trigger:** An enemy scores a critical hit against you. **Effect:** You spend a healing surge and regain additional hit points equal to the armor's enhancement bonus.



Lifeflood Armor Level 10+

This armor is infused with primal spirits that sustain and shield you from your enemies' attacks.

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		

Armor: Hide

Enhancement: AC

Property: You gain 5 temporary hit points after each rest. If you remove the armor, you lose these temporary hit points.
 Level 15 or 20: 10 temporary hit points.
 Level 25 or 30: 15 temporary hit points.

Lifefont Armor Level 4+

Embedded with ancient and powerful primal symbols, this armor has saved the life of more than one warden.

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: Hide

Enhancement: AC

Property: When you make saving throws at the start of your turn using the Font of Life class feature, you gain a +1 item bonus to each saving throw.

Power (Daily): No Action. **Trigger:** You start your turn and have the Font of Life class feature. **Effect:** You make a saving throw against each effect that a save can end instead of just one.

Lifegiving Armor Level 3+

Protecting you against necrotic energy, this armor also brings you extended health when you need it.

Lvl 3 +1	680 gp	Lvl 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: Plate

Enhancement: AC

Property: Resist 5 necrotic.

Level 13 or 18: Resist 10 necrotic.

Level 23 or 28: Resist 15 necrotic.

Power (Daily + Healing): Minor Action. Usable only while you are bloodied. Regain hit points equal to 20 minus the number of healing surges you have remaining.

Level 13 or 18: Regain hit points equal to 30 minus the number of healing surges you have remaining.

Level 23 or 28: Regain hit points equal to 40 minus the number of healing surges you have remaining.

Loamweave Armor Level 9+

Made by the elves using a secret technique that involves spinning soil into fabric, these soft cloth vestments give the wearer a degree of control over earth and plants.

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

Armor: Cloth

Enhancement: AC

Power (Daily): Minor Action. Use this power on a target within 10 squares of you that is standing on soil or sand. Grasping arms of earth and entangling vines seize the target, and it is restrained (save ends).

Luring Withdrawal Armor Level 2+

Crafted from the essence of wind elementals, this armor allows you to withdraw from a foe and lure it into a trap.

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: Leather, chain

Enhancement: AC

Power (Daily): Immediate Reaction. **Trigger:** An enemy misses you with a melee attack. **Effect:** You shift 1 square and slide the triggering enemy into the space you vacated.

Magic Armor Level 1+

A set of basic yet effective enchanted armor.

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

Armor: Any

Enhancement: AC

Magnetic Armor Level 9+

Studded with lodestones, this heavy armor pulls creatures into your reach.

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		

Armor: Scale, plate

Enhancement: AC

Power (Daily): Minor Action. You pull one creature within 3 squares of you 3 squares. If you pull it into a square adjacent to you, it's also immobilized (save ends).

Level 14 or 19: One creature within 5 squares.

Level 24 or 29: One creature within 10 squares, and you pull it 5 squares.

Mantle of the Seventh Wind Level 23+

This enchanted robe or jacket catches the fickle wind to bear you aloft.

Lvl 23 +5	425,000 gp	Lvl 28 +6	2,125,000 gp
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Armor: Cloth

Enhancement: AC

Property: You have a fly speed equal to your speed, but you must end each turn on a solid surface or you fall.

Marauder's Armor Level 7+

This heavy, fur-lined armor is favored by barbarian pirates who rush into the fray.

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		

Armor: Leather, hide

Enhancement: AC

Property: When you charge, you gain a +1 bonus to AC until the end of your next turn.

Level 12 or 17: +2 bonus.

Level 22 or 27: +3 bonus.

Power (Daily + Healing): Free Action. **Trigger:** You hit with a charge attack. **Effect:** You make a saving throw with a bonus equal to the armor's enhancement bonus, or you spend a healing surge and regain additional hit points equal to the armor's enhancement bonus.

Martyr's Armor Level 2+

This crimson-tinted armor empowers its wearer to protect allies even at the expense of his or her own health.

Lvl 2 +1	520 gp	Lvl 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: Scale, Plate

Enhancement: AC

Power (At-Will): Minor Action. You take a -1 penalty to AC until the end of your next turn, and allies adjacent to you gain a +1 power bonus to AC until the end of your next turn.

Power (Daily): Immediate Interrupt. Use this power when an adjacent ally is attacked. You take a penalty to your AC equal to the enhancement bonus of this armor; your ally adds an equal power bonus to his AC. Both effects last until the end of your next turn.

Meliorating Armor Level 3+

This dull steel armor looks extremely well-made, but also quite simple. The more you get hit, the harder the armor gets.

Lvl 3 +1	680 gp	Lvl 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: Each time you reach a milestone in a day, the enhancement bonus of this armor increases by 1. This bonus resets to the armor's normal enhancement bonus after an extended rest.

Mind Armor Level 23+

At a moment's notice, you can surround this adamantite armor with a psychic field that protects you from mental attacks.

Lvl 23 +5	425,000 gp	Lvl 28 +6	2,125,000 gp
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Armor: Scale, plate

Enhancement: AC

Property: You gain resist 15 psychic.

Power (Daily): Minor Action. Until the end of the encounter, any enemy that attacks you with a charm, fear, illusion, psychic, or sleep power rolls the attack roll twice and must use the lower result.

Mirrorsheen Coat Level 9+

Magic woven into this armor makes it highly reflective and bright. It's effective against radiant energy and gaze attacks.

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

Armor: Cloth, Leather, Hide

Enhancement: AC

Property: Gain a +2 item bonus to all defenses against radiant and gaze attacks. An attacker that hits you with such an attack takes a -2 penalty to attack rolls until the end of its next turn.

Power (Daily): Immediate Interrupt. Use this power when you are targeted by a ranged attack. You can switch the target to another creature within 5 squares of you. The new target cannot be the attacker.

Armor



Mithral Armor Level 4+

Mithral armor shines like polished silver. Most who use it claim it has saved them on more than one occasion.

Lvl 4	+1	840 gp	Lvl 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: Chain, Scale, Plate

Enhancement: AC

Power (Daily): Immediate Reaction. Use this power when a melee or ranged attack hits you. Take half damage.

Mithral Plating Level 2+

The lightweight metal protects your vitals while still allowing you maximum flexibility and full range of motion.

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: Plate (attached component)

Requirement: You must have the living construct racial trait to use this item.

Enhancement: AC

Property: This armor has no armor check or speed penalty.

Moon Armor Level 3+

This armor is made from deposits of a strange ore that some believe came from the moon.

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

Enhancement: AC

Property: While you're in darkness or dim light (including starlight), you gain a +1 bonus to AC.

Mountain Armor Level 8+

Dwarf armorsmiths combine the elemental earth of their mountain homes with other metals to craft this heavy armor.

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			

Armor: Plate

Enhancement: AC

Power (Encounter): Immediate Interrupt. You can use this power when you are subjected to a pull, a push, or a slide effect. Reduce the forced movement by 1 square.

Level 18 or 23: Reduce the forced movement by 2 squares.

Level 28: Reduce the forced movement by 3 squares.

Nightmare Ward Armor Level 3+

The glistening black material of this armor, strangely cold to the touch, reliably deflects mental attacks.

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: Leather, hide

Enhancement: AC

Property: You gain resist 5 psychic.

Level 13 or 18: Resist 10 psychic.

Level 23 or 28: Resist 15 psychic.

Property: You gain a +2 item bonus to saving throws against charm, fear, or psychic effects.

Panther Spirit Armor Level 5+

Crafted of supple leather from a noble panther's hide, this armor is imbued with the panther spirit's power and resilience.

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

Armor: Leather

Enhancement: AC

Power (Daily ♦ Healing): Immediate Reaction. **Trigger:** An ally within 5 squares of you hits an enemy with a melee attack and is flanking that enemy. **Effect:** The triggering ally regains hit points equal to half the attack's damage.

Parchment Armor Level 4+

This armor is made of magically reinforced parchment inscribed with arcane writings.

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, leather

Enhancement: AC

Property: This armor contains a number of arcane charges equal to its enhancement bonus. Recharging the armor requires an extended rest.

Power (At-Will): Free Action. **Trigger:** You use an arcane power and make an attack roll. **Effect:** You spend any number of unused charges from this armor and gain a power bonus to the attack roll for the triggering power equal to the number of charges spent.

Pelaurum Armor Level 4+

A blessing from Pelor makes golden armor surprisingly sturdy.

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: Chain, Scale, Plate

Enhancement: AC

Property: Resist 5 fire and resist 5 radiant.

Level 14 or 19: Resist 10 fire and resist 10 radiant.

Level 24 or 29: Resist 15 fire and resist 15 radiant.

Penance Armor Level 15+

Intricate runes of rebuke are scribed into this armor's links, promising divine punishment for those that dare harm you.

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: Chain

Enhancement: AC

Power (Daily): Immediate Interrupt. **Trigger:** An enemy hits you with a melee or a close attack. **Effect:** The triggering enemy is weakened until the end of its next turn.

Perpetual Resolve Vestments Level 20+

The divine power in these vestments shields you from ongoing damage.

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

Armor: Cloth

Enhancement: AC

Property: You take ongoing damage at the end of your turn. Instead of at the start. At the end of your turn, you make saving throws against ongoing damage before taking the damage.

Piecemeal Armor Level 5+

This armor, assembled from pieces of chain or scale, falsely seems to emphasize style over protection.

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

Armor: Chain, Scale

Enhancement: AC

Power (Encounter): Immediate Interrupt. You can use this power when an enemy hits you. You gain a +2 power bonus to AC against the triggering attack.

Plastron of Tziphah Paragon Tier

This ceremonial breastplate is fashioned from dark stone. The surface is chipped and the edges jagged from the chisel that fashioned it. When worn, it merges with its wearer's flesh, turning skin to a rocky armor as hard as plate.

Although it looks like only a breastplate, the *Plastron of Tziphah* functions as +4 warplate armor. It has the following properties and powers.

Enhancement: AC

Property: You gain resist 10 poison.

Property: You gain an item bonus equal to the *Plastron's* current enhancement bonus to saving throws against slowing, immobilizing, petrifying, or restraining effects that a save can end.

Power (Daily): Standard Action. You gain resist 5 to all damage until the end of the encounter; or

Immediate Interrupt. **Trigger:** You are hit by an attack. **Effect:** You gain resist 15 to all damage until the end of your next turn.

Power (Daily): Minor Action. You gain a power bonus to Fortitude equal to the *Plastron's* current enhancement bonus until the end of the encounter.

Power (Daily): Free Action. **Trigger:** You make a saving throw to end an effect. **Effect:** You make the triggering saving throw again and use either result.

Pouncing Armor Level 4+

The spirit of a predatory animal is bound to this armor, imbuing the wearer with powerful legs.

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: Leather, Hide

Enhancement: AC

Power (At-Will): Standard Action. You make a charge attack, but instead of moving normally, you make an Athletics check to jump as though you had a running start and jump that distance. The distance you jump can exceed your speed.

Power (Daily): Free Action. **Trigger:** You make a charge attack. **Effect:** At the end of the charge, use an at-will attack power instead of a melee basic attack.



Pouncing Beast Armor Level 4+

When you wear this armor, you can feel the beast spirit within you urging you to leap forward and attack.

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: Hide

Enhancement: AC

Property: When you use *wild shape* to change into beast form, you can shift 1 square.

Power (Daily ♦ Beast Form): Move Action. You shift 5 squares and must end in a space adjacent to an enemy.

Predator Armor Level 3+

When you change into beast form, the primal spirit within this armor grants you the power to bring down an escaping foe.

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: Hide

Enhancement: AC

Property: While you are in beast form, you gain a +1 item bonus to Fortitude and Will.

Power (Daily ♦ Beast Form): Immediate Reaction. **Trigger:** An enemy adjacent to you shifts. **Effect:** Until the end of your next turn, you gain a bonus to attack rolls and damage rolls against the triggering enemy equal to the armor's enhancement bonus.

Predator's Hide Level 3+

This tiger's hide clearly marks you as a formidable hunter.

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: Hide

Enhancement: AC

Property: When you hit a target you have designated with your Hunter's Quarry class feature, you gain a +1 bonus to all defenses against attacks by the designated quarry until the end of your next turn.

Level 13 or 18: +2 bonus.

Level 23 or 28: +3 bonus.

Prismatic Robe Level 19+

Varied dull hues entwine across this robe, springing to vibrant life to dazzle onlookers when you're attacked.

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

Armor: Cloth

Enhancement: AC

Property: When you are hit by a melee or ranged attack, the robe's colors become a clashing array of dazzling light. The attacker takes a -2 penalty to melee and ranged attack rolls against you until the start of your next turn.

Quicksilver Armor Level 5+

With chain links that have the consistency of cloth but the strength of steel, this silvery armor won't weigh you down.

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

Armor: Chain

Enhancement: AC

Property: While you have at least 1 power point, you gain a +1 item bonus to speed.

Power (Encounter): Minor Action. You shift 1 square.

Rageblood Armor Level 13+

This armor was crafted from the hide of a ferocious behemoth. That creature's blood rage now enhances your own fury.

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

Armor: Hide

Enhancement: AC

Property: When you use any barbarian rage power, you regain hit points equal to 10 + your Constitution modifier.

Power (Daily): Free Action. **Trigger:** You make a damage roll and dislike the result. **Effect:** You reroll the damage and use either result.

Rat Form Armor Level 8+

Tiny, sleek skins seem to make up this coat of leather, which has tassels that look disturbingly like rodent tails. With it, you can take the stealthy shape of a rat.

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

Armor: Leather

Enhancement: AC

Power (Daily ♦ Polymorph): Standard Action. You and your gear assume the form of a common sewer rat.

While in this form:

- You can't attack.
- Your gear is merged into your form and unusable.
- You gain a +5 bonus to Stealth checks.
- All your defenses remain the same.

You can sustain this power as a standard action on your turn and end the power to return to your normal form as a free action. You resume normal form if knocked unconscious or dropped to 0 or fewer hit points.

Rat Killer's Coat Level 2+

This fur-trimmed jacket is favored by all who must deal with dangerous vermin.

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 resist 5 against damage from swarms' attacks. In addition, you can move through a space occupied by a swarm, and your movement doesn't provoke opportunity attacks from swarms.

Level 12 or 17: Resist 10.

Level 22 or 27: Resist 15.

Razor Armor Level 2+

Utting spikes and sharp edges cover each scale set into this armor.

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: Scale

Enhancement: AC

Property: When an enemy scores a melee critical hit against you, that enemy takes 1d10 + Dexterity modifier damage. Level 12 or 17: 2d10 + Dexterity modifier damage. Level 22 or 27: 3d10 + Dexterity modifier damage.

Rebuking Armor Level 4+

This silver chainmail glimmers as the divine magic within it bolsters your defenses against a foe that feels your wrath.

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: Chain

Enhancement: AC

Property: When you hit an enemy with any divine attack power, you gain a +1 bonus to all defenses against that enemy's attacks until the end of your next turn.

Reflexive Armor Level 9+

This armor protects less dextrous wearers from the brunt of attacks that generally ignore armor.

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

Armor: Chain, Scale, Plate

Enhancement: AC

Power (Daily): Immediate Interrupt. Use this power when an attack targets your Reflex defense. Until the end of your next turn, you can resist attacks against Reflex with your AC instead.

Reinforcing Armor Level 4+

This armor protects you even when you aren't cautious enough to protect yourself.

Lvl 4 +1	840 gp	Lvl 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: Scale, Plate

Enhancement: AC

Property: If you take damage from a melee attack, you gain a +1 item bonus to all defenses until the start of your next turn.

Repulsion Armor Level 2+

Inlaid with esoteric runes, this armor can repel even though most persistent foes.

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

Power (Daily): Minor Action. Whenever an enemy moves into an adjacent square, you can push that enemy 1 square as an immediate reaction. This power lasts until the end of the encounter.



Resolute Armor Level 8+

This sturdy looking armor is covered with granite slabs fused with pulsing Khyber shards.

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			

Armor: Plate
Enhancement: AC
Property: When an effect forces you to move, you move 1 fewer square.
 Level 13 or 18: 2 fewer squares.
 Level 23 or 26: 3 fewer squares.

Special: If you have the Mark of Warding, you move 1 fewer square when an effect forces you to move, in addition to the benefit you already receive from the armor.

Power (Daily): Immediate Interrupt. **Trigger:** An enemy attempts to push, pull, or slide you. **Effect:** You ignore the forced movement, and the enemy is knocked prone.

Righteous Armor Level 9+

Infused with its creator's righteous conviction, this armor punishes enemies who don't fight fair.

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

Armor: Plate
Enhancement: AC
Property: When you are hit by an enemy with combat advantage against you, it takes radiant damage equal to the armor's enhancement bonus.

Rimewrought Armor Level 12+

Fashioned from blue-tinted steel, this armor is cool to the touch.

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

Armor: Scale, Plate
Enhancement: AC
Property: Resist 10 cold.
 Level 22 or 27: Resist 15 cold.
Property: Ignore difficult terrain caused by ice or snow.

Robe of Avoidance Level 3+

When an enemy's attack misses you, this billowing robe confuses the foe so that you can get away.

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: Cloth
Enhancement: AC
Power (Encounter): Immediate Reaction. **Trigger:** An enemy misses you with a melee attack. **Effect:** You shift 1 square.

Robe of Bloodwalking Level 17+

This cloth armor rewards you for destroying your foes.

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

Armor: Cloth
Enhancement: AC
Power (Encounter + Healing, Teleportation): Free Action. Use this power when you reduce a target within 10 squares of you to 0 or fewer hit points. Teleport to any square the target occupied.

Robe of Contingency Level 4+

Stitched with thread from the Feywild, this robe is favored by many wizards for its ability to escape a bind.

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
Power (Daily + Teleportation): Immediate Reaction. Use this power while you are bloodied and when an attack damages you. Teleport 6 squares, and you can spend a healing surge.

Robe of Defying Flames Level 13+

Emblazoned with fiery imagery, this robe can both repel and summon flames.

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

Armor: Cloth
Enhancement: AC
Property: Resist 10 fire.
 Level 23 or 28: Resist 15 fire.

Power (Daily + Healing): Immediate Interrupt. Use this power when you would take fire damage. You take no fire damage, you gain a +2 power bonus to speed until the end of your next turn, and you can spend a healing surge.

Robe of Defying Frost Level 13+

Minute ice crystals from the Elemental Chaos stud this robe, which protects against the effects of cold and imbues your attacks with an icy chill.

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

Armor: Cloth
Enhancement: AC
Property: Resist 10 cold.
 Level 23 or 28: Resist 15 cold.

Power (Daily + Healing): Immediate Interrupt. Use this power when you would take cold damage. You take no cold damage, you gain a +1 power bonus to AC until the end of your next turn, and you can spend a healing surge.

Robe of Defying Storms Level 14+

Embroidered patterns on these robes resemble clouds and great, slashing bursts of lightning. You gain both protection from storms and the ability to call upon their power.

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

Armor: Cloth
Enhancement: AC
Property: Resist 10 lightning and resist 10 thunder.
 Level 25 or 30: Resist 15 lightning and resist 15 thunder.

Power (Daily + Healing): Immediate Interrupt. Use this power when you would take lightning or thunder damage. You take no lightning or thunder damage, you gain a +1 power bonus to attack rolls until the end of your next turn, and you can spend a healing surge.

Robe of Eyes Level 2+

This fine silk cloth appears to be covered in swirls of color or peacock feather patterns, but in fact depicts dozens of unblinking eyes.

Lvl 2	+1	520 gp	Lvl 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
Enhancement: AC
Property: You cannot be blinded and gain an item bonus to Perception checks equal to the armor's enhancement bonus.

Robe of Forbearance Level 24+

This robe's plain cloth makes many enemies underestimate the defenses of the wearer.

Lvl 24	+5	525,000 gp	Lvl 29	+6	2,625,000 gp
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Armor: Cloth
Enhancement: AC
Power (Daily): Immediate Reaction. Use this power when an enemy hits you. The enemy takes a penalty equal to the enhancement bonus of the armor to attack rolls against you until the end of the encounter. This effect ends if you attack it.

Robe of Quills Level 3+

Thin spines cover this robe, making any adversary reconsider before attacking the wearer.

Lvl 3	+1	680 gp	Lvl 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: Cloth
Enhancement: AC
Power (Daily): Immediate Reaction. Use this power when an adjacent enemy makes a melee attack against you. The quills bristle, dealing 1d6 damage per plus of the armor to the enemy and ongoing damage to the enemy equal to the enhancement bonus of the armor (save ends).



Robe of Sapping Level 17+

This robe saps the durability of an attacker's armor, making the creature no more protected than the robe's wearer.

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

Armor: Cloth

Enhancement: AC

Power (Daily): Immediate Reaction. Use this power when a melee attack hits you. The attacker takes a -2 penalty to AC (save ends), and you gain a +2 power bonus to AC while the attacker is under the effect. The target cannot make a saving throw against the effect until the end of its next turn. **Aftereffect:** The target takes a -1 penalty to AC (save ends), and you gain a +1 power bonus to AC while the target is under the effect.

Robe of Scintillation Level 2+

Made of fine silks, this robe sheds light when you want it to, and it can also unleash a swirling melange of color that befuddles foes.

Lvl 2 +1 520 gp Lvl 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

Enhancement: AC

Power (At-Will ♦ Radiant): Minor Action. The robe radiates colored lights, illuminating like a torch. You can end the illumination as a free action.

Power (Daily ♦ Radiant): Standard Action. The robe shines bright with myriad colors. Make an attack: Close burst 2; Intelligence or Charisma vs. Will (add the robe's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target is dazed (save ends).

Robe of Stars Level 13+

The dark, velvet fabric of this robe glimmers with delicate points of light that can burn brightly on command.

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

Armor: Cloth

Enhancement: AC

Power (Daily ♦ Radiant): Minor Action. Until the end of your next turn, all enemies who attack you are blinded (save ends).

Robe of the Archfiend Level 20+

Woven from the skin of humans, devils, and demons, these grim robes draw a viewer's eyes to the dominating gaze of the wearer.

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

Armor: Cloth

Enhancement: AC

Power (Daily): Immediate Reaction. Use this power when a creature within 10 squares of you attacks you. Make an attack: Charisma vs. Will (add the robe's enhancement bonus as an enhancement bonus to the attack roll); on a hit, the target is dominated until the end of your next turn. **Sustain Minor:** Repeat the attack. On a hit, the target remains dominated. If the attack fails, you can no longer sustain this power.

Roc Armor Level 18+

This armor is decorated with roc feathers. When you enter beast form, you can tap into the great beast's spirit to adopt its shape.

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

Armor: Hide

Enhancement: AC

Power (Daily): Free Action. Until the end of the encounter, you can use your *wild shape* power to assume the form of a roc that is your size. In this form, you gain a fly speed of 6, and you can hover. You can't use daily attack powers or manipulate objects.

Until this power ends, you can use *wild shape* to change among this form, another beast form, and your humanoid form.

Runic Armor Level 3+

The arcane sigils engraved on this armor glow in the presence of magical emanations.

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: You gain an item bonus to Arcana checks equal to the armor's enhancement bonus.

Property: When you use your second wind, you also gain a bonus to damage rolls with arcane attack powers equal to the armor's enhancement bonus until the end of your next turn.

Salubrious Armor Level 4+

The shiny steel of the armor flushes red when its wearer heals, bestowing extra defense.

Lvl 4 +1 840 gp Lvl 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: Scale, Plate

Enhancement: AC

Property: Any time you regain hit points, you gain a +1 item bonus to AC until the end of your next turn.

Level 14 or 19: +2 bonus to AC.

Level 24 or 29: +3 bonus to AC.

Sanguine Vestments Level 3+

The blood of wounded enemies only strengthens this deep red garment.

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: Cloth

Enhancement: AC

Property: You gain a +1 bonus to all defenses while your oath of enmity target is bloodied.

Savage Armor Level 2+

Grotesque faces contort on this armor's surface, howling with glee as the battle rages.

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: Scale, Plate

Enhancement: AC

Property: You gain an item bonus to Intimidate checks equal to the armor's enhancement bonus.

Power (Daily): Minor Action. You shriek and your armor howls with you, pushing all adjacent enemies 1 square.

Scale of the Serpent Level 4+

Forged by fomorians from a strange green ore of the Feywild, this armor makes you as slippery as a snake.

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: Scale

Enhancement: AC

Property: You gain a +5 item bonus to checks to escape a grab.

Power (Daily): Immediate Reaction. **Trigger:** An effect dazes, immobilizes, slows, or stuns you. **Effect:** You make a saving throw against the triggering effect. On a save, that effect ends.

Scintillating Armor Level 8+

Woven from thread imbued with the fundamental powers of the cosmos, this armor can protect against energy and unseen forces.

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

Armor: Cloth

Enhancement: AC

Power (Daily): Immediate Interrupt. Use this power when you take force, lightning, psychic, or radiant damage. You gain resist 5 against that damage type until the end of the encounter.

Level 13 or 18: Gain resist 10 against the damage type.

Level 23 or 28: Gain resist 20 against the damage type.

Screaming Armor Level 2+

This impressive armor is covered in ornate patterns of screaming faces, enhancing your ability to shatter your foe's resolve.

Lvl 2 +1 520 gp Lvl 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: Hide, Scale, Plate

Enhancement: AC

Property: Gain an item bonus to Intimidate checks equal to the enhancement bonus of this armor.

Power (Encounter ♦ Fear): Minor Action. An enemy within 5 squares of you a -2 penalty to attack rolls until the end of your next turn.



Serpentine Armor Level 4+

Metallic snakes writhe along the surface of this armor, ready to strike at any foe that tries to get by you.

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: Scale
Enhancement: AC
Property: You gain resist 5 poison.
Level 14 or 19: Resist 10 poison.
Level 24 or 29: Resist 15 poison.
Power (Daily): Free Action. *Trigger:* An enemy adjacent to you shifts. *Effect:* The triggering enemy takes damage equal to 5 + the armor's enhancement bonus.
Level 14 or 19: 10 + enhancement bonus.
Level 24 or 29: 15 + enhancement bonus.

Serpentskin Armor Level 3+

Made from the discarded scales of a giant snake, this armor still carries the serpent's resistance to poison.

Lvl 3 +1	680 gp	Lvl 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: Leather, Hide
Enhancement: AC
Power (Daily): Move Action. Shift 3 squares. This shift can move through enemies' spaces, though you must end your move in a legal space.

Shadow Hound Armor Level 7+

Crafted from the hide of a massive shadow hound, this armor lets you fade away from danger when you suffer a grievous wound.

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		

Armor: Hide
Enhancement: AC
Power (Daily): Immediate Reaction. *Trigger:* You become bloodied. *Effect:* You become insubstantial until the end of your next turn.

Shadow Warlock Armor Level 10+

While wearing this suit of black leather, you can cloud the mind of a cursed enemy so that your attack strikes true.

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		

Armor: Leather
Enhancement: AC
Property: While you have concealment from your Shadow Walk class feature, any creature affected by your Warlock's Curse grants combat advantage to you.

Shadowflow Armor Level 13+

Inky tendrils of night seep from this pure black armor.

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

Armor: Cloth, Leather
Enhancement: AC
Property: Gain an item bonus to Stealth checks equal to the armor's enhancement bonus.
Power (Encounter): Minor Action. Gain concealment until the start of your next turn.
Level 23 or 28: Gain invisibility until the start of your next turn.

Shared Suffering Armor Level 5+

When enemies deal ongoing damage, this armor lets you deliver ongoing damage upon them as well.

Lvl 5 +1	1,000 gp	Lvl 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

Armor: Any
Enhancement: AC
Power (Encounter): Immediate Reaction. Use this power when an attack gives you ongoing damage. The attacker gains an equal amount of untyped ongoing damage.

Shared Valor Armor Level 8+

The verses and images inlaid into this armor's surface are a source of inspiration for the wearer as much as for those who behold the armor.

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		

Armor: Leather, chain
Enhancement: AC
Property: Whenever you grant temporary hit points to an ally, you gain temporary hit points equal to half the number you granted to that ally.

Shimmering Armor Level 4+

The sheen of this armor glints brightest when you most need its magical protection.

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: You do not provoke opportunity attacks when you make ranged or area attacks.

Shocking Armor Level 27

Created from forges charged with lightning, this armor ripples with electricity and makes any foe rue the decision to attack you.

Lvl 27 +6	1,625,000 gp		
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Armor: Chain, Scale, Plate
Enhancement: AC
Power (Daily + Lightning): Immediate Reaction. Use this power when an enemy misses you with a melee attack. That enemy takes lightning damage equal to your level.

Skald's Armor Level 3+

A favorite item of wandering bards, this armor enhances your ability to talk your way out of tight situations.

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: Leather, chain
Enhancement: AC
Power (Daily): You gain a +2 item bonus to Bluff checks and Diplomacy checks.
Level 13 or 18: +4 item bonus.
Level 23 or 28: +6 item bonus.
Power (Daily): Immediate Interrupt. *Trigger:* An enemy targets you with a melee attack. *Effect:* The triggering enemy instead targets a creature of your choice adjacent to you.

Skeletal Armor Level 19+

Encased in bones, the wearer of this armor presents a terrible image of an undead creature, gaining similar resistances and making any undead hesitant to attack.

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

Armor: Chain, Plate, Scale
Enhancement: AC
Property: Resist 10 necrotic.
Level 23 or 28: Resist 15 necrotic.
Power (Daily): Minor Action. Close burst 5; targets undead; the attack is this item's level + enhancement bonus vs. Will; the target cannot attack you (save ends).

Skybound Armor Level 5+

This armor constantly flows like clouds across a gray sky and gives its wearer a feeling of weightlessness when moving.

Lvl 5 +1	1,000 gp	Lvl 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

Armor: Cloth, Leather
Enhancement: AC
Power (Encounter): Free Action. Use this power when you make an Athletics check to jump. You jump an additional number of squares equal to this armor's enhancement bonus. This jump can exceed your normal movement.

Slick Armor Level 2+

It's hard to get a hold on you while you wear this armor.

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: Gain a bonus to Acrobatics checks to escape actions equal to twice the armor's enhancement bonus.



Slime Armor Level 8+

You can cause this heavy armor to drip with acidic ooze that burns those who touch 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		

Armor: Scale, plate
Enhancement: AC
Power (Daily ♦ Acid): Minor Action. Until the end of your next turn, any creature that hits you with a melee attack takes ongoing 5 acid damage (save ends).
Level 13 or 18: Ongoing 10 acid damage (save ends).
Level 23 or 28: Ongoing 15 acid damage (save ends).

Snake's Lair Armor Level 7+

The bumps of this snakeskin armor's surface tell your fingers about each ridge and valley encountered while tracking the Eternal Enemy to its lair.

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		

Armor: Leather, hide
Enhancement: AC
Property: You do not grant combat advantage or take a penalty to attack rolls while you are squeezing.
Power (Daily): Move Action. You shift half your speed. You can shift through enemies' squares during this move.

Snakefang Armor Level 8+

Bedecked in the fangs of serpents, this armor not only bestows resistance to deadly venoms but also endangers attackers.

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

Armor: Leather, Hide
Enhancement: AC
Property: Resist 5 poison.
Level 18 or 23: Resist 10 poison.
Level 28: Resist 15 poison.
Power (Daily ♦ Poison): Immediate Reaction. When you take damage from a melee attack, the attacker takes ongoing poison damage equal to this armor's poison resist value (save ends).

Snaketongue Robe Level 13+

A pattern of tiny, scintillating scales covers the surface of this loose garment, granting you the qualities of a serpent.

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

Armor: Cloth
Enhancement: AC
Property: You gain a +2 item bonus to Bluff checks.
Property: You gain resist 5 poison.
Power (Daily): Move Action. You shift a number of squares equal to the armor's enhancement bonus.

Soulforged Armor Level 19+

A bit of your own life force flows through this plate armor, granting you a moment of respite where others would succumb to the wounds of battle.

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

Armor: Plate
Enhancement: AC
Property: When reduced to 0 hit points or fewer, you remain conscious until the end of your next turn. If you are still at 0 hit points or fewer at that point, you fall unconscious (or die) as normal.

Soulwarding Armor Level 24+

This armor strengthens your physical and mental resolve.

Lvl 24 +5	525,000 gp	Lvl 29 +6	2,625,000 gp
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Armor: Chain, Scale, or Plate
Enhancement: AC
Property: Resist 10 necrotic and resist 10 psychic.
Property: You do not lose a healing surge when an enemy's attack would cause you to do so.

Spectral Plate Level 20+

This dull black plate armor is made of iron plates infused with Shadowfell essence, granting you wraithlike properties.

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

Armor: Plate
Enhancement: AC
Property: You ignore the speed and skill check penalties for wearing plate armor.
Power (Daily): Move Action. You move your speed. In addition, you become insubstantial and gain phasing until the end of your turn.

Spiderweb Robes Level 8+

This light, thin robe is woven from spider silk and carries a hint of the power of arachnids.

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		

Armor: Cloth
Enhancement: AC
Property: You gain resist 5 poison.
Level 13 or 18: Resist 10 poison.
Level 23 or 28: Resist 15 poison.
Power (Daily): Immediate Reaction. **Trigger:** An enemy adjacent to you hits you with a melee attack. **Effect:** The triggering enemy is restrained until the end of its next turn.

Spiked Jacket Level 3+

Hidden razor-sharp spikes spring out from the elbows, shoulders, and sides of this jacket when something grabs you.

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: Leather, hide
Enhancement: AC
Power (Daily): Standard Action. **Trigger:** You are grabbed. **Effect:** You escape the grab, and the enemy that was grabbing you takes 1d6 damage per plus.

Spirit Armor Level 14+

This suit of fine chain has a ghostly sheen, and its mesh protects you from the denizens of the spirit world.

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

Armor: Chain
Enhancement: AC
Power (At-Will): Immediate Reaction. **Trigger:** An insubstantial enemy adjacent to you hits you. **Effect:** The triggering enemy loses the insubstantial quality (save ends). You become insubstantial until the triggering enemy saves against this effect.

Spirit Shield Armor Level 13+

This leather armor is engraved with images of beast spirits, and their power flows through your spirit companion to your allies.

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

Armor: Leather
Enhancement: AC
Power (Daily): Minor Action. Until the end of your next turn, you lose the armor's enhancement bonus, and each ally adjacent to your spirit companion gains a bonus to AC equal to the armor's enhancement bonus.

Spiritlink Armor Level 15+

This armor absorbs both light and dark energy, and it can even transform that destructive energy into healing.

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

Armor: Chain
Enhancement: AC
Property: Resist 5 necrotic and resist 5 radiant.
Level 24: Resist 10 necrotic and resist 10 radiant.
Level 29: Resist 15 necrotic and resist 15 radiant.
Power (Daily ♦ Healing): Immediate Interrupt. When an ally within 5 squares of you is hit by an attack dealing necrotic or radiant damage, the ally gains immunity to the necrotic and/or radiant damage from that attack. The ally can spend a healing surge and regain additional hit points equal to twice the armor's enhancement bonus.

Stalker's Armor Level 18+

Shadowfell and Feywild energies blend to make this armor the ultimate hunter's apparel.

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

Armor: Leather, Hide
Enhancement: AC
Property: When you have concealment from a creature at the start of your turn, you remain concealed from that creature until the start of your next turn.



Stanching Armor Level 3+

This form-fitting armor clings to you as if it were a second skin, sealing your wounds.

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: Cloth, Leather
Enhancement: AC
Property: You gain an item bonus to saving throws against ongoing untyped damage equal to the armor's enhancement bonus.
Power (Daily ♦ Healing): Minor Action. You spend a healing surge and regain hit points equal to your surge value + the armor's enhancement bonus.

Stoneborn Armor Level 3+

Worked from rough stone, the plates of this bulky armor enable its wearer to tap into the limitless endurance of the earth.

Lvl 3	+1	680 gp	Lvl 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: Plate
Enhancement: AC
Power (Daily): Minor Action. Gain temporary hit points equal to 10 + your Constitution modifier. They last until depleted or until you take an extended rest.
Level 8: 15 + Constitution modifier temporary hit points.
Level 13: 20 + Constitution modifier temporary hit points.
Level 18: 25 + Constitution modifier temporary hit points.
Level 23: 30 + Constitution modifier temporary hit points.
Level 28: 35 + Constitution modifier temporary hit points.

Stonemeld Armor Level 8+

The stony surface of this sigil-covered armor can harden to briefly absorb the brunt of attacks.

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			

Armor: Cloth, Leather
Enhancement: AC
Power (Daily): Minor action. You gain resist 5 to all damage until the end of your next turn. When you use this power, you can expend one of your arcane encounter or daily powers to increase the resistance by 5.
Level 23 or 28: You gain resist 10 to all damage.

Stoneskin Robes Level 3+

In battle, these gray robes harden your skin and grant additional resilience.

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: Cloth
Enhancement: AC
Power (Encounter): Minor Action. You gain 5 temporary hit points until the end of the encounter.
Level 13 or 18: 10 temporary hit points.
Level 23 or 28: 15 temporary hit points.

Stormlord Armor Level 15+

With this armor, you can bend the elements to your will, harnessing the power of the storm.

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

Armor: Chain, Scale, Plate
Enhancement: AC
Property: Resist 10 lightning and resist 10 thunder.
Level 25 or 30: Resist 15 lightning and resist 15 thunder.
Power (Daily): Immediate Interrupt. Use this power when an ally within 10 squares of you takes lightning and/or thunder damage from an attack. The attack hits you instead, and you gain a +2 power bonus to attack rolls until the end of your next turn.

Sudden Escape Armor Level 28

This shimmering armor allows you to invoke astral energy to spirit yourself away from an attack.

Lvl 28	+6	2,125,000 gp
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Armor: Chain
Enhancement: AC
Power (Daily ♦ Teleportation): Immediate Interrupt.
Trigger: An enemy hits you with a melee or a close attack.
Effect: You teleport 5 squares and become insubstantial until the start of your next turn.

Sunleaf Armor Level 7+

Elf master crafters use the leaves of the sun tree to create radiant armor of cloth, leather, or hide.

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			

Armor: Cloth, Leather, Hide
Enhancement: AC
Property: Resist 5 radiant.
Level 17 or 22: Resist 10 radiant.
Level 27: Resist 15 radiant.

Power (Daily ♦ Radiant): Free Action. You can use this power when an enemy hits you with an opportunity attack. Deal 1d10 + Dexterity modifier radiant damage to that enemy.
Level 12 or 17: 2d10 + Dexterity modifier radiant damage.
Level 22 or 27: 3d10 + Dexterity modifier radiant damage.

Supporting Armor Level 4+

This heavy iron armor absorbs the shock of jarring attacks.

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

Armor: Scale, plate
Enhancement: AC
Power (Daily): No Action. *Trigger:* An effect dazes or stuns you. *Effect:* You make a saving throw against the triggering effect. On a save, the effect ends.

Surge Armor Level 13+

Many great heroes have survived dangerous battles thanks to the offensive and defensive benefits of this armor.

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

Armor: Any
Enhancement: AC
Power (Daily): Minor Action. Gain a +2 power bonus to all defenses. This bonus is reduced by 1 at the start of each of your turns.
Level 23 or 28: +3 power bonus.

Survivor's Armor Level 9+

This armor fills its wearer with a sense of security while in the company of devoted allies.

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

Armor: Cloth, Leather, Hide
Enhancement: AC
Power (Daily): Immediate Interrupt. Use this power when hit by an attack. Choose a willing ally within 5 squares of you. That ally takes the damage instead.
Level 24 or 29: Ally within 10 squares of you.

Sylvan Armor Level 3+

This brown and gray armor is favored by those who want to move like a leaf carried along on a forest breeze.

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: Cloth, Leather, Hide
Enhancement: AC
Property: Gain an item bonus to Athletics checks and Stealth checks equal to the armor's enhancement bonus.

Tactician's Armor Level 5+

In battle, strength of mind is as important as strength of the body, and this armor ensures that you have both.

Lvl 5	+1	1,000 gp	Lvl 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

Armor: Chain, Scale, Plate
Enhancement: AC
Property: When a power or class feature calls on your Intelligence modifier to determine a value other than your attack bonus, add 1 to that value. This does not change your Intelligence modifier for any other purpose.

Teleporting Armor Level 12+

A small teleportation circle is emblazoned on the breastplate of this armor.

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

Armor: Scale, plate
Enhancement: AC
Power (Daily ♦ Teleportation): Move Action. You teleport a number of squares equal to twice the armor's enhancement bonus.



Temporal Armor Level 20+

This armor steals future moments to aid you in the present.

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

Armor: Cloth
Enhancement: AC
Property: You gain a +2 item bonus to initiative checks.
Power (Daily): Minor Action. You can take an extra standard action during this turn. You can't use this power and spend an action point during the same encounter.

The Coat of Eyes Heroic Level

Crafted by the daelkyr Belashyrra, this leather jerkin is formed from chitin and raw muscle. Dozens of eyes are set across it, taking in everything that happens around the wearer.

The Coat of Eyes is a suit of +1 leather armor.

Enhancement: AC
Property: You gain resist 5 psychic and resist 5 poison.
Property: You gain a +1 item bonus to Perception checks but take a -1 penalty to Insight checks.
Property: You gain the ability to speak, read, and write Deep Speech fluently.
Power (At-Will): Minor Action. Change the Coat of Eyes into hide armor (it retains its enhancement and properties).
Power (At-Will): Immediate Interrupt, when you are struck by an effect that would blind you. Negate the blinded condition.

Thought-Eater Armor Level 3+

The gaze of your enemies slides off this nondescript armor, almost as if you weren't there.

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: Leather, hide
Enhancement: AC
Property: You gain a +2 item bonus to Stealth checks.
Power (Daily ♦ Augmentable, Illusion): Minor Action. Until the end of your next turn, you have concealment against enemies that are more than 2 squares away from you.
Augment 1: You have total concealment instead of concealment.

Thunderhead Armor Level 9+

The metal of this armor seems to roil with various shades of purple and gray, as though it's filled with storm clouds. The wearer feels resistant to the powers of the storm.

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

Armor: Chain, Scale, Plate
Enhancement: AC
Power (Daily ♦ Lightning or Thunder): Immediate Reaction. When you take lightning or thunder damage, all enemies within 2 squares of you take 5 damage of the same type.
 Level 19 or 24: 10 damage of the same type.
 Level 29: 15 damage of the same type.

Time Link Armor Level 4+

Woven from shimmering crystal, this light chain suit improves your reaction time.

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: Chain
Enhancement: AC
Property: You gain an item bonus to initiative checks equal to the armor's enhancement bonus.
Power (Daily): No Action. **Trigger:** You roll initiative and dislike the result. **Effect:** You reroll initiative but must use the second result.

Tombforged Armor Level 14+

This armor is constructed around a single link from the burial armor of a hero dead at least 100 years.

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

Armor: Chain
Enhancement: AC
Property: Resist 10 necrotic.
 Level 24 or 29: Resist 15 necrotic.
Power (Daily ♦ Healing): Immediate Interrupt. You can use this power when an ally within 5 squares of you takes damage. You spend a healing surge but regain no hit points. Instead, the ally regains hit points as if he or she had spent a healing surge.
 Level 24 or 29: Ally within 10 squares of you.

Translocating Armor Level 14+

A field of planar energy surrounds this armor. If an enemy fails to hit you, you can teleport out of its reach.

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

Armor: Any
Enhancement: AC
Power (Encounter ♦ Teleportation): Immediate Reaction. **Trigger:** An enemy misses you with an attack. **Effect:** You teleport 3 squares.

Trollskin Armor Level 15+

Trolls hate everyone, but especially you and your warty green armor.

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: Hide, Scale
Enhancement: AC
Power (Daily ♦ Healing): Standard Action. Gain regeneration 5 until the end of the encounter or until you drop to 0 hit points or fewer.
 If you take acid or fire damage, the regeneration is suppressed until the end of your next turn.
 Level 25 or 30: Regeneration 10.

Vaporform Armor Level 19+

While wearing this armor, no prison can hold you, no door can block your path, and no height is beyond your reach.

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

Armor: Cloth, Leather, Hide
Enhancement: AC
Power (Daily): Move Action. You become insubstantial and can fit through even the smallest spaces without squeezing. You also gain fly 6 (hover) and can only take move actions until you return to your natural form, which you can do as a free action. While in vaporous form, you take 5 damage at the start of each turn.

Versatile Armor Level 3+

The wearer of this armor moves with more alacrity than one might expect, and can employ that speed to his or her advantage against unprepared enemies.

Lvl 3	+1	680 gp	Lvl 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, Plate
Enhancement: AC
Power (At-Will): Minor Action. You take a -1 AC penalty but ignore penalties to speed and checks caused by armor. This persists until you use a minor action to return the armor to normal.

Verve Armor Level 4+

This armor protects your body and fortifies your spirit.

Lvl 4	+1	840 gp	Lvl 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: Scale, Plate
Enhancement: AC
Property: You gain a +2 bonus to death saving throws.
Power (Daily): No Action. Use this power when you fail a saving throw. The result of that saving throw is 20 instead.

Veteran's Armor Level 2+

Battered and worn, this unassuming armor helps you get the most out of your experiences.

Lvl 2	+1	520 gp	Lvl 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: Any
Enhancement: AC
Property: When you spend an action point, you gain a +1 item bonus to all attack rolls and defenses until the end of your next turn.
Power (Daily): Free Action. Spend an action point. You do not gain the normal extra action. Instead, you regain the use of one expended daily power.



Vigorous Resolve Vestments Level 2+

These embroidered vestments channel your resolve and imbue you with resilience.

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

Enhancement: AC

Property: While you are bloodied, you gain a +2 item bonus to Fortitude.

Vitality Armor Level 7+

When you take a serious wound while wearing this armor, it feeds you back a bit of your lost vigor.

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			

Armor: Scale, Plate

Enhancement: AC

Property: When an enemy scores a critical hit against you, you gain temporary hit points equal to 5 + the armor's enhancement bonus at the start of your next turn.

Voidcrystal Armor Level 14+

Black as a starless night, this armor destabilizes weapons it deflects.

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

Armor: Any

Enhancement: AC

Power (Daily): Immediate Reaction. Use this power when a melee attack misses your AC. The weapon used to attack you deals only half damage (save ends). If the attacker was unarmed (using a fist or claws, for example), the attacker instead takes ongoing 10 damage (save ends).
Level 24 or 29: Ongoing 15 damage.

Wall Armor Level 3+

This armor seems far heavier than its constituent material. It becomes as unforgiving as a brick wall at a moment's notice.

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 (Daily): Immediate Reaction. **Trigger:** An enemy hits or misses you with a bull rush or charge attack. **Effect:** The triggering enemy takes 1d6 damage per plus and is knocked prone.

Warding Light Armor Level 13+

White and yellow fire plays over this armor's links. When a foe strikes you, these flames erupt in a punishing flare.

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

Armor: Chain

Enhancement: AC

Power (Daily ♦ Radiant): Immediate Reaction. **Trigger:** An enemy hits you. **Effect:** The triggering enemy takes 1d8 + your Wisdom modifier radiant damage.
Level 18 or 23: 2d8 + your Wisdom modifier radiant damage.
Level 28: 3d8 + your Wisdom modifier radiant damage.

Warding Spirit Armor Level 2+

The primal power infused within this leather armor draws power from your spirit companion to shield you from attack when your guard is down.

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: Leather

Enhancement: AC

Property: You gain a +4 power bonus to AC against opportunity attacks while your spirit companion is present in the encounter.

Warmage's Uniform Level 3+

These decorated greatcoats come in a variety of styles, but all lend military might to their wearers.

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: Cloth, leather

Enhancement: AC

Power (Daily): Free Action. **Trigger:** You hit an enemy with an arcane attack power. **Effect:** Until the end of your next turn, one ally within 5 squares of that enemy gains a power bonus to attack rolls against the enemy equal to the armor's enhancement bonus.

Warsheath Armor Level 10+

This armor ensures that its wearer is surrounded not just by protective layers, but also by eager foes

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

Armor: Plate

Enhancement: AC

Power (Daily): Minor Action. Enemies within a number of squares equal to this armor's enhancement bonus of you are pulled adjacent to you.

Whiteflame Armor Level 3+

This armor absorbs light and can be converted to protect against other effects.

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: Resist 5 radiant.

Level 14 or 19: Resist 10 radiant.

Level 24 or 29: Resist 15 radiant.

Power (Daily): Minor Action. Change the type of resist this armor grants to resist fire, resist lightning, or resist thunder until the end of the encounter.

Wildleaf Armor Level 17+

Fashioned by elves from fallen leaves, these suits of armor are favored by rangers and rogues who patrol the wilderness.

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

Armor: Cloth, Leather, Hide

Enhancement: AC

Property: You ignore difficult terrain while outdoors.

Winged Armor Level 13+

Glorious angelic wings sprout from this armor at your command.

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

Armor: Any

Enhancement: AC

Property: You gain an item bonus to Athletics checks to jump equal to the armor's enhancement bonus.

Power (Daily): Move Action. You fly your speed. You must begin and end this move on a solid surface. You also gain a +2 power bonus to all defenses until the end of your next turn.

Zealot's Armor Level 15+

This armor is surrounded by motes of light that grow in intensity as undead approach the wearer.

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

Armor: Cloth

Enhancement: AC

Property: Whenever an undead creature hits you with a melee attack, it takes radiant damage equal to the enhancement bonus of this armor.



Valiant



Absorbing Shield Level 17

This steel shield absorbs the power from attacks, protecting both you and your allies.

Item Slot: Arms 65,000 gp
Shield: Any

Power (At-Will): Immediate Interrupt. *Trigger:* An area attack misses you and hits an ally. *Effect:* The triggering attack instead misses the ally.

Alchemical Launcher Level 5

This springloaded armpiece fires alchemical items with great accuracy and without exposing you to attack.

Item Slot: Arm (attached component)
1,000 gp

Requirement: You must have the living construct racial trait to use this item.

Property: You gain a +1 item bonus to attack rolls with consumable alchemical item powers, and you don't provoke opportunity attacks for making ranged or area attacks with alchemical items.

Angelsteel Shield Level 9+

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

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp

Item Slot: Arms
Shield: Any

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

Level 19: +2 power bonus.
Level 29: +3 power bonus.

Ankhmon's Bracers Level 19

These platinum bracers are engraved with a symbol of an eye wreathed in flames.

Item Slot: Arms 105,000 gp

Property: When you hit an enemy that is granting combat advantage to you with an arcane attack power, the attack deals 1d10 extra damage against the enemy. You also regain a number of hit points equal to the extra damage roll result.

Barrage Bracers Level 10

While you wear these bracers, when you attack rapidly, you can focus more power into your attacks.

Item Slot: Arms 5,000 gp

Property: When you hit an enemy with a melee attack, you gain a +1 bonus to attack rolls against that target until the end of your turn.

Bashing Shield Level 5+

This stout shield can be used to force your opponents back.

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

Item Slot: Arms

Power (Daily): Free Action. Use this power when you hit an enemy with a melee attack. Push the enemy 1d4 squares after applying the attack's effects.

Level 15: Push 2d4 squares.
Level 25: Push 3d4 squares.

Battleforged Shield Level 4+

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

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp

Item Slot: Arms
Shield: Heavy

Power (Daily ♦ Healing): Free Action. Use this power when an ally adjacent to you regains hit points. That ally regains additional hit points as though it had spent a healing surge.

Level 14: 2d8 hit points.
Level 24: 3d8 hit points.

Bloodguard Shield Level 2+

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

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp

Item Slot: Arms
Shield: Any

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

Level 12: Resist 10 to all damage.
Level 22: Resist 15 to all damage.

Bloodhound Bracers Level 13

You can track a wounded foe and strike it down when it's most vulnerable.

Item Slot: Arms 17,000 gp

Property: Creatures that are taking ongoing damage grant combat advantage to you.

Power (Daily): Free Action. *Trigger:* You bloody an enemy. *Effect:* That enemy takes ongoing 5 damage (save ends).

Bloodshored Shield Level 9+

This strong, steel shield protects the bloodied.

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp

Item Slot: Arms
Shield: Any

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

Level 19: Resist 10 to all damage.
Level 29: Resist 15 to all damage.

Bloodsoaked Bracers Level 10+

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

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

Item Slot: Arms

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

Level 20: +10 power bonus.
Level 30: +15 power bonus.

Bloodsoaked Shield Level 9+

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

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp

Item Slot: Arms
Shield: Any

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

Level 19: Resist 5 to all damage.
Level 29: Resist 8 to all damage.

Bloodthirst Bracers Level 4+

The crystals set in these golden bracers help you deal wounds that continue to impair your foe even after the initial strike.

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp

Item Slot: Arms

Power (Daily): Free Action. Use this power when you hit an enemy with a melee attack. In addition to the normal damage from that attack, the target takes ongoing damage equal to 2 + your Charisma modifier (save ends).

Level 14: Ongoing damage equal to 5 + your Charisma modifier (save ends).
Level 24: Ongoing damage equal to 10 + your Charisma modifier (save ends).

Bracers of Archery Level 6+

These leather armbands enhance your potency with bows and crossbows.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

Item Slot: Arms

Property: Gain a +2 item bonus to damage rolls when attacking with a bow or crossbow.

Level 16: +4 item bonus.
Level 26: +6 item bonus.

Power (Daily): Minor Action. Ignore cover on your next attack this turn when using a bow or crossbow.



Bracers of Bold Maneuvering Level 8+

These slick cuffs help maintain your defensive guard as you move around wary foes.

Lvl 8 3,400 gp Lvl 18 85,000 gp
Item Slot: Arms

Power (Encounter): Minor Action. Gain a +4 power bonus to AC against opportunity attacks until the end of your next turn.

Level 18: While this power is in effect, you can make one opportunity attack made against you miss. This must be done before you know whether the attack succeeds.

Bracers of Brachiation Level 5+

You seamlessly negotiate through the forest canopy of a wilderness as if on foot.

Lvl 5 1,000 gp Lvl 25 125,000 gp
Lvl 15 25,000 gp
Item Slot: Arms

Property: You gain a climb speed equal to half your ground speed, and you can swing through the trees of a forest at your climb speed, during which time you do not leave any tracks.

Level 15: Your climb speed equals your ground speed.
Level 25: Your climb speed equals your ground speed + 4.

Bracers of Defense Level 7+

These enchanted armbands can be activated to reduce the damage you take from a single attack.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
Item Slot: Arms

Power (Daily): Immediate Interrupt. You can use this power when you are hit by a melee attack. Reduce the damage dealt to you by the attack by 10.

Level 17: Reduce the damage dealt by 20.
Level 27: Reduce the damage dealt by 30.

Bracers of Escape Level 7+

These bracers can whisk you out of harm's way.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp
Item Slot: Arms

Power (Daily): Immediate Interrupt. You can use this power when you are the target of a melee attack. You teleport 2 squares.

Level 17: Teleport 5 squares.
Level 27: Teleport 10 squares.

Bracers of Infinite Blades Level 11+

With these metal guards, you have an arsenal at your disposal at all times.

Lvl 11 9,000 gp Lvl 16 45,000 gp
Item Slot: Arms

Property: You can draw a +2 dagger from these bracers as though drawing it from a sheath. A drawn dagger disappears at the end of your turn. These bracers can also be crafted to supply other light thrown weapons, such as shuriken.

Level 16: +4 dagger.

Bracers of Iron Arcana Level 14

Favored by spellcasters, these iron bracers are covered in esoteric runes that help deflect physical attacks.

Item Slot: Arms 21,000 gp

Power (Daily): Minor Action. Gain an item bonus to AC equal to your Intelligence, Wisdom, or Charisma modifier until the end of your next turn.

Bracers of Mental Might Level 6

The adage, "mind over matter," truly applies when you wear these bracers.

Item Slot: Arms 1,800 gp

Power (Encounter): Free Action. Use this power when making a Strength attack, Strength check, or Strength-based skill check. Use your Intelligence, Wisdom, or Charisma modifier in place of your Strength modifier to determine the result of the roll.

Bracers of Mighty Striking Level 2+

These enchanted armbands increase the damage you deal with a melee attack.

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp
Item Slot: Arms

Property: When you hit with a melee basic attack, you gain a +2 item bonus to the damage roll.

Level 12: +4 item bonus.
Level 22: +6 item bonus.

Bracers of Rejuvenation Level 8

These wrist guards pulse with red light when you pause to catch your breath, increasing your defenses until you rejoin the battle.

Item Slot: Arms 3,400 gp

Power (Healing Surge): Minor Action. Gain a +1 item bonus to all rolls, defenses, and saving throws until the end of your next turn.

Bracers of Respite Level 2+

Commonly worn by combat medics, these white linen arm guards spread healing benefits.

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp
Item Slot: Arms

Power (Daily ♦ Healing): Free Action. Use this power when an ally adjacent to you regains hit points. You or one other ally adjacent to you regains 1d8 hit points.

Level 12: Regains 2d8 hit points.
Level 22: Regains 4d8 hit points.

Bracers of Speed Level 13

These wide bracers are lined with gleaming mithral rings.

Lvl 13 17,000 gp
Item Slot: Arms

Property: You can draw or sheathe a weapon, or draw or stow an item, once per round as a free action.

Power (Daily): Standard Action. Make a melee basic attack against one or two creatures.

Bracers of Tactical Blows Level 6+

When your foes let down their guard, these dragonscale bracers make them regret it.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp
Item Slot: Arms

Property: When you hit with an opportunity attack, deal an extra 1d6 damage.

Level 16: 2d6 damage.
Level 26: 3d6 damage.

Bracers of the Perfect Shot Level 3+

These enchanted armbands increase the damage you deal with a ranged attack.

Lvl 3 680 gp Lvl 23 425,000 gp
Lvl 13 17,000 gp
Item Slot: Arms

Property: When you hit with a ranged basic attack, you gain a +2 item bonus to the damage roll.

Level 13: +4 item bonus.
Level 23: +6 item bonus.

Bracers of Wound Closure Level 13

These copper bracers create a luminescent field that eliminates impairing wounds.

Item Slot: Arms 17,000 gp

Power (Daily): Immediate Reaction. Use this power when you are hit by an attack that deals ongoing damage of any type. The ongoing damage effect ends.

Breach Bracers Level 5+

These spiked arm guards render enemies more vulnerable to your attacks.

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp
Item Slot: Arms

Power (Daily): Free Action. Use this power when you hit with a melee attack. The target of the attack gains vulnerable 5 against the next attack that hits it before the end of your next turn.

Level 15: Vulnerable 10.
Level 25: Vulnerable 15.

Charm Bracelet Level 8+

This simple bracelet with tiny arcane symbols dangling from it lets you share in your foes' good luck.

Lvl 8 3,400 gp Lvl 18 85,000 gp
Item Slot: Arms

Property: You gain a +1 item bonus to saving throws against ongoing damage.

Level 18: +2 item bonus.

Power (Daily): Immediate Reaction. **Trigger:** An enemy you can see succeeds on a saving throw. **Effect:** You make a saving throw.

Climber's Bracers Level 16

Your hands are as effective as an animal's claws at climbing while wearing these rough leather bracers.

Item Slot: Arms 45,000 gp

Power (Daily): Minor Action. You gain a climb speed equal to your speed until the end of the encounter.



Cold Iron Bracers Level 6+

The creatures of the Feywild recoil at the touch of these iron bracers.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

Item Slot: Arms

Property: Gain a +1 item bonus to AC and Reflex defense against fey creatures' attacks.

Level 16: +2 item bonus.

Level 26: +3 item bonus.

Cold Iron Shield Level 5+

Using this heavy iron shield, you can protect an ally's mind as well as his body.

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

Item Slot: Arms

Shield: Heavy

Power (Daily): Immediate Interrupt. Use when an attack against Will defense would hit an ally adjacent to you.

That ally gains a +4 power bonus to Will defense against that attack.

Level 15: That ally gains a +4 power bonus to Will defense until the end of your next turn.

Level 25: All allies adjacent to you gain a +4 power bonus to Will defense until the end of your next turn.

Counterstrike Guards Level 4+

A set of twin forearm shields small enough not to hinder you, these guards improve your strikes against off-balance foes.

Lvl 4 840 gp Lvl 14 21,000 gp

Item Slot: Arms

Power (Daily): Immediate Reaction. Use this power when a melee attack misses you. You make a melee basic attack against the attacker.

Level 14: This power becomes an encounter power.

Couters of Second Chances Level 5+

As you swing past your opponent, these armored elbow guards sparkle with energy, bringing your weapon back in line.

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

Item Slot: Arms

Power (Daily): Free Action. Use this power when you miss with a melee attack. Reroll the attack, and use the second result, even if it's lower.

Level 15 or 25: Gain a +2 bonus to the rerolled attack roll.

Level 25: If your rerolled attack misses, make a melee basic attack against the target.

Crowd Killer Shield Level 14

Your foes might think they have the upper hand, but this shield ensures you fight on a level field.

Item Slot: Arms 21,000 gp

Shield: Any

Property: Any enemy who flanks you grants combat advantage to you.

Dantrag's Bracers Level 23

These wide bracers are lined with gleaming mithral rings.

Lvl 18 85,000 gp (unique; this item cannot be purchased or created with the Enchant Magic Item ritual)

Item Slot: Arms or feet

Property: You can draw or sheathe a weapon, or draw or stow an item, once per round as a free action.

Power (Daily): Requirement: You must be using Dantrag's bracers in the arms slot. Standard Action. Make a melee basic attack against one or two creatures.

Power (Encounter): Requirement: You must be using Dantrag's bracers in the feet slot. Move Action. Shift a number of squares equal to half your speed.

Darkleaf Shield Level 2+

Shadowfell gravetrees provide the tightly woven branches and black leaves that form this shield.

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp

Item Slot: Arms

Shield: Light

Property: Gain a +1 item bonus to AC during the surprise round and the first nonsurprise round of each encounter.

Level 12: +2 item bonus.

Level 22: +3 item bonus.

Deathward Shield Level 15+

This ebony shield with adamantine studs protects you from dark energies.

Lvl 15 25,000 gp Lvl 25 625,000 gp

Item Slot: Arms

Shield: Any

Property: You gain resist 10 necrotic.

Level 25: Resist 15 necrotic.

Power (At-Will): Immediate Interrupt. Trigger: You are targeted by a necrotic attack. Effect: All other targets of that attack gain resist 10 necrotic against the attack, and you lose resist necrotic for the attack.

Level 25: Resist 15 necrotic.

Diamond Bracers Level 9+

These clear crystal vambraces of interlocking plates can protect you from virtually anything, for a time.

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp

Item Slot: Arms

Power (Daily): Minor Action. Until the end of the encounter, gain resist 10 against a damage type from which you were dealt damage since the end of your last turn.

Level 19: Resist 15 against that damage type.

Level 29: Resist 20 against that damage type.

Direbeast Shield Level 5+

Covered in bear hides and marked with a wolf's head, this shield lends the stamina of wild beasts to your allies.

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

Item Slot: Arms

Shield: Any

Power (Daily): Immediate Interrupt. Use this power when an attack against Fortitude defense hits an ally adjacent to you. That ally gains a +4 power bonus to Fortitude defense against that attack.

Level 15: That ally gains +4 power bonus to Fortitude defense until the end of your next turn.

Level 25: All allies adjacent to you gain +4 power bonus to Fortitude defense until the end of your next turn.

Dragondaunt Shield Level 16+

This ornate shield provides extra protection against dragon attacks and can be activated to reduce the damage of an area attack.

Lvl 16 45,000 gp Lvl 26 1,125,000 gp

Item Slot: Arms

Property: You gain resist 5 to all attacks of dragons.

Level 26: Resist 10 to all attacks of dragons.

Power (Daily): Immediate Interrupt. You can use this power when you are hit by an area or a close attack. Reduce the damage dealt by the attack to you and each adjacent ally by 10.

Level 26: Reduce damage by 15.

Dragonscale Shield Level 19+

A heavy shield fashioned from interlocking dragon scales.

Lvl 19 105,000 gp Lvl 29 2,625,000 gp

Item Slot: Arms

Property: Gain cover against all attacks that use a blast or burst area of effect.

Power (Daily): Immediate Interrupt. Use this power when you are in the area of a blast attack. One ally in the area gains cover against the attack.

Level 29: All allies in the area gain cover.

Dragontooth Shield Level 7

Made to resemble a massive dragon's tooth, this shield can be a deadly weapon.

Lvl 7 2,600 gp

Item Slot: Arms

Shield: Any

Property: This shield is considered a military weapon and can be used as a one-handed melee weapon with +2 proficiency, 1d6 damage, pick, high crit, off-hand. It grants a +2 enhancement bonus to attack rolls and damage rolls when used as a melee weapon, and it deals 2d12 extra damage on a critical hit.



Executioner's Bracers Level 3+

These ornamental gold bracers help you to hit harder.

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

Item Slot: Arms
Property: When you score a critical hit, the attack deals 1d6 extra damage.
 Level 13: 2d6 extra damage.
 Level 23: 3d6 extra damage.

Feyleaf Vambraces Level 4

A bright blue glow erupts from these tough bark guards, and the world shifts around you.

Item Slot: Arms 840 gp
Power (Daily ♦ Teleportation): Free Action. Use this power when you attack an adjacent target, but before you roll. Teleport to the nearest square from which you and an ally flank the target.

Fighting Shield Level 1

This shield quivers on your arm, eager to taste blood with its sharpened edge.

Lvl 1	360 gp
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Item Slot: Arms
Shield: Any
Property: This shield is considered a military weapon and can be used as a one-handed melee weapon with +3 proficiency, 1d6 damage, heavy blade, off-hand. It grants a +1 enhancement bonus to attack rolls and damage rolls when used as a melee weapon, and it deals 1d6 extra damage on a critical hit.

Flame Bracers Level 3+

Flickering flames dance across your arm guards, darting to cover your weapon on crucial attacks.

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

Item Slot: Arms
Property: When you score a critical hit with a melee attack, deal an extra 1d6 fire damage.
 Level 13: 1d10 fire damage.
 Level 23: 2d6 fire damage.
Power (Daily): Minor Action. Your next successful weapon attack before the end of your next round deals an extra 1d6 fire damage.
 Level 13: 2d6 fire damage.
 Level 23: 3d6 fire damage.

Flamedrinker Shield Level 6+

This shield swirls with gold and ruby hues as it absorbs the jet of flame meant to burn your flesh.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Arms
Shield: Any
Property: Gain resist 5 fire.
 Level 16: Resist 10 fire.
 Level 26: Resist 15 fire.
Power (Daily): Immediate Interrupt. Use this power when an ally adjacent to you would take fire damage. Grant that ally resist 10 fire until the end of your next turn.
 Level 16: Resist 20 fire.
 Level 26: Resist 30 fire.

Flameward Shield Level 16+

Stylized golden flames adorn this deep red shield.

Lvl 16	45,000 gp	Lvl 26	1,125,000 gp
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Item Slot: Arms
Shield: Any
Property: You gain resist 10 fire.
 Level 26: Resist 15 fire.
Power (At-Will): Immediate Interrupt. *Trigger:* You are targeted by a fire attack. *Effect:* All other targets of that attack gain resist 10 fire against the attack.
 Level 26: Resist 15 fire.

Flaring Shield Level 14

An opponent's poorly aimed attack is met with a blinding flash of light.

Item Slot: Arms 21,000 gp
Shield: Any
Power (Daily): Immediate Reaction. Use this power when a melee attack misses you. The attacker is blinded until the end of your next turn.

Floating Shield Level 1

Enameled with images of ocean waves, this shield eases your way in water.

Item Slot: Arms 360 gp
Shield: Any
Property: You do not sink beneath the surface of any liquid (unless you choose to do so). Also, gain a +3 item bonus to Athletics checks to swim, and to Endurance checks to swim for an hour or more. Also, you can swim at your speed on the surface of the water (but not underwater).

Foe Fending Shield Level 6+

This shield can fend off an attack against an ally while it inflames your enemy's ire.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Arms
Shield: Any
Power (Daily): Immediate Interrupt. *Trigger:* An attack that targets AC or Reflex hits an ally adjacent to you. *Effect:* The triggering attacker is marked (save ends). If the attacker is already marked by you or an ally, the attacker instead takes a -2 penalty to the attack.
 Level 16: The triggering attack hits an ally within 3 squares.
 Level 26: The triggering attack hits an ally within 5 squares.

Force Shield Level 11

This large shield appears to be composed entirely of force. It protects you until you're struck by an attack.

Item Slot: Arms 9,000 gp
Shield: Heavy
Property: At the start of each encounter, you gain a +1 bonus to AC and Reflex until you're hit by an attack.

Frost Charger Bracers Level 13

These metal and leather bracers have a constant sheen of frost.

Item Slot: Arms 17,000 gp
Property: When you hit an enemy with a charge attack, enemies adjacent to that enemy take cold damage equal to your Strength modifier.

Gauntlets of the Blood War Level 16+

These gauntlets are perpetually stained with blood and were originally crafted by elementals to help slay immortals.

Lvl 16	45,000 gp	Lvl 26	1,125,000 gp
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Item Slot: Arms
Property: You gain a +3 item bonus to damage rolls against creatures that have the Immortal origin.
 Level 26: +5 item bonus.
Power (Daily): Free Action. Use this power when you hit a creature with the Immortal origin. The creature takes ongoing 10 damage (save ends).
 Level 26: Ongoing 15 damage (save ends).

Guardian Shield Level 10+

Activate the power of this shield to defend an ally from attack.

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

Item Slot: Arms
Power (Daily): Immediate Interrupt. You can use this power when an adjacent ally is hit by an attack. You are hit by the attack instead. You then gain resistance to all damage equal to half the damage dealt by the attack (if any) until the start of your next turn.
 Level 20: Protect an ally within 5 squares of you.
 Level 30: Protect an ally within 10 squares of you.



Healer's Shield Level 10+

This shield shores healing powers as well as blocks enemy blows.

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

Item Slot: Arms

Shield: Any

Power (Daily ♦ Healing): Free Action. Use this power when you or an ally within line of sight regains hit points. You or the ally regains hit points equal to the maximum possible result of the healing effect and also regains hit points equal to your Wisdom or Charisma modifier, whichever is higher.

Level 20: Double your ability modifier when determining the additional healing granted by this item.

Level 30: This power becomes an encounter power.

Hypnotic Shield Level 14

The spiral pattern on this round shield mesmerizes unwary foes.

Item Slot: Arms 21,000 gp

Shield: Any

Power (Daily): Immediate Reaction. Use this power when a melee attack misses you. The attacker is dazed (save ends). This effect also ends if you are not adjacent to the attacker at the end of your turn, or if the attacker can no longer see you.

Iron Armbands of Power Level 6+

These plate armbands enhance the damage you dole out.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

Item Slot: Arms

Property: Gain a +2 item bonus to melee damage rolls.

Level 16: +4 item bonus.

Level 26: +6 item bonus.

Jousting Shield Level 2+

This grooved and angled shield acts as a bulwark against all attempts to alter a charger's course.

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp

Item Slot: Arms

Shield: Any

Property: Gain resist 5 against opportunity attacks you provoke from charging. After charging, you cannot be pulled, pushed, or slid until the end of your next turn.

Level 12: Resist 10 to all damage.

Level 22: Resist 15 to all damage.

Keeper's Shield Level 9

This black iron shield with gilt edges allows your allies to make long-range attacks with less risk.

Item Slot: Arms 4,200 gp

Shield: Heavy

Property: Allies adjacent to you gain a +2 shield bonus to AC and Reflex against opportunity attacks provoked by using ranged or area powers.

Power (Daily): Immediate Interrupt. **Trigger:** An ally adjacent to you provokes an opportunity attack by using a ranged or area power. **Effect:** The opportunity attack targets you instead.

Lunia's Bracelet Level 3

This silver bracelet contains charms of stars and moons that hold power against lycanthropes.

Item Slot: Arms 680 gp

Property: Treat weapons you wield (including ammunition, thrown weapons, and the like) as silvered (*Player's Handbook*, page 220).

Power (Daily): Free Action. **Trigger:** You hit a shapechanger with a weapon attack. **Effect:** The creature reverts to its natural form and can't use polymorph powers (save ends).

Manticore Shield Level 8+

Emblazoned with the emblem of a snarling manticore, this shield releases a volley of needles at your command.

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

Item Slot: Arms

Shield: Any

Power (Daily): Standard Action. Make an attack: Area burst 1 within 10 squares; Dexterity + 2 vs. AC; on a hit, the target takes 1d8 + Strength modifier damage.

Level 18: Strength + 4 vs. AC; 2d8 + Dexterity modifier damage.

Level 28: Strength + 6 vs. AC; 3d10 + Dexterity modifier damage.

Mindiron Vambraces Level 8+

These smooth crystal bracers are shot through with purple veins that pulse when you attack.

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

Item Slot: Arms

Power (Daily): Free Action. Use this power when you hit with a melee attack. Make a secondary attack against the target: +11 vs. Will; on a hit, the target is dazed until the end of your next turn.

Level 18: +21 vs. Will; the target is stunned until the end of your next turn.

Level 28: +31 vs. Will; the target is dominated until the end of your next turn.

Mithral Shield Level 8+

Light reflects brightly from this highly polished, silvery shield.

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

Item Slot: Arms

Shield: Any

Property: When you are hit by an attack with the radiant keyword, the attacker takes 2 radiant damage.

Level 18: 5 radiant damage.

Level 28: 10 radiant damage.

Mountain Shield Level 4+

Inlaid with Dwarven runes and images of mountains, this shield keeps your allies from being pulled into dangerous situations.

Lvl 4 840 gp Lvl 14 21,000 gp

Item Slot: Arms

Shield: Heavy

Power (Encounter): Minor Action. Allies adjacent to you cannot be pushed, pulled, or slid until the end of your next turn.

Level 14: Allies within 2 squares of you.

Netherdark Shield Level 14+

The black, scaly hide covering the face of the shield drinks in the light.

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

Item Slot: Arms

Power (Daily ♦ Zone): Standard Action. You create a zone of darkness in a close burst 1 that lasts until the end of your next turn. The zone moves with you until the end of your next turn. The zone blocks line of sight for all creatures without darkvision or some other way to see in darkness except you. Any creature entirely within the area that does not have darkvision or some other way to see in darkness (except you) is blinded.

Level 23: You create a zone of darkness in a close burst 3.

Pelaurum Shield Level 7+

With this sparkling copper shield, the intense energy of an errant blast fuels your power when you next strike.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp

Item Slot: Arms

Shield: Any

Property: When an attack that has the fire or radiant keyword misses you, your next successful melee attack before the end of your next turn deals an extra 2 radiant damage.

Level 17: 5 radiant damage.

Level 27: 10 radiant damage.

Phylactery of Action Level 3

When tied around your arm, this black leather box lets your mind or body escape restraint.

Item Slot: Arms 680 gp

Power (Encounter): No action. Reroll a saving throw against any effect on you that applies one or more of these conditions: dazed, immobilized, petrified, restrained, or stunned. You must use the new result, even if it is lower.

Preservation Shield Level 2

This light wood shield displays an insignia of two crossed arrows, one fletched green and the other red.

Item Slot: Arms 520 gp

Shield: Light

Power (Daily): Minor Action. You and each ally within 5 squares of you gain temporary hit points equal to the number of healing surges you have remaining.



Quickhit Bracers Level 5+

Favored by rangers and other two-weapon warriors, these arm guards grant the speed to strike harder and more quickly.

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

Lvl 15 25,000 gp

Item Slot: Arms

Property: When using a power, if you hit one creature with both your main weapon and your off-hand weapon, deal an extra 1d6 damage to that creature.

Level 15: 2d6 damage.
Level 25: 3d6 damage.

Power (Daily): Minor Action. Use this power when you hit with both your main weapon and your off-hand weapon using one power. Make a melee basic attack with your off-hand weapon.

Rapidstrike Bracers Level 15

Wearing these bracers, even your most basic attacks can quickly become dangerous.

Item Slot: Arms 25,000 gp

Property: Gain a +2 item bonus to initiative.

Power (Encounter): Free Action. Use this power when you would make a basic attack. Attack using a 1st-level, single-target, at-will attack power instead of a basic attack. This attack does not provoke an opportunity attack even if it ordinarily would.

Razor Bracers Level 7+

These steel arm plates are lined with sharp edges that make grappling enemies pay dearly.

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

Lvl 17 65,000 gp

Item Slot: Arms

Property: Gain a +2 item bonus to checks to escape a grab. When a creature successfully grabs you, it takes 1d10 damage.

Level 17: 2d10 damage.
Level 27: 3d10 damage.

Razor Shield Level 2+

Ringed in blades, this round shield is as much a weapon as an item of defense.

Lvl 2 520 gp Lvl 22 325,000 gp

Lvl 12 13,000 gp

Item Slot: Arms

Shield: Any

Power (Daily): Immediate Reaction. Use this power when a melee attack hits you. The attacker takes 1d8 + Constitution modifier damage.

Level 12: 2d8 + Constitution modifier damage.
Level 22: This power becomes an encounter power.

Recoil Shield Level 9

This unassuming shield takes on surprising heft when you want to knock a foe flat.

Item Slot: Arms 4,200 gp

Shield: Any

Power (Encounter): Immediate Reaction. Use this power when a melee attack hits you. The attacker is knocked prone.

Reflective Shield Level 27

A nasty surprise awaits those who make attacks against you while you wear this mirrorlike shield.

Item Slot: Arms 1,625,000 gp

Shield: Any

Power (Daily): Immediate Reaction. Use this power when an attack against your AC or Reflex defense misses. The source of the attack makes a new attack roll against its own appropriate defense. If the attack roll succeeds, it hits the attacker (apply damage and effect where appropriate).

Rhino Bracers Level 15

These gray leather bracers let you charge with the strength of a great beast, using more powerful attacks than you ordinarily could.

Item Slot: Arms 25,000 gp

Power (Encounter): Free Action. **Trigger:** You charge an enemy. **Effect:** You can use an at-will melee attack power instead of a melee basic attack against that enemy.

Ricochet Shield Level 12

The strange, seemingly arbitrary angles of this shield take on a sinister purpose when you redirect a foe's ranged attack.

Item Slot: Arms 13,000 gp

Shield: Any

Power (Daily): Immediate Reaction. Use this power when a ranged attack against AC misses you. The source of the attack repeats the attack roll against a different target of your choice within 10 squares of you. If the attack roll succeeds, it hits that target (apply damage and effect where appropriate).

Serpentine Bracers Level 18

Resembling coiled snakes, these bracers snap at your victim when you attack with surprise.

Item Slot: Arms 85,000 gp

Property: While you're hidden from the target of your attack, you deal 1d8 extra poison damage on attacks against that target.

Shadowflow Shield Level 9+

This inky, black shield conceals nearby allies.

Lvl 9 4,200 gp Lvl 29 2,625,000 gp

Lvl 19 105,000 gp

Item Slot: Arms

Shield: Any

Power (Encounter): Minor Action. One ally adjacent to you gains concealment until the start of your next turn.

Level 19: All allies adjacent to you gain concealment until the start of your next turn.

Shield of Blocking Level 17+

The best offense is sometimes a powerful defense.

Lvl 17 65,000 gp Lvl 27 1,625,000 gp

Item Slot: Arms

Shield: Any

Power (Daily): Minor Action. Gain resist 5 to all damage from melee attacks until the end of the encounter.

Level 27: Resist 10 to all damage from melee attacks.

Shield of Defiance Level 8+

This enchanted shield provides immediate healing after you receive a critical hit.

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

Lvl 18 85,000 gp

Item Slot: Arms

Power (Daily + Healing): Immediate Reaction. You can use this power when a critical hit is scored on you. You can spend a healing surge.

Level 18: Regain an additional 2d6 hit points.
Level 28: Regain an additional 4d6 hit points.

Shield of Deflection Level 12+

This enchanted shield reduces the damage you suffer from ranged attacks.

Lvl 12 13,000 gp Lvl 22 325,000 gp

Item Slot: Arms

Property: Gain resist 5 to damage from all ranged attacks.

Level 22: Resist 10 to damage from all ranged attacks.

Shield of Eyes Level 4

This multifaceted shield keeps you aware of lurking threats.

Item Slot: Arms 840 gp

Shield: Any

Property: Gain an item bonus equal to your shield bonus to AC against opportunity attacks.

Power (Daily): Minor Action. You do not grant combat advantage when flanked by an enemy until the end of your next turn.

Shield of Protection Level 3+

This enchanted shield can be activated to provide you and an ally with magical protection for a short time.

Lvl 3 680 gp Lvl 23 425,000 gp

Lvl 13 17,000 gp

Item Slot: Arms

Power (Daily): Standard Action. You and an adjacent ally gain resist 10 to all damage until the end of your next turn.

Level 13: Resist 15 to all damage.
Level 23: Resist 20 to all damage.

Shield of Silver Light Level 4

This polished shield gleams with moonlight, even in the middle of the day.

Item Slot: Arms 840 gp

Shield: Any

Power (At-Will): Minor Action. The shield sheds bright light 5 squares in all directions. You can end this effect as a minor action. You and your allies within the light treat your weapons (including ammunition, thrown weapons, and the like) as silvered (*Player's Handbook*, page 220).



Shield of Speed and Evasion Level 4

A serious strike that slides past this shield might fortify your ability to return the favor.

Item Slot: Arms 840 gp
Shield: Any

Power (Daily): Immediate Reaction. Use this power when an attacker scores a critical hit against your AC or Reflex defense. Regain the use of an encounter power, or spend an action point to regain the use of a daily power. The power regained must be of a level equal to or lower than the level of this item.

Shield of the Barrier Sentinels Level 9+

This ornate shield is awarded to members of the Barrier Sentinels as a reward for bravery.

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
 Lvl 19 105,000 gp

Item Slot: Arms
Property: You gain a +1 bonus to AC and Reflex while you are flanked.
 Level 19: +2 bonus to AC and Reflex.
 Level 29: +3 bonus to AC and Reflex.

Shield of the Guardian Level 2+

This oaken shield can guard an ally as well as protect you.

Lvl 2 520 gp Lvl 22 325,000 gp
 Lvl 12 13,000 gp

Item Slot: Arms
Shield: Any

Power (Daily): Minor Action. One ally adjacent to you gains a +1 power bonus to AC until the end of the encounter.
 Level 12: +2 power bonus to AC.
 Level 22: +3 power bonus to AC.

Shield of Ultimate Protection Level 30

This gold and silver shield protects you from every attack imaginable.

Item Slot: Arms 3,125,000 gp
Shield: Any

Property: You gain a +1 shield bonus to Fortitude and Will. If this item is a heavy shield, the shield bonus increases to +2.

Power (Daily): Minor Action. You gain a +5 bonus to all defenses until the end of the encounter.

Shield of Warding Level 14+

Activate the power of this shield to reduce the damage an ally suffers.

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

Item Slot: Arms

Power (Daily): Immediate Interrupt. You can use this power when an adjacent ally is hit by an attack. That ally gains resist 15 to any damage from the attack.
 Level 24: Resist 20 to any damage from the attack.

Shield of Turathi Defiance Level 16

Doomed rebels of ancient Bael Turath made such shields to protect their champions from tieflings and their infernal servants.

Item Slot: Arms 45,000 gp
Shield: Any

Property: You gain resist 5 to all damage from the attacks of tieflings or devils.

Power (Daily ♦ Fear, Fire): Immediate Interrupt. **Trigger:** An enemy hits you with an attack that has the fear or fire keyword. **Effect:** Choose an enemy within 5 squares of you. That target takes half the damage of the triggering attack, and you take the remaining damage (and are subject to any other effects of the attack).

Shimmerlight Shield Level 5+

The thin but seemingly impervious layer of enchanted cloth stretched over the surface of this shield warns against danger.

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

Item Slot: Arms
Shield: Any

Power (Daily): Immediate Interrupt. Use this power when an ally adjacent to you would be hit by an attack against Reflex defense. That ally gains a +4 power bonus to Reflex defense against the attack.
 Level 15: That ally gains a +4 power bonus to Reflex defense until the end of your next turn.
 Level 25: All allies adjacent to you gain a +4 power bonus to Reflex defense until the end of your next turn.

Skull Bracers Level 7+

These heavy bracers are each mounted with a long dragonlike skull.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
 Lvl 17 65,000 gp

Item Slot: Arms

Power (Daily): Minor Action. The next successful attack you make before the end of your next turn deals an extra 1d10 damage.
 Level 17: 2d10 damage.
 Level 27: 3d10 damage.

Soul Shield Level 18

This shield of rough obsidian chills the spirit as well as the flesh.

Lvl 18 85,000 gp

Item Slot: Arms
Shield: Any

Property: This shield is considered a military weapon and can be used as a one-handed melee weapon with +2 proficiency, 1d8 damage, axe, off-hand. It grants a +4 enhancement bonus to attack rolls and damage rolls when used as a melee weapon, and it deals 4d12 extra damage on a critical hit.

In addition, when you reduce an enemy to 0 hit points with this shield, you gain a +2 power bonus to your next attack roll before the end of your next turn.

Spellshield Level 14

This rune-inlaid shield can shelter an ally from a wide-ranging attack.

Item Slot: Arms 21,000 gp
Shield: Any

Power (Daily): Immediate Interrupt. Use when a close or area attack targets you. One square adjacent to you within the attack's area is unaffected by the attack.

Stonesign, Dwarf Guardian (Shield of Warding)
Player's Handbook 245 Level 14+

The hallmarks of dwarven craftsmanship and style are all present in this shield, and Dwarven runes decorate it.

When you're near this shield, you get a faint inkling that it wants you to pick it up.

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

Item Slot: Arms

Power (Daily): Immediate Interrupt. You can use this power when an adjacent ally is hit by an attack. That ally gains resist 15 to any damage from the attack.
 Level 24: Resist 20 to any damage from the attack.

Communication Speech, touch telepathy
Persona Stonesign is even-tempered and steadfast, with a calm, deep voice. He is helpful and especially enjoys using his skill modifiers to assist. Stonesign has a strong affinity for divine characters. Stonesign worships Moradin.

Alignment Lawful good **Languages** Common, Dwarven

Skills Stonesign grants a +2 bonus to skill checks related to dwarves, the god Moradin, and to checks made to traverse mountain environments (including climbing, navigation, and detecting hazards).

Stonewall Shield Level 13+

Favored by dwarves, this shield can create a temporary barrier much like a wall.

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

Item Slot: Arms
Shield: Any

Power (Daily ♦ Conjunction): Standard Action. You create a wall of stone (wall 3 within 5 squares) that occupies contiguous squares and remains for 1 hour. You cannot create stone in an occupied square. The wall can be up to 3 squares long and up to 2 squares high. One square of wall can be destroyed by attacking it (AC 5, Fortitude 10, Reflex 5, hp 40). A DC 35 Strength check can destroy the wall in one square.
 Level 23: Wall 5 within 10 squares; up to 5 squares long and up to 2 squares high; the wall in one square has 80 hit points.



Storm Shield Level 8+

Shifting clouds play across the surface of this shield as it protects you from stormlike effects and then unleashes them on your foes.

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

Item Slot: Arms

Shield: Any

Property: Gain resist 5 lightning and resist 5 thunder.

Level 18: Resist 10 lightning and resist 10 thunder.

Level 28: Resist 10 lightning and resist 10 thunder.

Power (Daily ♦ Lightning, Thunder): Immediate Reaction.

Use this power when you are hit by a melee attack.

Deal 2d6 lightning and thunder damage to the attacker.

(The attacker must have resistance or immunity to both damage types to reduce or ignore this damage.)

Level 18: 4d6 lightning and thunder damage.

Level 28: 6d6 lightning and thunder damage.

Stormward Shield Level 16+

Trimmed in copper, this azure shield tapers to a sharp point.

Lvl 16 45,000 gp Lvl 26 1,125,000 gp

Item Slot: Arms

Shield: Any

Property: You gain resist 10 lightning.

Level 26: Resist 15 lightning.

Power (At-Will): Immediate Interrupt. **Trigger:** A lightning attack targets you. **Effect:** All other targets of the triggering attack gain resist 5 lightning against that attack.

Level 26: Resist 10 lightning.

Sun Shield Level 13

This golden disc flares with radiance as you wield it.

Lvl 12 13,000 gp

Item Slot: Arms

Shield: Any

Property: This shield is considered a military weapon and

can be used as a one-handed melee weapon with +3 proficiency, 1d6 damage, heavy blade, off-hand. It grants a +3 enhancement bonus to attack rolls and damage rolls when used as a melee weapon, and it deals 3d12 extra radiant damage on a critical hit.

Power (At-Will ♦ Radiant): Minor Action. The shield sheds bright light within 10 squares, and melee attacks made with the shield deal radiant damage instead of other damage types. You can end this effect as a minor action.

Tangler Level 4

This wormlike symbiont wraps around your arm, spitting a glob of glutinous goo to entangle your enemies.

Item Slot: Arm 840 gp

Power (Healing Surge): Minor Action. The tangler makes an attack: Reach 3; +7 vs. Reflex; the target is restrained (save ends). If the attack roll is a 1, you are restrained (save ends).

Tauran Shield Level 12

This horn-edged shield helps you charge your foes with bull-like force.

Item Slot: Arms 13,000 gp

Shield: Any

Property: Gain a +4 item bonus to any bull rush attempt, and push the target one additional square.

Throwing Shield Level 6+

When tossed, this throwing shield packs a hefty punch.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

Item Slot: Arms

Shield: Any

Power (At-Will): Standard Action. Make an attack: Ranged 10; Strength + 2 vs. AC; on a hit, the target takes 1d8 + Strength modifier damage. The shield automatically returns to your grip after the attack.

Level 16: Strength + 4 vs. AC; 2d8 + Strength modifier damage.

Level 26: Strength + 6 vs. AC; 3d8 + Strength modifier damage.

Power (Daily): Free Action. Use this power after you hit a target with this shield's ranged attack. The target is pushed 1 square.

Level 16: The target is pushed 1 square and knocked prone.

Level 26: The target is pushed 1 square, knocked prone, and dazed until the end of its next turn.

Trapping Shield Level 24

This shield opens like a portal at your command, briefly trapping your enemy inside.

Item Slot: Arms 525,000 gp

Shield: Any

Property: When you grab a creature, it takes a -2 penalty to Athletics checks or Acrobatics checks to escape the grab and to attack rolls against targets other than you.

Power (Daily): Immediate Reaction. **Trigger:** An enemy adjacent to you misses you with a melee attack. **Effect:** The triggering enemy disappears until the end of its next turn. Then it reappears in any unoccupied space of its choice within 5 squares of you.

Trauma Bracers Level 7+

When you land a serious blow while wearing these jagged arm guards, the wounds you inflict resist healing for a time.

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

Item Slot: Arms

Power (Daily): Free Action. Use this power when you score a critical hit. The target can't regain hit points (save ends).

Level 27: This power becomes an encounter power.

Trollhide Bracers Level 19+

These ugly green wrist guards become indispensable when you are wounded.

Lvl 19 105,000 gp Lvl 29 2,625,000 gp

Item Slot: Arms

Power (Daily ♦ Healing): Minor Action. Gain regeneration 5 until the end of the encounter or until you are lowered to 0 hit points or fewer. If you take acid or fire damage, the regeneration is suppressed until the end of your next turn.

Level 29: Regeneration 10.

Vortex Shield Level 14

Arcane runes form a spiral pattern on the surface of this shield, which serves to draw large attacks toward it.

Item Slot: Arms 21,000 gp

Shield: Any

Power (Daily): Immediate Interrupt. **Trigger:** An enemy targets you with a burst or blast attack. **Effect:** The triggering enemy takes a -4 penalty to attack rolls against all other targets of the attack.

Winged Bracers Level 12+

With these ornate bracers on your arms, you can glide safely down from great heights.

Lvl 12 13,000 gp

Item Slot: Arms

Property: When you leap down at least 4 squares (rather than fall accidentally), you can fly 8 squares at any point before you hit the ground. This flight cannot take you upward. If you fall for more than 1 round (see DMG 48), you can fly 8 each round as a free action. You do not take damage from this fall.

Winterward Shield Level 16+

This icy white shield with a silver rim is chill to the touch as it draws the cold to itself.

Lvl 16 45,000 gp Lvl 26 1,125,000 gp

Item Slot: Arms

Shield: Any

Property: You gain resist 10 cold.

Level 26: Resist 15 cold.

Power (At-Will): Immediate Interrupt. **Trigger:** You are targeted by a cold attack. **Effect:** All other targets of the attack gain resist 10 cold against that attack, and you lose your resistance to cold for the attack.

Level 26: Resist 15 cold.

Wyrmguard Shield Level 8+

This platinum-inlaid shield has the power to make serious blows much less deadly.

Lvl 8 3,400 gp Lvl 18 85,000 gp

Item Slot: Arms

Shield: Any

Power (Daily): Immediate Interrupt. Use this power when a critical hit would be scored against you. The attack becomes a normal hit.

Level 18: Use this power when a critical hit would be scored against you or an adjacent ally.





Companion's Defender Level 5+

This belt is constructed from woven bones and enhances a companion's defensive ability while adjacent to you.

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

Item Slot: Companion

Property: While adjacent to you, your companion gains a +1 item bonus to all defenses.

Level 15: +2 item bonus.
Level 25: +3 item bonus.

Friend's Gift Level 4+

Your companion wears this crimson badge on its chest as a sign of friendship.

Lvl 4	840 gp	Lvl 24	525,000 gp
Lvl 14	21,000 gp		

Item Slot: Companion

Property: Your companion regains an extra 5 hit points when it spends a healing surge or when you spend a healing surge to allow it to regain hit points.

Level 14: Extra 10 hit points.
Level 24: Extra 15 hit points.

Guardian's Collar Level 10

The three small gemstones set in this collar resemble eyes and help your companion perceive its surroundings.

Item Slot: Companion 5,000 gp

Property: Your companion gains a +3 item bonus to Perception checks. If your companion is not surprised, you are not surprised.

Recalling Harness Level 8+

Leather straps sewn with silver thread call your companion to you when you are in need.

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

Item Slot: Companion

Power (Encounter): Immediate Interrupt. Use this power when an attack bloodies you or drops you to 0 hit points or fewer. Pull your companion 10 squares.

Level 18: Your companion teleports 10 squares into an unoccupied square adjacent to you. This power gains the teleportation keyword.

Level 28: Your companion teleports any number of squares into an unoccupied square adjacent to you. You need not have line of sight to your companion to use this power. This power gains the teleportation keyword.

Sigil of Companionship Level 6+

This medal, which can be strapped to a leg or hung around a neck, signifies the depth of experience you and your companion have working together.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Companion

Property: When you flank an enemy with your companion, you and your companion gain a +1 item bonus to damage rolls against that enemy.

Level 16: +3 item bonus.
Level 26: +5 item bonus.

Transposition Harness Level 12+

This silken harness fits tightly around your companion and allows the creature to swap places with you.

Lvl 12	13,000 gp	Lvl 22	325,000 gp
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Item Slot: Companion

Power (Daily ♦ Teleportation): Move Action. You and your companion swap places if you are within 10 squares of each other.

Level 22: You and your companion swap places if you are within 20 squares of each other.



Consumables



Astral Mead Level 23

This sweet sparkling beverage infuses and restores your body.

Other Consumable 17,000 gp

Property: A single flask of *astral mead* weighs half of a pound and has the nutritional value of a full day's worth of food and water.

Power (Consumable ♦ Healing): Standard Action. You drink the flask of *astral mead*. For the next 12 hours, you gain a +2 power bonus on Endurance checks and regain an extra 2 hit points whenever you spend a healing surge.

Augmenting Whetstone Level 6+

This rough sharpening stone temporarily grants your weapon a magical enhancement.

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

Whetstone

Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The weapon gains a +2 enhancement bonus on attack rolls and damage rolls until the end of the encounter. This has no effect on the extra damage dice or other special effect applied when the weapon scores a critical hit.

Level 11: +3 enhancement bonus.
Level 16: +4 enhancement bonus.
Level 21: +5 enhancement bonus.
Level 26: +6 enhancement bonus.

Black Cave Pearl Level 14+

This rare black pearl is found in subterranean lakes and favored by mesmerists and hypnotists.

Lvl 14	800 gp	Lvl 24	21,000 gp
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Reagent

Power (Consumable): Free Action. Expend this reagent when you use of a power with the charm keyword of up to 7th level. Roll twice for the power's attack roll and take the better of the two results.

Level 24: Power up to 17th level.

Black Dragon Bile Level 9+

Distilled from the gullet of a black dragon, this caustic substance makes your foes more vulnerable to acid.

Lvl 9	160 gp	Lvl 29	105,000 gp
Lvl 19	4,200 gp		

Reagent

Power (Consumable): Free Action. Expend this reagent when you use of a power with the acid keyword of up to 5th level. One target hit by the attack (chosen by you) gains vulnerable 5 acid until the end of your next turn.

Level 19: Power up to 15th level, vulnerable 10 acid.
Level 29: Power up to 25th level, vulnerable 15 acid.

Blackgate Rune Level 12

This glossy black stone bears a complex sigil etched on its surface.

Other Consumable 520 gp

Power (Consumable ♦ Teleportation): Standard Action. You open a portal between corresponding places in the Shadowfell and the world. The portal lasts for 3 rounds or until you wish it to close (free action), whichever is less.

Blinding Bomb

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

Level: 3
Price: 30 gp
Alchemical Item

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

Blood of Tyche Level 15

This golden vial holds swirling liquid luck—and a deadly poison.

Potion 1,000 gp

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once before the end of the encounter, when you make a skill check, ability check, or saving throw, you can reroll the check or roll but must use the second result.

Bravery Powder Level 8+

This powder, made from the antennae of a rust monster terror, helps fortify the spirit against fear effects.

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

Power (Consumable): Minor Action. You or an adjacent ally can make a saving throw against a fear effect. The source of the effect must be 6th level or lower.

Level 8: The source of the effect must be 11th level or lower.
Level 13: The source of the effect must be 16th level or lower.
Level 18: The source of the effect must be 21st level or lower.
Level 23: The source of the effect must be 26th level or lower.
Level 28: The source of the effect must be 31st level or lower.

Brightleaf Level 8+

These leaves, which sprout from old growth forests, never fall even in the deep winter. When used, they explode with stored light and energy.

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

Reagent

Power (Consumable): Free Action. Expend this reagent when you use of a power with the radiant keyword of up to 5th level. One target hit by the attack (chosen by you) gains vulnerable 5 radiant until the end of your next turn.

Level 18: Power up to 13th level, vulnerable 10 radiant.
Level 28: Power up to 23th level, vulnerable 15 radiant.

Caustic Whetstone Level 10+

This metallic green sharpener drips acid when touched to a weapon.

Lvl 10	200 gp	Lvl 30	125,000 gp
Lvl 20	5,000 gp		

Whetstone

Power (Consumable ♦ Acid): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any successful attack with the weapon deals ongoing 2 acid damage (save ends).

Level 20: Ongoing 4 acid damage (save ends).
Level 30: Ongoing 6 acid damage (save ends).

Clay of Creation Level 7+

Your summoned creatures are tougher when you use this material.

Lvl 7	100 gp	Lvl 27	65,000 gp
Lvl 17	2,600 gp		

Reagent

Power (Consumable): Free Action. You expend this reagent when you use a summoning power of up to 5th level. The summoned creature gains 5 temporary hit points, and the first time it misses with an attack, you reroll that attack roll but must use the second result.

Level 17: Power of up to 15th level, 10 temporary hit points.
Level 27: Power of up to 25th level, 15 temporary hit points.

Cognizance Crystal Level 4+

This multicolored crystal captures unspent psionic power. It crumbles to dust after releasing that energy.

Lvl 4	40 gp	Lvl 24	21,000 gp
Lvl 14	800 gp		

Other Consumable

Power (Consumable): Free Action. **Trigger:** You miss all targets with an augmented psionic attack power. **Effect:** You regain 1 power point.

Level 14: Regain 2 power points.
Level 24: Regain 4 power points.

Corrosive Oil Level 3+

Nonmetallic armor coated with this oil has the ability to lessen the effectiveness of metallic weapons that strike it.

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

Alchemical Item

Power (Consumable): Standard Action. Apply corrosive oil to a set of nonmetallic armor that you wear. The next time a creature hits you with a metallic weapon, make the following attack: +6 vs. Reflex; on a hit, the attacker takes a -1 penalty to attack rolls with that weapon and a -2 penalty to damage rolls with that weapon (save ends both). **Aftereffect:** The attacker takes a -2 penalty to damage rolls made with that weapon (save ends).

Level 8: +11 vs. Reflex; -3 penalty to damage rolls.
Level 13: +16 vs. Reflex; -5 penalty to damage rolls.
Level 18: +21 vs. Reflex; -6 penalty to damage rolls.
Level 23: +26 vs. Reflex; -8 penalty to damage rolls.
Level 28: +31 vs. Reflex; -9 penalty to damage rolls.

Consumables



Creeping Gatevine Level 10+

This red-flowering vine grows on the stones of magical gates and menhirs.

Lvl 10	200 gp	Lvl 30	125,000 gp
Lvl 20	5,000 gp		

Reagent
Power (Consumable ♦ Teleportation): Free Action. Expend this reagent when you use a power with the teleport keyword of up to 10th level. Increase the distance teleported by 2 squares.
 Level 20: Power up to 20th level, increase by 5 squares.
 Level 30: Power up to 30th level, increase by 10 squares.

Cryptspawn Potion Level 15

This viscous liquid smells faintly of death, yet it invigorates you against diseases and poisons.

Potion 1,000 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 10 necrotic and resist 10 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 15 or lower.

Dark Clover Level 8+

These clovers are identical in shape to the garden variety, but their connection to the Shadowfell aids necrotic powers.

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

Reagent
Power (Consumable): Free Action. Expend this reagent when you use a power with the necrotic keyword of up to 5th level. One target hit by the attack (chosen by you) gains vulnerable 5 necrotic until the end of your next turn.
 Level 18: Power up to 15th level, vulnerable 10 necrotic.
 Level 28: Power up to 25th level, vulnerable 15 necrotic.

Deathspawn Potion Level 25

Dark gray and odorless, this liquid wards off diseases and poisons.

Potion 25,000 gp

Power (Consumable): Minor Action. Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 15 necrotic and resist 15 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 25 or lower.

Desert Rose Level 7+

Growing only in remote desert oases, this yellow flower helps to maintain arcane and divine powers.

Lvl 7	100 gp	Lvl 27	65,000 gp
Lvl 17	2,600 gp		

Reagent
Power (Consumable): Free Action. Expend this reagent when you use an arcane or divine power of up to 5th level. You do not need to use an action on the following round to sustain that power (sustaining it for subsequent rounds does require the appropriate action).
 Level 17: Power up to 15th level.
 Level 27: Power up to 25th level.

Dread Nightshade Level 15+

This poisonous relative of the eggplant is cultivated to empower poison effects.

Lvl 15	1000 gp	Lvl 25	25,000 gp
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Reagent
Power (Consumable): Free Action. Expend this reagent when you use a power with the poison keyword of up to 7th level. Roll twice for the power's attack roll and take the better of the two results.
 Level 25: Power up to 17th level.

Drowsy Dust Level 3+

You blow the dust from the palm of your hand so it spreads through the air and clouds your opponent's senses.

Lvl 4	80 gp	Lvl 19	8,400 gp
Lvl 9	320 gp	Lvl 24	21,000 gp
Lvl 14	1,600 gp	Lvl 29	210,000 gp

Alchemical Item
Power (Consumable ♦ Poison): Standard Action. Make an attack: Ranged 2/5; +7 vs. Fortitude; the target takes a -2 penalty to defenses and a -5 penalty to Perception checks (save ends both).
 Level 9: +12 vs. Fortitude
 Level 14: +17 vs. Fortitude
 Level 19: +22 vs. Fortitude
 Level 24: +27 vs. Fortitude
 Level 29: +32 vs. Fortitude

Elixir of Accuracy Level 8+

You strike true after quaffing this sour, azure liquid.

Lvl 8	125 gp	Lvl 23	17,000 gp
Lvl 13	800 gp	Lvl 28	85,000 gp
Lvl 18	3,400 gp		

Elixir
Power (Consumable): Minor Action. Use this power after you drink the elixir. Once during this encounter, you can use a free action to gain a power bonus to a single attack roll equal to 5 minus one-half your level.
 Level 13: 8 minus one-half your level.
 Level 18: 10 minus one-half your level.
 Level 23: 13 minus one-half your level.
 Level 28: 15 minus one-half your level.

Special: Consuming this elixir counts as a use of a magic item daily power.

Elixir of Aptitude Level 5+

This sweet amber broth enhances your innate talents.

Lvl 5	50 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp		

Elixir
Power (Consumable): Minor Action. For 1 hour, gain a +1 power bonus to checks using one skill of your choice.
 Level 15: +3 power bonus.
 Level 25: +5 power bonus.
Special: Consuming this elixir counts as a use of a magic item daily power.

Elixir of Dragon Breath Level 7+

Whether frigid, acidic, or crackling with energy, this liquid grants you a potent blast of dragon breath.

Lvl 7	100 gp	Lvl 27	65,000 gp
Lvl 17	2,600 gp		

Elixir
Power (Consumable ♦ Acid, Cold, Fire, Lightning, or Poison): Minor Action. Use this power after you drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier damage of a type determined when the elixir is created: acid, cold, fire, lightning, or poison.
 Level 17: +20 vs. Reflex; 3d6 + Constitution modifier damage.
 Level 27: +30 vs. Reflex; 4d6 + Constitution modifier damage.
Special: Consuming this elixir counts as a use of a magic item daily power.

Elixir of Flying Level 21

Your feet leave the ground after imbibing this fluorescent, effervescent draught.

Elixir 9,000 gp

Power (Consumable): Minor Action. Gain a fly speed of 8 (hover) until the end of the encounter or for 5 minutes, whichever comes first. When the duration ends, you float 100 feet toward the ground. If you are not on a horizontal surface sufficient to bear your weight at the end of this distance, you fall to the nearest such surface, taking damage accordingly.

Special: Consuming this elixir counts as a use of a magic item daily power.

Consumables



Elixir of Fortitude Level 8+

Your body grows tougher after imbibing this viscous fuchsia liquid.

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

Elixir

Power (Consumable): Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Fortitude defense of 25 against a single attack. This replaces your normal Fortitude defense for that attack.

Level 13: Fortitude defense of 30.

Level 18: Fortitude defense of 35.

Level 23: Fortitude defense of 40.

Level 28: Fortitude defense of 45.

Special: Consuming this elixir counts as a use of a magic item daily power.

Elixir of Invisibility Level 16

With a sip of this ivory, scentless liquid, you fade from view.

Elixir 1,800 gp

Power (Consumable): Minor Action. You drink the elixir and become invisible until the end of the encounter or for 5 minutes, whichever comes first. The effect ends if you make an attack.

Special: Consuming this elixir counts as a use of a magic item daily power.

Elixir of Reflexes Level 8+

You become quicker after imbibing this thin rose liquid.

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

Elixir

Power (Consumable): Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Reflex defense of 25 against a single attack. This replaces your normal Reflex defense value for that attack.

Level 13: Reflex defense of 30.

Level 18: Reflex defense of 35.

Level 23: Reflex defense of 40.

Level 28: Reflex defense of 45.

Special: Consuming this elixir counts as a use of a magic item daily power.

Elixir of Speed Level 11

This sapphire brew crackles with energy and increases your speed.

Elixir 350 gp

Power (Consumable): Minor Action. Drink the elixir and gain a +2 power bonus to your speed for 1 hour.

Special: Consuming this elixir counts as a use of a magic item daily power.

Elixir of Will Level 8+

Your mind becomes more resilient after imbibing this bubbling white liquid.

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

Elixir

Power (Consumable): Minor Action. Use this power after your drink the elixir. Once during this encounter, you can use an immediate interrupt action when you would be hit by an attack to gain a Will defense of 25 against a single attack. This replaces your normal Will defense value for that attack.

Level 13: Will defense of 30.

Level 18: Will defense of 35.

Level 23: Will defense of 40.

Level 28: Will defense of 45.

Special: Consuming this elixir counts as a use of a magic item daily power.

Eyesting Level 3+

The fine black powder has a bitter smell and burns the skin.

Lvl 4	80 gp	Lvl 19	8,400 gp
Lvl 9	320 gp	Lvl 24	21,000 gp
Lvl 14	1,600 gp	Lvl 29	210,000 gp

Alchemical Item

Power (Consumable + Poison): Standard Action. Make an attack: Ranged 2/5; +7 vs. Fortitude; the target is blinded until the end of your next turn. **Aftereffect:** The target takes a -2 penalty to attack rolls (save ends). Creatures that do not rely on sight to detect other creatures are immune to the blinding effect, and instead suffer the aftereffect as the initial effect, with no subsequent aftereffect.

Level 9: +12 vs. Fortitude

Level 14: +17 vs. Fortitude

Level 19: +22 vs. Fortitude

Level 24: +27 vs. Fortitude

Level 29: +32 vs. Fortitude

Feybread Biscuit Level 13

This hard but tasty biscuit enhances your recuperative powers for the rest of the day.

Other Consumable 650 gp

Property: A single feybread biscuit weighs one-tenth of a pound and has the nutritional value of a full day's worth of food.

Power (Consumable + Healing): Standard Action. You eat a feybread biscuit. For the next 12 hours, you gain a +1 power bonus on Endurance checks and regain an extra 1 hit point whenever you spend a healing surge.

Fire Beetle Potion Level 6

Your eyes glow faintly and your skin darkens and takes on a chitinous texture when you imbibe this red, smoky potion.

Potion 75 gp

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 5 temporary hit points and resist 5 fire until the end of the encounter.

Flame Rose Level 10+

Your fire magic is augmented by this beautiful crimson rose.

Lvl 10	200 gp	Lvl 30	125,000 gp
Lvl 20	5,000 gp		

Reagent

Power (Consumable + Fire): Free Action. Expend this reagent when you use a power with the fire keyword of up to 7th level. Each target takes ongoing 5 fire damage (save ends).

Level 20: Power up to 17th level, ongoing 10 fire damage (save ends).

Level 30: Power up to 27th level, ongoing 15 fire damage (save ends).

Flamebane Bomb Level 3+

This crystal cylinder of blue liquid quells flame when it explodes against a surface.

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

Alchemical Item

Power (Consumable): Standard Action. **Effect:** Blue liquid spreads in an area burst 1 within 10 and causes the following effects:

- Creatures in the area that are taking ongoing fire damage can make a saving throw with a +2 bonus against the effect.
- Natural fires in the area are extinguished.
- You make an attack against any creature with a fire aura in the area: +6 vs. Reflex; on a hit, the target's fire aura is deactivated and can't be reactivated until the end of the targets next turn.
- You make an attack against any fire zone in the area: +6 vs. the Reflex of the creator of the zone; on a hit, the zone is destroyed, and its effect ends, including any effect that normally lasts until a target saves.
- At higher level, each of this item's attacks increases in bonus as follows.

Level 8: +11 vs. Reflex

Level 13: +16 vs. Reflex

Level 18: +21 vs. Reflex

Level 23: +26 vs. Reflex

Level 28: +31 vs. Reflex

Flash Flower Level 11+

This flower, which is sometimes found near lightning-struck ground, contains electrical magic.

Lvl 11	350 gp	Lvl 21	9,000 gp
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Reagent

Power (Consumable): Free Action. You expend this reagent when you hit with a lightning power of up to 7th level. You choose one target hit by the attack. It's also blinded until the end of your next turn. This reagent has no effect if the power already blinds the target.

Level 21: Power of up to 17th level.

Consumables



Flashbang Powder Level 8+

The packet explodes with a bright flash and a sharp report, filling the area with smoke and defying multiple senses.

Lvl 8	250 gp	Lvl 23	34,000 gp
Lvl 13	1,300 gp	Lvl 28	170,000 gp
Lvl 18	6,800 gp		

Alchemical Item

Power (Consumable • Zone): Standard Action. Make an attack: Close burst 1; +10 vs. Fortitude; as a free action, you can make a Stealth check against the target with a +4 bonus. If you succeed, you are hidden from that enemy until the end of your turn or until you attack. Creatures that do not rely on sight to detect other creatures are immune to this effect.

Effect: The burst creates a zone, which contains smoke that lasts until the end of your next turn. The smoke lightly obscures the area.

Level 13: +15 vs. Fortitude
Level 18: +20 vs. Fortitude
Level 23: +25 vs. Fortitude
Level 28: +30 vs. Fortitude

Frozen Whetstone Level 7+

A weapon honed with this blue-white crystalline whetstone becomes icy cold to the touch.

Lvl 7	100 gp	Lvl 27	65,000 gp
Lvl 17	2,600 gp		

Whetstone

Power (Consumable ♦ Cold): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any successful attack with the weapon deals an extra 2 cold damage.

Level 17: Extra 4 cold damage.
Level 27: Extra 6 cold damage.

Fundamental Ice Level 10+

Immobilize your enemies with powers enhanced by this unmelting ice from the Elemental Chaos.

Lvl 10	200 gp	Lvl 30	125,000 gp
Lvl 20	5,000 gp		

Reagent

Power (Consumable): Free Action. Expend this reagent when you use a power with the cold keyword of up to 7th level. One target hit is also immobilized (save ends). This reagent has no effect if the power already immobilizes the target.

Level 20: Power up to 17th level.
Level 30: Power up to 27th level.

Gem of Valor Level 20

This brilliant sapphire promises great rewards to the bold.

Other Consumable 5,000 gp

Power (Consumable): Free Action. Use this power when you spend an action point. Roll 1d20 to determine the result, adding 1 to the result for each milestone you've reached today. Regardless of the result, using the gem consumes it and turns it to dust.

1-9: Gain a +1 power bonus to all defenses until the end of your next turn.
10-19: Gain a +1 power bonus to all attack rolls until the end of your next turn.
20: Gain 1 action point. You must spend this action point before the end of this turn, or it is lost. You can spend it even if you've already spent an action point during this encounter.

Special: Using this item counts as a use of a magic item daily power.

Giving Spirit Soulfang Level 3+

A nimbus of white energy around this fang pulses in time with your heartbeat, channeling your life energy into your healing powers.

Lvl 3	+1	30 gp	Lvl 18	+4	3,400 gp
Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	425,000 gp

Soulfang

Power (Consumable): Minor Action. Until you remove this soulfang, when one of your primal healing powers allows an ally to regain hit points, that ally regains an additional 2 hit points, and you take damage equal to half your healing surge value at the start of your turn or if you remove the soulfang on the turn you use it. Damage caused by this soulfang cannot be reduced by any means.

Level 8: 3 hit points.
Level 13: 4 hit points.
Level 18: 6 hit points.
Level 23: 7 hit points.
Level 28: 8 hit points.

Glassteel Shard Level 7+

Strong as steel, this tempered glass shard enhances the force with which a power strikes.

Lvl 7	100 gp	Lvl 27	65,000 gp
Lvl 17	2,600 gp		

Reagent

Power (Consumable): Free Action. Expend this reagent when you use a power with the force keyword of up to 7th level. Slide each target 1 square.

Level 17: Power up to 17th level, slide 3 squares.
Level 27: Power up to 27th level, slide 5 squares.

Glowstone Level 10

This fist-sized stone glows faintly and can be used to create a bright burst of radiant light that harms undead creatures.

Other Consumable 200 gp

Property: A glowstone radiates dim light in a 2-square radius. Use the glowstone to create a zone of bright illumination in an area burst 2 within 5 squares of you. Any undead creature that is vulnerable to radiant damage that enters or starts its turn within the zone is affected as if it had taken radiant damage. For example, a skeleton that has vulnerable 5 radiant takes 5 radiant damage if it enters or starts its turn in the zone. The zone remains until the end of the encounter or for 5 minutes, whichever comes first. Using this power turns the glowstone to dust.

Gravespawn Potion Level 5

This deep purple, putrescent liquid fends off diseases and poisons.

Potion 50 gp

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 5 necrotic and resist 5 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 5 or lower.

Greenbane Level 4+

This stick of fast-burning incense creates a haze of smoke that keeps plant creatures from closing on the user.

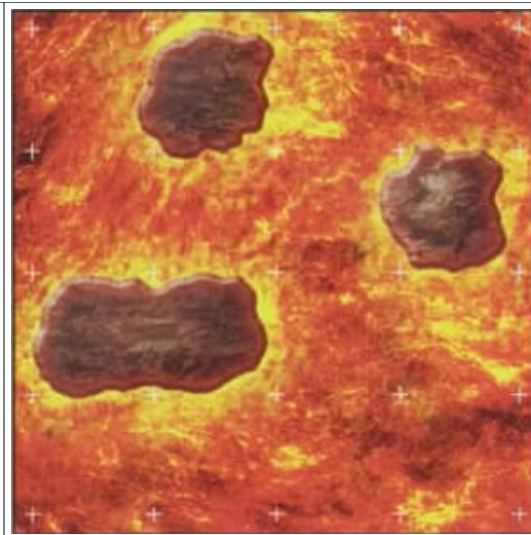
Lvl 4	160 gp	Lvl 19	9,400 gp
Lvl 9	320 gp	Lvl 24	42,000 gp
Lvl 14	1,600 gp	Lvl 29	210,000 gp

Alchemical Item

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

Level 9: +15 vs. Fortitude.
Level 14: +20 vs. Fortitude.
Level 19: +25 vs. Fortitude.
Level 24: +30 vs. Fortitude.
Level 29: +35 vs. Fortitude.

Consumables



Immurement of Arcane Suspension Level 24

This chunk of earth feels as light as a feather.

Other Consumable 21,000 gp

Power (Daily): Move Action. You can move 4 squares vertically and then 1 square horizontally. At the start of your next turn, you float safely to the ground. This power is lost when you use the immurement's consumable power.

Power (Consumable): Standard Action. You destroy this immurement and change the terrain in a close blast 8 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ◆ The marked areas tear themselves free of the ground (and any moorings they're attached to) and rise to float 4 squares above the ground. A creature on one of these floating sections has cover against creatures on the ground.
- ◆ There are shallow pits where the ground pulls away. Treat these areas as difficult terrain.
- ◆ At the start of your turn, shift each floating object 1 square in any direction. Creatures on the object move with it.
- ◆ The other terrain in the area doesn't change.

Special: Using this item counts as a use of a magic item daily power.

Immurement of Baleful Gossamer Level 28

A tree surrounded by cobwebs is visible within this soft, clear sphere.

Other Consumable 85,000 gp

Power (Consumable): Standard Action. You expend this immurement and change the terrain in a close blast 8 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ◆ Squares filled with webs are difficult terrain.
- ◆ The tree in the center of the area is difficult terrain that costs 2 extra squares to enter and provides cover.
- ◆ When a creature starts its turn in a web square, you make an attack against that creature: +27 vs. Reflex; on a hit, the target is immobilized until the start of its next turn. On a miss, the target is slowed until the start of its next turn.

Special: Using this item counts as a use of a magic item daily power.

Immurement of Seething Scoria Level 26

You transplant a section of a great lava lake into the battlefield by shattering this hunk of obsidian.

Other Consumable 45,000 gp

Power (Consumable): Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ◆ Squares of lava are difficult terrain.
- ◆ When a creature starts its turn in a lava square, you make an attack against that creature: +30 vs. Reflex; on a hit, the target takes 3d8 fire damage, and ongoing 10 fire damage (save ends).

Special: Using this item counts as a use of a magic item daily power.



Immurement of the Abandoned Throne Level 24

This marred bronze scepter has had the sigil of the kingdom it once represented scratched off its surface.

Other Consumable 21,000 gp

Power (Consumable): Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ◆ The dais is 1 square higher than the ground. Entering the dais from the ground costs 1 extra square of movement.
- ◆ Any creature that starts its turn within 2 squares of the throne is dazed until the end of its turn.

Special: Using this item counts as a use of a magic item daily power.

Immurement of the Blood Vine Level 24

When this branch from the holly tree that always bears new growth is snapped, it spawns what was once the heart of a forest.

Other Consumable 21,000 gp

Power (Consumable): Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ◆ Small tree squares provide cover to creatures in them. The large tree square is a solid obstacle.
- ◆ At the start of your turn, you can have vines on the tree wrap up a creature. Make an attack against one enemy within 2 squares of the tree: +27 vs. Reflex; on a hit, the target is pulled adjacent to the tree, and is restrained and takes ongoing 10 damage (save ends both).

Special: Using this item counts as a use of a magic item daily power.

Immurement of the Dragon Boneyard Level 25

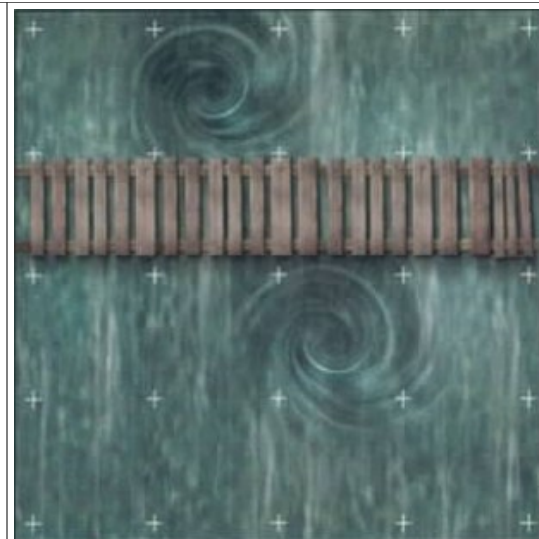
A miniature boneyard, complete with a massive dragon skull in the center, is visible within this crystal sphere.

Other Consumable 25,000 gp

Power (Consumable): Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ◆ The area has natural illumination providing dim light.
- ◆ The squares filled with bones on the ground level are difficult terrain.
- ◆ The dragon skull platform is 2 squares higher than the ground (Athletics DC 26 to climb).
- ◆ At the start of your turn, make an attack against each enemy on a bone square: +30 vs. AC; on a hit, the target takes 2d10 + 5 damage, and you slide the target 1 square (as bones shift and move it).

Special: Using this item counts as a use of a magic item daily power.



Immurement of the Mordant Hideaway Level 28

This hunk of stone contains a cavern interior dotted with small pools of bubbling acid that occasionally geyser.

Other Consumable 85,000 gp

Power (Consumable): Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ◆ The upper shelf is 2 squares higher than the lower section of ground (Athletics DC 28 to climb)
- ◆ The pools of acid are difficult terrain, and any creature moving into a pool or starting its turn in one takes 3d6 acid damage.
- ◆ At the start of your turn, roll a d6 for each acid pool. On a 6, make an attack: Close burst 1; +32 vs. Reflex; on a hit, the target takes 3d8 + 5 acid damage, and a -4 penalty to AC and ongoing 10 acid damage (save ends both).

Special: Using this item counts as a use of a magic item daily power.

Immurement of the Strident Statuary Level 28

A finely appointed hall shimmers into existence, surrounding combatants with sentient statues that carry vicious swords.

Other Consumable 85,000 gp

Power (Consumable): Standard Action. You expend this immurement and change the terrain in a close blast 8 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ◆ The platform is 1 square higher than the ground. Entering a platform square from the ground costs 1 extra square of movement.
- ◆ Healing effects used on you or your allies within the blast heal an additional 4d6 hit points.
- ◆ Your enemies' movement provokes opportunity attacks from the statues. Make an attack: +35 vs. AC; on a hit, the target takes 2d8 + 8 damage, and if the target is moving, it ends its movement.

Special: Using this item counts as a use of a magic item daily power.

Immurement of the Vengeful River Level 26

When you use this immurement, it spawns a roaring river that appears from an unknown source and runs off in all directions.

Other Consumable 45,000 gp

Power (Consumable): Standard Action. You expend this immurement and change the terrain in a close blast 4 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects.

- ◆ The water squares are 2 squares deep. A DC 20 Athletics check is required to swim in this water.
- ◆ At the start of your turn, slide each creature in the water 1 square toward the south end of the area. Then slide each creature adjacent to a whirlpool into a whirlpool square. Then pull each creature in a whirlpool square down 1 square.
- ◆ The bridge is 1 square above the water. It's normal terrain and provides cover against creatures in the water.
- ◆ The water disperses normally after the encounter.

Special: Using this item counts as a use of a magic item daily power.

Consumables



Immurement of the Jealous Keeper Level 28

The shell opens into a brackish-smelling cave filled with algae-slimed coins and sparking stalactites.

Other Consumable 85,000 gp

Power (Consumable): Standard Action. You expend this immurement and change the terrain in a close blast 8 until the end of the encounter. Replace the terrain in the blast with the following terrain and effects:

- ◆ The heaps of treasure are difficult terrain, and any creature that enters a square of treasure must make a DC 28 Acrobatics check, or the pile slides the creature 1 square and knocks it prone. Like the rest of the immurement's effects, all the treasure vanishes at the end of the encounter.
 - ◆ The pool is 20 feet deep. Once per encounter, when you start your turn submerged in the pool and bloodied, you regain hit points as if you had spent a healing surge.
 - ◆ At the start of your turn, lightning arcs between the stalactites as shown on the map. Make an attack against each creature in a square crossed by an arc: +31 vs. Reflex; 2d10 + 10 lightning damage. A creature can be attacked in this way only once per turn.
 - ◆ Each heap of treasure is surrounded by a field of grasping draconic claws, as marked on the map. When any enemy enters a square containing claws, the claws make an opportunity attack: Melee touch; +33 vs. AC; 1d12 + 5 damage, and claws grab the target (DC 28 Athletics or Acrobatics to escape). A creature can attack a square of claws (AC 38, other defenses 36, and 50 hit points). Destroying the square also releases a creature grabbed by it.
- Special:** Using this item counts as a use of a magic item daily power.

Ironskin Soulfang Level 5+

Once you stab this fang into your flesh, your skin turns gray and iron hard.

Lvl 5	+1	50 gp	Lvl 20	+4	5,000 gp
Lvl 10	+2	200 gp	Lvl 25	+5	25,000 gp
Lvl 15	+3	1,000 gp	Lvl 30	+6	125,000 gp

Soulfang
Power (Consumable): Minor Action. Until you remove this soulfang, you gain resist 3 to all damage, and you take damage equal to half your healing surge value at the start of your turn or if you remove the soulfang on the turn you use it. Damage caused by this soulfang cannot be reduced by any means.
 Level 10: Resist 5 to all damage.
 Level 15: Resist 7 to all damage.
 Level 20: Resist 10 to all damage.
 Level 25: Resist 12 to all damage.
 Level 30: Resist 15 to all damage.

Kruthik Potion Level 10

This foul concoction bestows a burst of health and coats you in fine, silvery plates that protect against acid.

Potion 200 gp

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 15 temporary hit points and resist 5 acid until the end of the encounter.

Life Shroud Level 4

This clean linen wrap protects a corpse from the ravages of time and the blasphemies of necromancers.

Other Consumable 40 gp

Property: A corpse wrapped in this shroud does not decay, can't be touched by an undead creature, and can't become undead. Once wrapped about a body, a shroud turns to dust after 1 week.

Mind Dust Level 15+

Psychic attacks are deadlier when you use the powdered brain of a mind flayer.

Lvl 15	1000 gp	Lvl 25	25,000 gp
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Reagent
Power (Consumable): Free Action. Expend this reagent when you use a power with the psychic keyword of up to 7th level. Roll twice for the power's attack roll and take the better of the two results.
 Level 25: Power up to 17th level.

Nail of Sealing Level 4

This thick iron nail is adorned with warding symbols and can hold shut any portal or container.

Other Consumable 40 gp

Power (Consumable): Standard Action. When you push this nail into a door, chest, or other closeable object, it magically sinks into the material of that object and seals it shut. Treat this as if you had used an Arcane Lock ritual with an Arcana check result of 25.

Special: You can use this item in place of the required component cost for an Arcane Lock ritual. In that case, use your own Arcana check instead of that of the nail.

Oil of Flesh Returned Level 10+

This milky-white oil returns petrified creatures to flesh.

Lvl 10	200 gp
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Other Consumable

Power (Consumable): Minor Action. An adjacent target who is petrified can spend a healing surge to remove the petrified condition. If the target has no healing surges remaining, he or she can instead take damage equal to his or her healing surge value to remove the condition. The resistance granted by the petrified condition does not reduce this damage.



Potion of Clarity Level 5+

This cool cyan liquid hones your physical and mental acuity at a critical moment.

Lvl 5	50 gp	Lvl 20	5,000 gp
Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during this encounter as a free action, you can reroll a d20 roll you just made, gaining a +1 bonus on the reroll. You must use the result of the reroll.
 Level 10: +2 bonus.
 Level 15: +3 bonus.
 Level 20: +4 bonus.
 Level 25: +5 bonus.
 Level 30: +6 bonus.

Potion of Healing Level 5

This simple potion draws on the body's natural healing ability to cure your wounds.

Potion 50 gp

Power (Consumable + Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Potion of Life Level 30

This fabled potion not only heals wounds but can even bring back the recently deceased.

Potion 125,000 gp

Power (Consumable + Healing): Standard Action. If this potion is administered to a character who died since the end of your last turn, that character is restored to life at 50 hit points.
 If consumed by a living creature, this potion instead functions as a *potion of recovery*.

Potion of Lifeshield Level 7+

This lemony potion shields you from necrotic energy.

Lvl 7	100 gp	Lvl 27	65,000 gp
Lvl 17	2,600 gp		

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, once during this encounter, you can use an immediate interrupt action to gain resist 15 necrotic against a single attack.
 Level 17: Resist 25 necrotic.
 Level 27: Resist 35 necrotic.

Consumables



Potion of Mimicry Level 7+

This bitter orange liquid has the consistency of honey and allows you to adopt an instant disguise.

Lvl 7	100 gp	Lvl 27	65,000 gp
Lvl 17	2,600 gp		

Potion

Power (Consumable ♦ Illusion): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, you alter your appearance through illusion, appearing as a specific humanoid creature within your line of sight. You also gain the creature's attire, mannerisms, voice, and speech patterns. This effect lasts for 5 minutes or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating.
 Level 17: +10 bonus.
 Level 27: +15 bonus.

Potion of Recovery Level 25

This mighty potion uses your own stamina to restore your hit points and to help you shrug off harm.

Potion 25,000 gp

Power (Consumable ♦ Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 50 hit points and make a saving throw against each effect on you that a save can end.

Potion of Regeneration Level 9+

If you are sufficiently wounded after having quaffed this russet, copper-scented potion, you heal quickly.

Lvl 9	160 gp	Lvl 29	105,000 gp
Lvl 19	4,200 gp		

Potion

Power (Consumable ♦ Healing): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain regeneration 5 until the end of the encounter. If you aren't bloodied at the start of your turn while this power is in effect, you don't regain any hit points and the regeneration is suppressed until the start of your next turn.
 Level 19: Gain regeneration 10.
 Level 29: Gain regeneration 15.

Potion of Resistance Level 4+

The color and smell of this potion varies with the protection it provides.

Lvl 4	40 gp	Lvl 24	21,000 gp
Lvl 14	800 gp		

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one *potion of resistance* can be in effect on you at once.
 Level 14: Gain resist 10 to damage of the specified type.
 Level 24: Gain resist 15 to damage of the specified type.

Potion of Spirit Level 5+

This lavender-scented potion helps keep the spirit alive within you.

Lvl 5	50 gp	Lvl 20	5,000 gp
Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, you gain a +1 power bonus to death saving throws until the end of the encounter.
 Level 10: +2 power bonus.
 Level 15: +3 power bonus.
 Level 20: +4 power bonus.
 Level 25: +5 power bonus.
 Level 30: +6 power bonus.

Potion of Stormshield Level 8+

Your skin takes on a metallic sheen when you consume this slate gray, ozone-smelling drink.

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

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, once during this encounter, you can use an immediate interrupt action to gain resist 15 lightning or resist 15 thunder against a single attack.
 Level 18: Resist 25 lightning or resist 25 thunder.
 Level 28: Resist 35 lightning or resist 35 thunder.

Potion of Vigor Level 9+

This vermilion liquid invigorates you, at least temporarily.

Lvl 9	160 gp	Lvl 29	105,000 gp
Lvl 19	4,200 gp		

Potion

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain 15 temporary hit points.
 Level 19: Gain 25 temporary hit points.
 Level 29: Gain 35 temporary hit points.

Potion of Vitality Level 15

This potent curative heals wounds and can even fix other ailments.

Potion 1,000 gp

Power (Consumable ♦ Healing): Minor Action. Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

Roused Spirit Soulfang Level 2+

Your spirit's claws grow long and drip phantom blood.

Lvl 2	+1	25 gp	Lvl 17	+4	2,600 gp
Lvl 7	+2	100 gp	Lvl 22	+5	13,000 gp
Lvl 12	+3	500 gp	Lvl 27	+6	650,000 gp

Soulfang

Power (Consumable): Minor Action. Until you remove this soulfang, you gain a +2 power bonus to attack rolls and a +2 power bonus to damage rolls with *spirit's shield* or *spirit's fangs* and you take damage equal to half your healing surge value at the start of your turn or if you remove the soulfang on the turn you use it. Damage caused by this soulfang cannot be reduced by any means.
 Level 7: +3 power bonus to damage rolls.
 Level 12: +4 power bonus to damage rolls.
 Level 17: +6 power bonus to damage rolls.
 Level 22: +7 power bonus to damage rolls.
 Level 27: +8 power bonus to damage rolls.

Rust Bark Level 11+

When ground into a fine dust, this reddish tree bark expands the area of your powers.

Lvl 11	350 gp	Lvl 21	9,000 gp
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Reagent

Power (Consumable): Free Action. You expend this reagent when you use an area burst power of up to 5th level that has a damage keyword. The size of the burst increases by 1.
 Level 21: Power of up to 15th level.

Rust Bomb Level 5+

On impact, this glass vial breaks, releasing a rusting agent that begins to deteriorate metal armor.

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

Alchemical Item

Power (Consumable): Standard Action. Make an attack:
 Ranged 5/10; +8 vs. Reflex; on a hit, a target wearing metal armor or that has a metallic body takes a -1 penalty to AC until the end of the encounter.
 Level 10: +13 vs. Reflex
 Level 15: +18 vs. Reflex.
 Level 20: +23 vs. Reflex.
 Level 25: +28 vs. Reflex.
 Level 30: +33 vs. Reflex.

Shard of Clear Sight Level 17

Even through choking clouds of dust, you can cast off blindness.

Lvl 17	2,600 gp
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Other Consumable

Power (Consumable): Minor Action. The next time an effect blinds you before the end of the encounter, the effect does not blind you.
Special: Using this item counts as a use of a magic item daily power.

Consumables



Shard of Freedom Level 15

You can win free of falling boulders or another effect that otherwise might pin and bury you.

Lvl 15 1,000 gp

Other Consumable

Power (Consumable): Minor Action. The next time an effect immobilizes you before the end of the encounter, the effect does not immobilize you.

Special: Using this item counts as a use of a magic item daily power.

Silver Sand Level 8+

Your healing powers become more effective after you coat your hands with this fine sand.

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

Reagent

Power (Consumable + Healing): Free Action. You expend this reagent when you use a healing power of up to 6th level. The target of the power regains 5 additional hit points.

Level 18: Power of up to 16th level, 10 additional hit points.

Level 28: Power of up to 26th level, 15 additional hit points.

Sliver of Knowledge Level 4

You discover the history of Itani the Blue, Nebiru, and the Moon Chasers.

Lvl 4 40 gp

Other Consumable

Power (Consumable): Minor Action. You expend this item when you place the gem to your eye and look through it. You learn all the information described in this article regarding the Moon Chaser history, the Moon Chaser organization, and Moon Chaser magic items.

Sliver of Salvation Level 7+

You throw off the lingering effects of enemy spells and ill effects with greater ease.

Lvl 7 100 gp Lvl 27 65,000 gp

Lvl 17 2,600 gp

Other Consumable

Power (Consumable): Minor Action. You gain a +2 power bonus to the next saving throw you make before the end of the encounter.

Level 17: +4 power bonus to the saving throw.

Level 27: +6 power bonus to the saving throw.

Special: Using this item counts as a use of a magic item daily power.

Sliver of Stability Level 13

Even when the ground shakes and shudders, you know how to stay on your feet.

Lvl 13 650 gp

Other Consumable

Power (Consumable): Minor Action. The next time you fall prone before the end of the encounter, you can stay standing instead.

Special: Using this item counts as a use of a magic item daily power.

Souffang of Predatory Nature Level 3+

This claw makes yours sharper.

Lvl 3 +1 30 gp Lvl 18 +4 3,400 gp
Lvl 8 +2 125 gp Lvl 23 +5 17,000 gp
Lvl 13 +3 650 gp Lvl 28 +6 425,000 gp

Souffang

Power (Consumable): Minor Action. Until you remove this souffang, you gain a +1 power bonus to damage rolls with beast form powers, and you take damage equal to half your healing surge value at the start of your turn or if you remove the souffang on the turn you use it. Damage caused by this souffang cannot be reduced by any means.

Level 8: +2 power bonus.

Level 13: +3 power bonus.

Level 18: +4 power bonus.

Level 23: +5 power bonus.

Level 28: +6 power bonus.

Souffang of Rage Level 10

While this fang bites at your flesh, you rage without end.

Souffang 200 gp

Power (Consumable): Minor Action. Until you remove this souffang, you are considered to be raging, and you take damage equal to half your healing surge value at the start of your turn. Damage caused by this souffang cannot be reduced by any means.

Souffang of Resistance Level 5+

Energy crackles around you once you use this, absorbing some that would damage you.

Lvl 5 +1 50 gp Lvl 25 +5 25,000 gp
Lvl 15 +3 1,000 gp

Souffang

Power (Consumable): Minor Action. Until you remove this souffang, you gain resist 10 to a damage of a specific type, and you take damage equal to half your healing surge value at the start of your turn or if you remove the souffang on the turn you use it. Damage caused by this souffang cannot be reduced by any means. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the souffang is created.

Level 15: Resist 20.

Level 25: Resist 30.

Souffang of Retribution Level 5+

Dark energy lashes from this fang at any creature that dares harm you.

Lvl 5 +1 50 gp Lvl 20 +4 5,000 gp
Lvl 10 +2 200 gp Lvl 25 +5 25,000 gp
Lvl 15 +3 1,000 gp Lvl 30 +6 125,000 gp

Souffang

Power (Consumable): Minor Action. Until you remove this souffang, each enemy that hits you with an attack takes 4 necrotic damage, and you take damage equal to half your healing surge value at the start of your turn or if you remove the souffang on the turn you use it. Damage caused by this souffang cannot be reduced by any means.

Level 10: 6 necrotic damage.

Level 15: 8 necrotic damage.

Level 20: 10 necrotic damage.

Level 25: 12 necrotic damage.

Level 30: 14 necrotic damage.

Souffang of the Cheetah Level 10+

This cheetah's fang causes your legs to shift and warp into a form that lets you run faster.

Lvl 10 +2 200 gp Lvl 30 +6 125,000 gp
Lvl 20 +4 5,000 gp

Souffang

Power (Consumable): Minor Action. Until you remove this souffang, you gain a +2 power bonus to speed, and you take damage equal to half your healing surge value at the start of your turn or if you remove the souffang on the turn you use it. Damage caused by this souffang cannot be reduced by any means.

Level 20: +3 power bonus.

Level 30: +4 power bonus.

Spider Potion Level 20

This pungent-smelling, sepia-colored concoction grants a spider's resilience against damage and poison.

Potion 5,000 gp

Power (Consumable): Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain 20 temporary hit points and resist 10 poison until the end of the encounter.

Stonemeal Biscuit Level 3

This coarse dwarven fare tastes foul but keeps you going throughout the day.

Other Consumable 30 gp

Property: A single stonemeal biscuit weighs one-tenth of a pound and has the nutritional value of a full day's worth of food.

Power (Consumable + Healing): Standard Action. You eat the stonemeal biscuit. You gain a +1 power bonus on Endurance checks for 12 hours. In addition, you regain an extra 1 hit point the next time you spend a healing surge this day.

Stormlash Souffang Level 5+

This fang sends lightning dancing up your arm into your weapon.

Lvl 5 +1 50 gp Lvl 20 +4 5,000 gp
Lvl 10 +2 200 gp Lvl 25 +5 25,000 gp
Lvl 15 +3 1,000 gp Lvl 30 +6 125,000 gp

Souffang

Power (Consumable): Minor Action. Until you remove this souffang, you deal 1 extra lightning damage with each weapon attack you make, and you take damage equal to half your healing surge value at the start of your turn or if you remove the souffang on the turn you use it. Damage caused by this souffang cannot be reduced by any means.

Level 10: 2 extra lightning damage.

Level 15: 3 extra lightning damage.

Level 20: 4 extra lightning damage.

Level 25: 5 extra lightning damage.

Level 30: 6 extra lightning damage.

Consumables



Swift Shaper's Soulfang Level 16

You tap into your primal soul and you become more naturally adept at shifting into your beast forms.

Soulfang 1,800 gp
Power (Consumable): Minor Action. Until you remove this soulfang, you can use your *wild shape* class feature as a free action on your turn, and you take damage equal to half your healing surge value at the start of your turn or if you remove the soulfang on the turn you use it. Damage caused by this soulfang cannot be reduced by any means.

Talent Shard Level 3+

This crystal shard contains the essence of a specific talent. When you extract it, you gain insight into that talent for a short time.

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

Other Consumable
Power (Consumable): Minor Action. Choose one skill. You gain a +1 bonus to checks with that skill until the end of the encounter.
 Level 8: +2 bonus.
 Level 13: +3 bonus.
 Level 18: +4 bonus.
 Level 23: +5 bonus.
 Level 28: +6 bonus.

Tempest Whetstone Level 10+

This unfinished iron whetstone lends your weapon a spark.

Lvl 10	200 gp	Lvl 30	125,000 gp
Lvl 20	5,000 gp		

Whetstone
Power (Consumable ♦ Lightning): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any successful attack with the weapon deals an extra 2 lightning damage to each enemy within 2 squares of the target; the target of the attack does not take this damage.
 Level 20: Extra 4 lightning damage.
 Level 30: Extra 6 lightning damage.

Terror Ichor Level 9+

With this vial of bewitching pixie blood, you can terrorize your foes with greater efficacy.

Lvl 9	160 gp	Lvl 29	105,000 gp
Lvl 19	4,200 gp		

Reagent
Power (Consumable): Free Action. Expend this reagent when you use a power with the fear keyword of up to 5th level. Each target takes a -2 penalty to saving throws to end any effect of the power that a save can end.
 Level 19: Power up to 15th level.
 Level 29: Power up to 25th level.

Thorn Grasp Soulfang Level 3+

The spectral vines you command grow sharp thorns as they entangle your foes.

Lvl 3	+1	30 gp	Lvl 18	+4	3,400 gp
Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	425,000 gp

Soulfang
Power (Consumable): Minor Action. Until you remove this soulfang, when you slide a creature with *warden's grasp*, that creature also takes 5 damage, and you take damage equal to half your healing surge value at the start of your turn or if you remove the soulfang on the turn you use it. Damage caused by this soulfang cannot be reduced by any means.
 Level 8: 8 damage.
 Level 13: 11 damage.
 Level 18: 14 damage.
 Level 23: 17 damage.
 Level 28: 20 damage.

Unguent of Blindsight Level 21

You can perceive visible and invisible dangers alike with this white cream.

Other Consumable 9,000 gp
Power (Consumable): Standard Action. Rub this unguent on your closed eyelids. You gain blindsight 10 until the end of the encounter.

Unguent of Darkvision Level 11

Darkness is less impenetrable with this black ointment.

Other Consumable 350 gp
Power (Consumable): Standard Action. Rub this unguent on your closed eyelids. You gain darkvision for 1 hour.

Vecna's Boon of Diabolical Choice

Vecna grants the user a taste of what his severed hand has to offer.

Divine Boon
Power (Consumable): Free action. Until the end of this encounter, when using an attack power, you can use your highest physical ability score (Strength, Constitution, or Dexterity) for the attack, regardless of the normal ability score noted for the power. If the attack hits, slide the target 2 squares, or 2 additional squares if the attack normally results in sliding the target.

Vision Sand Level 6

Blessed by Ioun's clergy, this sparkling crystalline sand enhances divinations.

Other Consumable 75 gp
Property: When added to the normal components for casting a divination ritual, *vision sand* grants a +2 power bonus to any one skill check required by the ritual.

Vortex Stone Level 8+

This stone from the Shadowfell imbues your conjurations with a magical field that saps your foes' strength.

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

Reagent
Power (Consumable): Free Action. You expend this reagent when you use a conjuration power of up to 6th level. While the conjuration is in effect, enemies adjacent to it take a -2 penalty to attack rolls.
 Level 18: Power of up to 16th level.
 Level 28: Power of up to 26th level.

Whetstone of Combustion Level 10+

Your weapon gains an oily residue when you run it across this obsidian sharpening stone.

Lvl 10	200 gp	Lvl 30	125,000 gp
Lvl 20	5,000 gp		

Whetstone
Power (Consumable): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. Until the end of the encounter, any creature hit with an attack from this weapon gains vulnerable 5 fire against the next attack that deals fire damage to it.
 Level 20: Vulnerable 10 fire.
 Level 30: Vulnerable 15 fire.

Whetstone of Venom Level 9+

This sickly green whetstone coats a weapon in toxin.

Lvl 9	160 gp	Lvl 29	105,000 gp
Lvl 19	4,200 gp		

Whetstone
Power (Consumable ♦ Poison): Minor Action. Touch this whetstone to a melee or ranged weapon you hold. The next creature successfully attacked by the weapon takes ongoing 5 poison damage (save ends).
 Level 19: Ongoing 10 poison damage (save ends).
 Level 29: Ongoing 15 poison damage (save ends).



Dragonshards



Eberron Shard of Lightning Level 2+

When you bind this flashing dragonshard crystal to your weapon, sparks fly whenever it strikes an enemy.

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls with lightning attacks that use the augmented weapon.

Level 12: +3 bonus.

Level 22: +5 bonus.

Eberron Shard of Ruin Level 1+

Affixing this pulsing red stone to your weapon helps you smash through any obstacle.

Lvl 1 360 gp Lvl 21 225,000 gp
Lvl 11 9,000 gp

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls when using the augmented weapon against an object.

Level 11: +3 bonus.

Level 21: +5 bonus.

Eberron Shard of Animosity Level 1+

This crimson crystal flares whenever it's in the presence of an otherworldly being.

Lvl 1 360 gp Lvl 21 225,000 gp
Lvl 11 9,000 gp

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls when using the augmented weapon against elemental or immortal creatures.

Level 11: +3 bonus.

Level 21: +5 bonus.

Eberron Shard of Bleeding Wounds Level 5

Your weapon cuts a bloody swathe through your foes when powered by this blood-red dragonshard.

Lvl 5 1,000 gp

Dragonshard Augment (Weapon)

Property: Whenever an attack with the augmented weapon deals ongoing damage to a creature, increase the ongoing damage value by 2.

Khyber Shard of Death's Embrace Level 8+

When you affix this sinister deep blue dragonshard, your weapon blackens and exudes a deathly aura.

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

Dragonshard Augment (Weapon)

Power (Daily): Free Action. **Trigger:** You score a critical hit against an enemy with the augmented weapon. **Effect:** That enemy gains vulnerable 5 necrotic (save ends).

Level 18: Vulnerable 10 necrotic (save ends).

Level 28: Vulnerable 15 necrotic (save ends)

Khyber Shard of Life Drinking Level 8+

This cerulean dragonshard drinks deep the blood you draw with your weapon.

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

Dragonshard Augment (Weapon)

Power (Daily ♦ Healing): Free Action. **Trigger:** You bloody an enemy with an attack that uses the augmented weapon. **Effect:** You regain 10 hit points.

Level 18: 20 hit points.

Level 28: 30 hit points.

Khyber Shard of the Fiery Depth Level 2+

This cobalt dragonshard has a molten core and is hot to the touch.

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls with fire attacks that use the augmented weapon.

Level 12: +3 bonus.

Level 22: +5 bonus.

Siberys Shard of Merciless Cold Level 2+

This amber dragonshard pulses with blue-white light.

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls with cold attacks that use the augmented weapon.

Level 12: +3 bonus.

Level 22: +5 bonus.

Siberys Shard of Radiance Level 3+

The shard glows with the light of Siberys.

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

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls with radiant attacks that use the augmented weapon.

Level 13: +3 bonus.

Level 23: +5 bonus.

Property: When not affixed to a weapon, this dragonshard illuminates a 10-square radius with bright light.

Siberys Shard of the Mage Level 3+

This orange dragonshard crystal enhances a weapon when it is used as an implement.

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

Dragonshard Augment (Weapon)

Property: You gain a +1 bonus to damage rolls with implement attacks that use the augmented weapon.

Level 13: +3 bonus.

Level 23: +5 bonus.



Charm of Protection Level 8

Your familiar is protected by the charm almost as if it has a destiny of its own.

Item Slot: Familiar 3,400 gp

Power (Encounter) ♦ Immediate Interrupt. *Trigger:* An attack hits your familiar. *Effect:* Your familiar gains a +4 power bonus to AC and Reflex until the end of your next turn.

Familiar's Baldric Level 3+

This jeweled collar or harness identifies your familiar as belonging to you and extends your protection to it.

Lvl 3 680 gp Lvl 23 425,000 gp

Lvl 13 17,000 gp

Item Slot: Familiar

Property: Your familiar gains a +1 item bonus to all defenses.

Level 13: +2 item bonus.

Level 23: +3 item bonus.

Familiar's Cowl Level 12

While cloaked in this dark velvet garment, your familiar avoids the notice of larger enemies.

Item Slot: Familiar 13,000 gp

Special: Your familiar must be in active mode.

Property: Your familiar gains cover against larger creatures whose space it occupies.

Power (Daily): Minor Action. Until the end of the encounter, your familiar becomes invisible.

Homing Collar Level 15

An enchanted gem in this studded neckpiece allows you to transport yourself instantly to your familiar's side.

Item Slot: Familiar 25,000 gp

Power (Daily ♦ Teleportation): Move Action. You teleport to your familiar's space if your familiar is in a space you can occupy.

Lucky Charm Level 12

Your familiar is blessed by good luck to get out of dangerous situations.

Item Slot: Familiar 13,000 gp

Property: When an attack misses you or your familiar, your familiar can shift 1 square as a free action.





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Acrobat Boots Level 2

These enchanted boots enhance your acrobatic skills.
Item Slot: Feet 520 gp
Property: Gain a +1 item bonus to Acrobatics checks.
Power (At-Will): Minor Action. Stand up from prone.

Airstriders Level 25

These light coverings lift your feet and your spirit.
Item Slot: Feet 625,000 gp
Property: You take no damage from a fall and always land on your feet. You have a fly speed equal to your speed +2, but you must end each turn on a solid surface or you fall.
Power (Encounter): Free Action. Use this power when you would fall. You do not fall until the end of your next turn.

Anklets of Opportunity Level 19

When your foe is distracted by an ally, these glittering anklets quicken your step.
Item Slot: Feet 105,000 gp
Property: Gain a +1 bonus to Reflex defense.
Power (Encounter): Minor Action. Use this power while you are flanking a target. Shift 1 square.

Assassin's Slippers Level 11

You are able to press your advantage from several angles while wearing these black chamois slippers.
Item Slot: Feet 9,000 gp
Power (Encounter): Minor Action. Until the start of your next turn, you flank a target adjacent to you if any square adjacent to you is opposite an ally.

Assault Boots Level 12

These mail boots trip up a foe when you strike a grievous blow.
Item Slot: Feet 13,000 gp
Property: When you score a critical hit with a melee weapon, your target is knocked prone.

Avalanche Boots Level 10

These heavy leather boots are covered in thick rock dust, and will not clean off no matter how well they are scrubbed.
 Lvl 10 5000 gp
Item Slot: Feet
Property: Whenever you hit with an attack that pushes a target, you push the target 1 extra square.
Property: After charging, you can shift 1 square before your turn ends.

Backtrack Bindings Level 24

This airy footwear carries you out of whatever trouble you've gotten yourself into.
Item Slot: Feet 525,000 gp
Property: Gain a +2 bonus to Reflex defense.
Power (Encounter ♦ Teleportation): Free Action. Use this power during your turn and note the square you are currently in. At the end of your turn, teleport back to that square if it is within 10 squares of you.

Battlestrider Greaves Level 12

This enchanted leg armor increases your speed when wearing heavy armor.
Item Slot: Feet 13,000 gp
Property: Gain a +1 item bonus to speed while wearing heavy armor.

Boots of Adept Charging Level 2

Rushing in is less dangerous in these studded leather boots.
Item Slot: Feet 520 gp
Property: After charging, you can shift 1 square before your turn ends.

Boots of Balance Level 22

These enchanted boots greatly increase your acrobatic skills.
Item Slot: Feet 325,000 gp
Property: Gain a +5 item bonus to Acrobatics checks.
Power (Daily): Free Action. Reroll an Acrobatics check you just made. Use the new result.

Boots of Blood Level 16

These red leather boots come alive when your blood is spilled.
Item Slot: Feet 45,000 gp
Property: You gain a +1 item bonus to Reflex.
Power (Daily): Immediate Reaction. **Trigger:** An enemy bloodies you. **Effect:** You shift your speed.

Boots of Bounding Level 6

These lightweight canvas boots are perfect for athletes, greatly increasing the length of leaps.
Item Slot: Feet 1,800 gp
Property: You gain a +2 item bonus to Athletics checks to jump.
Power (Encounter): Move Action. You make an Athletics check to jump as if you had a running start. You add 3 squares to the distance jumped for a long jump, or 2 squares for a high jump.

Boots of Dancing Level 11

These ornate boots send you spinning and leaping out of danger.
Item Slot: Feet 9,000 gp
Property: Gain a +1 bonus to Reflex defense.
Property: You do not grant combat advantage while you are dazed.
Power (Daily): Minor Action. Gain a +5 power bonus to Acrobatics and Athletics checks until the end of your next turn.

Boots of Eagerness Level 9

Your feet feel peppy in these handsome brocade boots.
Item Slot: Feet 4,200 gp
Power (Encounter): Free Action. Use this power during your turn to take an additional move action.

Boots of Equilibrium Level 6

The tough mesh sole of these supple buckskin boots grips even the most slippery surfaces.
Item Slot: Feet 1,800 gp
Property: You move normally on slippery surfaces, such as grease or ice.

Boots of Free Movement Level 6

You deftly avoid entanglement in these well-crafted boots.
Item Slot: Feet 1,800 gp
Property: Gain a +2 item bonus to saving throws against effects that apply the slowed, immobilized, or restrained condition.
Power (Encounter): Minor Action. Make a saving throw against a slow, immobilize, or restrain effect that a save can end.

Boots of Furious Speed Level 9

When you are injured, these boots turn crimson and vibrate slightly.
Item Slot: Feet 4,200 gp
Property: Gain a +2 item bonus to speed while bloodied.
Power (Daily): Immediate Reaction. Use this power when you become bloodied. Shift a number of squares equal to half your speed.

Boots of Grounding Level 8

These boots are unnaturally heavy, but they keep you grounded against magical movement.
Item Slot: Feet 3,400 gp
Power (Encounter): Immediate Interrupt. Use this power when an attack would force you to teleport. You do not teleport.

Boots of Many Tracks Level 9

These rugged boots conceal your steps.
Item Slot: Feet 4,200 gp
Property: The DC of any Perception check to find your tracks is increased by 10. Even if your tracks are found, identifying them takes a Nature check against the same DC. If the Nature check fails, the tracks seem to be of some animal (chosen by you at the time you made the tracks).

Boots of Quickness Level 8+

This supple leather footwear keeps you out of harm's way.
 Lvl 8 3,400 gp Lvl 28 2,125,000 gp
 Lvl 18 85,000 gp
Item Slot: Feet
Property: Gain a +1 bonus to Reflex defense.
 Level 18: +2 bonus to Reflex defense.
 Level 28: +3 bonus to Reflex defense.



Boots of Rapid Motion Level 5

With these polished leather boots, you are hard to slow down.

Item Slot: Feet 1,000 gp

Power (Encounter): Immediate Reaction. **Trigger:** An effect slows you. **Effect:** You make a saving throw against the triggering effect. On a save, the effect ends.

Power (Daily): Minor Action. You gain a +1 power bonus to speed until the end of the encounter.

Boots of Sand and Sea Level 10

These wax-coated coverings help you glide over the earth when you are lightly encumbered, and might save you when the current runs deep.

Item Slot: Feet 5,000 gp

Property: Gain a +1 item bonus to speed while wearing light armor or no armor.

Power (Encounter): Free Action. Gain a +5 power bonus to an Athletics check to swim.

Boots of Speed Level 22

These durable boots are designed to take you farther, faster.

Item Slot: Feet 325,000 gp

Property: Gain a +2 item bonus to speed.

Power (Daily): Minor Action. Take a move action.

Boots of Spider Climbing Level 5

These enchanted boots enhance your ability to climb.

Item Slot: Feet 1,000 gp

Property: When you make an Athletics check to climb, you can climb at your normal speed instead of one-half your speed.

Power (Daily): Move Action. On this move action, you move with a climb speed equal to your speed.

Boots of Stealth Level 3+

The soft leather soles and down lining of these supple boots quiet your footsteps.

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

Item Slot: Feet

Property: Gain a +2 item bonus to Stealth checks.

Level 13: +4 item bonus.

Level 23: +6 item bonus.

Boots of Striding Level 9

These enchanted boots increase your speed if you wear light armor or no armor.

Item Slot: Feet 4,200 gp

Property: Gain a +1 item bonus to speed when wearing light or no armor.

Boots of Striding and Springing Level 14

These enchanted boots increase your speed if you wear light armor or no armor and enhance your jumping capability.

Item Slot: Feet 21,000 gp

Property: Gain a +1 item bonus to speed when wearing light or no armor.

Property: Gain a +2 item bonus to Athletics checks made to jump.

Boots of Surging Speed Level 7

These springy boots let you get out of harm's way when you need to catch your breath.

Item Slot: Feet 2,600 gp

Property: When you use your second wind, you can shift 2 squares.

Boots of Swimming Level 13

A fin runs down the back of these fishscale boots.

Item Slot: Feet 17,000 gp

Property: Gain a swim speed equal to your speed. You take no penalties to attack rolls while swimming or underwater.

Power (Daily): Minor Action. Breathe normally underwater until the end of the encounter.

Boots of Teleportation Level 28

Wearing these elegant boots, you never need to raise your feet to move.

Item Slot: Feet 2,125,000 gp

Power (At-Will ♦ Teleportation): Move Action. Teleport a number of squares equal to your speed.

Boots of the Dryad Level 5+

Natural growth moves aside as you travel the wilderness, and you can disappear and step out from a nearby tree.

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

Item Slot: Feet

Property: You ignore difficult terrain that is the result of plants, trees, underbrush, or natural growth (forest walk).

Power (Daily): Move Action. Teleport 4 squares to a square adjacent to a tree, treant, or plant of your size or larger.

Level 15: Teleport 8 squares.

Level 25: Teleport 12 squares.

Boots of the Fencing Master Level 7

Your swift step befuddles your foes.

Item Slot: Feet 2,600 gp

Property: When you shift, gain a +1 item bonus to AC and Reflex defense until the end of your next turn.

Power (Encounter): Minor Action. Shift 2 squares.

Boots of the Giantkind Level 9+

These boots are made of overlapping flaps of behemoth skin and are extremely heavy.

Item Slot: Feet

Lvl 9	4,200 gp	Lvl 29	2,625,000 gp
Lvl 19	105,000 gp		

Property: You gain a +2 item bonus to Athletics checks and a +2 item bonus to Strength attacks made to grab a creature.

Power (Daily): Minor Action. **Effect:** You gain a +4 item bonus to all Athletics checks and Strength attacks made to grab a creature until the end of your next turn.

Level 19: +7 item bonus.

Level 29: +10 item bonus.

Boots of the Infinite Stride Level 28

These enchanted boots allow you to teleport once per day.

Item Slot: Feet 2,125,000 gp

Property: Gain a +1 item bonus to speed.

Power (Daily ♦ Teleportation): Move Action. Teleport up to 1 mile (line of sight and line of effect to the destination are required).

Boots of the Mighty Charge Level 10

Your footsteps thunder as you charge in these boots, making bounds of steps and allowing you to deliver a mighty blow.

Item Slot: Feet 5,000 gp

Property: When charging, you gain a +2 item bonus to speed.

Power (Daily): Free Action. **Trigger:** Use this power when you charge. **Effect:** You can use any at-will or encounter melee or close weapon attack power at the end of the charge as long as it is an attack that includes the enemy you are charging. (You are not restricted to making a melee basic attack or a bull rush.)

Boots of Unchecked Passage Level 12

Your foes will make way for you while you're wearing these steel boots.

Item Slot: Feet 13,000 gp

Power (Daily): Minor Action. Until the end of your turn, you can move through enemy spaces, and you don't provoke opportunity attacks when moving.

Boots of Withdrawal Level 16

This footwear allows you to live to fight another day.

Item Slot: Feet 45,000 gp

Property: If you are bloodied and make no attacks on your turn, gain a +4 item bonus to speed, AC, and Reflex defense until the end of your next turn.

Branchrunners Level 10

You move unhindered through the undergrowth in these supple foot wraps of treated oak leaves.

Item Slot: Feet 5,000 gp

Property: Ignore difficult terrain in forests and jungles. Also, gain a +4 item bonus to Acrobatics checks to balance or reduce damage from a fall, and to Athletics checks to climb and jump while in trees.

Power (Encounter): Move Action. Balance and climb at your speed until the end of your turn. You don't grant combat advantage while doing so.

Butterfly Sandals Level 12

These comfortable leather sandals make you more adept while airborne.

Item Slot: Feet 13,000 gp

Property: Increase the flight speed of your flight powers and racial traits by 2.



Cat Tabi Level 8+

This silky black footgear gives you catlike reflexes when jumping or falling.

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

Item Slot: Feet
Property: Gain a +3 item bonus to Athletics checks to jump. You take half damage from a fall and always land on your feet.
Level 18: +5 item bonus.
Level 28: +7 item bonus.

Power (Daily): Free Action. Use this power when you fall 10 feet or more. You take no damage from the fall and are not knocked prone.

Catstep Boots Level 3

These enchanted boots reduce falling damage and enhance your acrobatics and athletics skills.

Item Slot: Feet 680 gp
Property: When you fall or jump down, you take only half normal falling damage and always land on your feet.
Power (Daily): Free Action. Gain a +5 power bonus to your next Acrobatics check or Athletics check.

Clearing Cleats Level 26

These knobby-soled boots temporarily warp the terrain around you, clearing an easy path.

Item Slot: Feet 1,125,000 gp
Property: You ignore difficult terrain.
Power (Daily): Minor Action. Each ally within 5 squares of you ignores difficult terrain until the end of the encounter, even if that ally moves more than 5 squares from you.

Dantrag's Bracers Level 23

These wide bracers are lined with gleaming mithral rings.

Lvl 18 85,000 gp (unique; this item cannot be purchased or created with the Enchant Magic Item ritual)

Item Slot: Arms or feet
Property: You can draw or sheathe a weapon, or draw or stow an item, once per round as a free action.
Power (Daily): Requirement: You must be using Dantrag's bracers in the arms slot. Standard Action. Make a melee basic attack against one or two creatures.
Power (Encounter): Requirement: You must be using Dantrag's bracers in the feet slot. Move Action. Shift a number of squares equal to half your speed.

Defiant Boots Level 18

These sturdy iron boots grip the ground when you are moved against your will.

Item Slot: Feet 85,000 gp
Property: When you are pulled, pushed, or slid, reduce the distance you are moved by 2.
Power (Daily): Free Action. Use this power when you are subject to a pull, push, or slide effect. Instead, shift a number of squares equal to the number of squares you would have been pulled, pushed, or slid.

Dimensional Stride Boots Level 18

You step through a thin rift in space and reappear instantly in another location nearby.

Item Slot: Feet 85,000 gp
Property: Gain a +1 bonus to Reflex defense.
Power (Encounter ♦ Teleportation): Move Action. Teleport 2 squares. If you are at maximum hit points, you instead teleport a number of squares equal to your speed.

Dragonborn Greaves Level 12

Made of thick hide covered in scales, these ornate boots tap into your pain and rage.

Item Slot: Feet 13,000 gp
Property: While you are bloodied, gain a +2 item bonus to speed and a +1 item bonus to AC and Reflex defense.

Dwarfstride Boots Level 18

In these boots, nothing gets in your way.

Item Slot: Feet 85,000 gp
Property: Gain a +4 item bonus to all skill checks required by special terrain (normally Athletics or Acrobatics).
Property: When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This property stacks with the Stand Your Ground dwarf racial trait.

Dwarven Boots Level 12

These iron boots keep you steady in the face of forceful assaults.

Item Slot: Feet 13,000 gp
Power (Daily): Immediate Interrupt. Use this power when an attack would knock you prone or pull, push, slide, or immobilize you. The attacker rerolls the attack, using the second result even if it's lower.

Dwarven Greaves Level 7

This enchanted leg armor, crafted in the dwarven tradition, can be activated to negate a pull, a push, or a slide effect.

Item Slot: Feet 2,600 gp
Power (Daily): Immediate Interrupt. You can use this power when you are hit by a power that has a pull, a push, or a slide effect. You negate the forced movement.

Earthreaver Stompers Level 17+

These heavy, steel-soled boots allow you to sense vibrations as well as give you a powerful stomp.

Lvl 17 65,000 gp Lvl 27 1,625,000 gp
Item Slot: Feet
Property: You gain tremorsense 1 square.
Level 27: Tremorsense 3 squares.
Power (Daily): Standard Action. You stomp your foot and make an attack: Close burst 2; Strength + 4 vs. Reflex; on a hit, the target is knocked prone.
Level 27: Strength + 6 vs. Reflex.

Earthstriders Level 14

You instantly move through the earth using these blunt-toed shoes.

Item Slot: Feet 21,000 gp
Power (Daily ♦ Teleportation): Move Action. Teleport 5 squares as long as a path along the ground exists to your destination. This power does not allow you to cross open air (including pits or chasms).

Earthwalker's Boots Level 23

These heavy boots look to be fashioned from stone, but are as flexible as ordinary leather.

Item Slot: Feet 425,000 gp
Power (Daily): Move Action. You can burrow 5 squares. If you burrow, you gain combat advantage until the end of your current turn against any enemies that you end your move adjacent to.

Eladrin Boots Level 16

These enchanted boots, crafted in the eladrin tradition, increase your teleport distance.

Item Slot: Feet 45,000 gp
Property: Add 2 to the maximum range of any teleport you make (other than that provided by these boots).
Power (Daily ♦ Teleportation): Move Action. Teleport up to 5 squares (or up to 10 if you're an eladrin).

Elven Boots Level 11

These enchanted boots, crafted in the elven tradition, can be activated to increase your speed and to enhance your stealth for a short time.

Item Slot: Feet 9,000 gp
Power (Encounter): Minor Action. Gain a +2 power bonus to speed and Stealth checks until the end of your turn.

Fey Warrior's Boots Level 24

Step in and out the Feywild with this leaf-weight footwear.

Item Slot: Feet 525,000 gp
Property: You gain a +2 item bonus to Reflex.
Power (At-Will ♦ Teleportation): Immediate Reaction. Trigger: An attack misses you. Effect: You teleport 3 squares.

Feyleaf Sandals Level 2

This delicate footgear incorporates Feywild leaves into its design.

Item Slot: Feet 520 gp
Power (Daily ♦ Teleportation): When you fall, instead teleport safely to the nearest horizontal surface within 5 squares that can support your weight, take no falling damage, and land on your feet.



Feystep Lacings Level 12

Cords spun from enchanted fey wool teleport you out of—or into—harm's way.

Item Slot: Feet 13,000 gp

Property: Gain a +1 bonus to Reflex defense.

Power (At-Will, 5 Charges/Day ♦ Teleportation): Move Action. Spend a number of charges to teleport that number of squares.

Fireburst Boots Level 14

Fire fuels these scorched iron boots.

Item Slot: Feet 21,000 gp

Power (Daily ♦ Arcane, Fire, Teleportation): Move Action. Teleport 6 squares. All creatures within 1 square of you before you teleport take 2d8 fire damage.

Flanker's Boots Level 15

With a mere thought, you use these rabbitskin boots to move into an advantageous position.

Item Slot: Feet 25,000 gp

Property: Gain +2 item bonus to Athletics checks.

Power (Daily ♦ Teleportation): Move Action. Teleport to any square adjacent to an adjacent creature.

Fleetranner Boots Level 5+

The owner of these boots is gifted with unprecedented mobility in combat.

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

Lvl 15 25,000 gp

Item Slot: Feet

Property: Running gives you only a -2 penalty to attack rolls.

Level 15: When you run, you can move up to your speed + 6, instead of your speed + 2.

Level 25: Running causes you to grant combat advantage only to the next creature to attack you.

Floorfighter Straps Level 15

Scuffed and worn, these rawhide bands keep you dangerous even when on the ground.

Item Slot: Feet 25,000 gp

Property: While you are prone, you do not grant combat advantage and you can shift. When you stand up, you can shift 1 square as part of the same action.

Foe Chaser Boots Level 6

Those you've chosen to fight find escape less likely when you wear these boots.

Item Slot: Feet 1,800 gp

Property: When charging an enemy marked by you, you gain a +2 item bonus to speed.

Power (Daily ♦ Teleportation): Immediate Reaction. *Trigger:* An enemy marked by you makes an attack that does not include you. *Effect:* You teleport to a space adjacent to the marked enemy.

Ghoststride Boots Level 6+

These tattered gray boots have a haunting aspect, granting you the elusiveness of a ghost when you need it.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp

Lvl 16 45,000 gp

Item Slot: Feet

Property: While you are running, you gain a +1 item bonus to AC and become insubstantial.

Level 15: +2 item bonus.

Level 25: +3 item bonus.

Goblin Stompers Level 6

These cured hide boots shift you safely away from an inaccurate attacker.

Item Slot: Feet 1,800 gp

Power (Encounter): Immediate Reaction. Use this power when a melee attack misses you. Shift 1 square.

Greaves of Fortunate Falling Level 8

These plain gray bands guide your landing when you topple.

Item Slot: Feet 3,400 gp

Property: When you're knocked prone (including when you fall unconscious), you can fall into any unoccupied adjacent space instead of your current space. Being prone does not grant enemies combat advantage.

Greaves of Maldeen Level 12

Wolf fur rings this enchanted leg armor, which allows you to hunt down evil foes with ease.

Item Slot: Feet 13,000 gp

Property: Gain a +2 item bonus to speed as long as you move toward an enemy and that enemy is in your line of sight the whole time.

Power (Daily): Immediate Reaction. When an enemy moves away from you, you shift 3 squares toward that enemy.

Jester Shoes Level 2

These colorful, pointed shoes help you stand out—but not stand up—in a crowd.

Item Slot: Feet 520 gp

Power (Encounter): Immediate Interrupt. Use this power when you are pushed, pulled, or slid. Reduce the distance you are pulled, pushed, or slid by 1 square and fall prone.

Lightstep Slippers Level 21

These doeskin coverings cushion your step.

Item Slot: Feet 225,000 gp

Property: Gain a +5 item bonus to Stealth checks. Also, you do not activate traps or hazards triggered by stepping into a particular square, nor can you be detected by tremorsense.

Oceanstrider Boots Level 14

Water is no obstacle for you in these thigh-high oilskin boots.

Item Slot: Feet 21,000 gp

Property: Gain a +1 item bonus to speed. You can move across and stand on horizontal liquid surfaces as though they were solid ground. You still take damage from hazardous liquid surfaces upon which you stand (such as acid and magma).

Phantom Chaussures Level 18

With your lower legs bound in gossamer silk, you become ephemeral, and sometimes invisible.

Item Slot: Feet 85,000 gp

Property: if you move at least 3 squares on your turn, gain concealment until the end of your next turn.

Power (Daily ♦ Illusion): Free Action. Use this power when you have moved at least 6 squares on your turn. You become invisible until the end of your next turn.

Planar Stasis Boots Level 18

These supple boots make you feel confident of your ability to stay in one place when confronting magical attacks that displace you.

Item Slot: Feet 85,000 gp

Property: You cannot be teleported against your will.

Power (Encounter): Immediate Interrupt. Use this power when you would be pulled, pushed, or slid. You are moved 2 fewer squares.

Planestrider Boots Level 18

These boots allow you to teleport around corners and to places you might not see from your current point of view.

Item Slot: Feet 85,000 gp

Property: When you use a power to teleport, you can instead teleport twice as the same action. The total distance you travel with both teleports cannot exceed the distance you could have traveled with the original teleport. You could, for example, teleport to a corner, establish a new line of sight, and teleport to a square not visible from your starting location, so long as the maximum number of squares teleported does not exceed the teleport power's allotted movement.

Power (Encounter ♦ Teleportation): Move Action. Teleport 10 squares.

Quickling Boots Level 8

Your feet step more lively in this silver-stitched footwear.

Item Slot: Feet 3,400 gp

Property: Gain a +2 item bonus to Acrobatics and Athletics checks.

Power (Encounter): Move Action. Move up to your speed + 1. Gain a +2 item bonus to AC against opportunity attacks during this movement.



Quickstride Boots Level 12

Soft, supple boots of blue leather add spring to your step.

Item Slot: Feet 13,000 gp

Power (Daily): Minor Action. Move a number of squares equal to your speed.

Riding Boots Level 4

These stylish knee-high boots let you look good while they spur your steed.

Item Slot: Feet 840 gp

Property: While you ride a mount, it gains a +1 item bonus to speed.

Rushing Cleats Level 7

These rawhide boot straps are fitted with spikes.

Item Slot: Feet 2,600 gp

Property: Gain a +2 item bonus to bull rush attacks, and increase the push or slide effect of any close or melee attack you perform by 1 square.

Sandals of Arcane Transposition Level 18

Using an arcane power can teleport you in these rune-etched, open-toed shoes.

Item Slot: Feet 85,000 gp

Power (Daily ♦ Teleportation): Free Action. Use this power after you make an arcane area or close attack. Teleport to any unoccupied square within the area of effect.

Sandals of Avandra Level 25

These airy, corded foot coverings allow you to move past even the largest and most dangerous enemies.

Item Slot: Feet 625,000 gp

Property: Gain a +2 item bonus to speed.

Power (At-Will): Move Action. Shift a number of squares equal to half your speed.

Power (Encounter): Minor Action. Until the end of your next turn, your movement does not provoke opportunity attacks.

Sandals of Precise Stepping Level 6+

Your steps become softer and more precise in this soft leather and cloth mesh footwear.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
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Item Slot: Feet

Property: Gain a +2 item bonus to Acrobatics, Athletics, and Stealth checks.

Level 16: +3 item bonus.

Level 26: +4 item bonus.

Sandals of the Temporal Step Level 16

The energy pulsing from the dragonshards adorning these slippers move like hands on a clock.

Item Slot: Feet 45,000 gp

Property: Gain a +1 item bonus to speed when wearing light or no armor.

Power (Daily): Free Action. You gain an additional move action this turn.

Special: If you have the Mark of Passage, when you use the sandals' daily power, you also gain a +3 power bonus to speed until the end of your turn.

Sandwalker Boots Level 14

These supple buckskin boots let you glide through the desert sand like a dolphin through water.

Item Slot: Feet 21,000 gp

Property: You gain a burrow speed of 6 in sand. You can breathe sand as if it were air.

Shadowsteppers Level 18

You disappear into the shadows in these matte black fur slippers.

Item Slot: Feet 85,000 gp

Power (Daily): Move Action. Teleport 5 squares and gain insubstantial until the end of your next turn. If you use this power in an area of bright light, you take 5 damage (which ignores insubstantial).

Skygliders Level 21

This footwear allows you to walk across chasms, climb to ledges, and descend from precipices.

Item Slot: Feet 225,000 gp

Property: If you begin your turn standing on a horizontal surface, you can move through the air as if it were normal terrain. Moving upward requires 2 squares of movement for each square traveled; moving downward costs 1 square of movement for every 2 squares traveled. If you are not on a horizontal surface sufficient to bear your weight at the end of your turn, you fall to the nearest such surface, taking damage accordingly.

Power (Daily): Minor Action. Move through the air as if it were normal terrain until the end of the encounter. Glide down safely to the nearest horizontal surface that can bear your weight at that time.

Spiked Soles Level 5

These sole plates sprout tiny spikes, which aid in climbing and in keeping your footing.

Item Slot: Feet (attached component) 1,000 gp

Requirement: You must have the living construct racial trait to use this item.

Property: You gain a +5 item bonus to Athletics checks for climbing.

Power (Encounter): Immediate Reaction. **Trigger:** You are hit by an effect that pushes, pulls, or slides you. **Effect:** You ignore the triggering forced movement. You are slowed until the start of your next turn.

Steadfast Boots Level 8

Rough iron studs nailed to these boots buttress your defenses.

Item Slot: Feet 3,400 gp

Power (Encounter): Minor Action. As long as you stay in the same space that you began the current turn, gain a +2 power bonus to AC and all defenses until the beginning of your next turn. If you move or are moved from your starting square at any time through any means, you lose these bonuses.

Surefoot Boots Level 5

Attached snugly by rows of shiny buckles, these boots help keep your footing.

Item Slot: Feet 1,000 gp

Property: Gain a +2 item bonus to Acrobatics checks.

Power (Daily): Free Action. Use this power when you are knocked prone. You stand up.

Surfsurge Shoes Level 8

These supple shoes can send their wearer soaring above foes on a surge of water.

Item Slot: Feet 3,400 gp

Power (Encounter): Immediate Reaction. **Trigger:** You are subject to a push, pull, or slide effect. **Effect:** You slide 1 square.

Power (Daily): Move Action. **Effect:** A wave of rushing water rises beneath your feet and carries you where you want. You move your speed, moving vertically if you wish. This movement does not provoke opportunity attacks. If you do not end your move on a solid surface, you fall.

Survivor's Boots Level 16

These rough hide boots are clearly well used, but they never wear out.

Item Slot: Feet 45,000 gp

Property: While bloodied, you don't provoke opportunity attacks when moving, using ranged powers, or using area powers.

Swiftstrike Shoes Level 20

More supple shoes never touched the foot of a hero, and in these shoes a hero's feet sometimes barely touch the ground.

Item Slot: Feet 125,000 gp

Property: You gain a +5 bonus to speed until the end of your first turn each encounter.

Power (Daily ♦ Teleportation): Move Action. You teleport 20 squares to a space adjacent to any enemy within your line of sight.

Thornwalker Slippers Level 12

These padded foot coverings allow you to pass cleanly through cluttered or grasping terrain.

Item Slot: Feet 13,000 gp

Power (Encounter): Until the end of your next turn, you can move through difficult terrain. You also move normally and safely through natural environmental hazards that affect movement, such as quicksand, dense foliage, or deep snow.



Tumbler's Shoes Level 11

Though worn, these well-built shoes allow you to move with a cat's grace through even precarious terrain.

Item Slot: Feet 9,000 gp
Property: You can take 10 on Acrobatics and Athletics checks, even if threats or distractions would normally prevent you from doing so.

Wallwalkers Level 10

These supple spidersilk boots give you the mobility of an arachnid, if only for a brief time.

Item Slot: Feet 5,000 gp
Property: If you begin your turn standing on a horizontal surface, you can walk on walls as if they were horizontal surfaces. If you are not on a horizontal surface sufficient to bear your weight at the end of your move, you fall to the ground, taking damage accordingly.
Power (Daily): Minor Action. Walk on walls as if they were horizontal surfaces until the end of the encounter.

Wavestrider Boots Level 4

These enchanted boots allow you to walk across liquid as if it were solid land.

Item Slot: Feet 840 gp
Property: If you begin your turn standing on a solid surface, you can move across liquid as if it were normal terrain. If you are still on liquid at the end of your turn, you fall in.
Power (Daily): Minor Action. You can move across liquid surfaces as if they were normal terrain until the end of the encounter.

Wildrunners Level 4

Crafted from the skins of wild plains animals, these boots lend you extraordinary speed.

Item Slot: Feet 840 gp
Property: When you run, move your speed + 4 instead of speed + 2.
Power (Daily): Free Action. Use this power when you run. Enemies do not gain combat advantage against you.

Winged Boots Level 13

These enchanted boots protect you from falling damage and can be activated to allow you to fly for a short time.

Item Slot: Feet 17,000 gp
Property: You take no damage from a fall and always land on your feet.
Power (Daily): Move Action. Fly a number of squares equal to your speed. At the end of your turn, you float down to the ground if you aren't already there.

Winged Boots Level 13

These enchanted boots protect you from falling damage and can be activated to allow you to fly for a short time.

Item Slot: Feet 17,000 gp
Property: You take no damage from a fall and always land on your feet.
Power (Daily): Move Action. Fly a number of squares equal to your speed. At the end of your turn, you float down to the ground if you aren't already there.

Zephyr Boots Level 24

You catch the wind and fly like bird with these light boots.

Item Slot: Feet 525,000 gp
Property: Gain a fly speed equal to your speed while wearing light armor or no armor.





Alchemical Atomizer Level 8

This embedded storage chamber in your hands infuses your weapon with alchemical power when you make an attack.

Item Slot: Hands (embedded component) 3,400 gp

Requirement: You must have the living construct racial trait to use this item.

Property: You can stow one alchemical item that can be applied to a weapon (such as *alchemical silver* or *inferno oil*) within the *alchemical atomizer*.

Power (At-Will): Free Action. Use this power when you make a weapon attack. Use the alchemical item stowed in the *alchemical atomizer* on the weapon you are holding. (This consumes the item as usual).

Antipathy Gloves Level 10

Use these gloves to keep your enemies at bay.

Item Slot: Hands 5,000 gp

Property: An enemy must spend 1 extra square of movement to enter a square adjacent to you. An enemy that is pulled, pushed, or slid moves through those squares as normal.

Power (Daily): Standard Action. Make an attack: Ranged 10; +13 vs. Reflex; on a hit, the target is restrained (save ends).

Breaching Gauntlets Level 6+

These thick leather gauntlets allow your attacks to bypass even the best resistances.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Hands

Property: Reduce the value of any resistance an enemy has against your attacks by 1.

Level 16: Reduce resistance by 2.

Level 26: Reduce resistance by 5.

Power (Daily): Free Action. Use this power when you hit with a weapon attack, but before you deal damage. Reduce the value of any resistance the target has against your attack by 5 (save ends).

Level 16: Reduce resistance by 10.

Level 26: Reduce resistance by 15.

Burglar's Gloves Level 1

These fingerless black gloves are embroidered with dark red sigils and improve your thievery skills.

Item Slot: Hands 360 gp

Property: Gain a +1 item bonus to Thievery checks.

Burning Gauntlets Level 6+

Made of iron and constantly trailing wisps of smoke, these plated gloves incite your inner pyromaniac.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Hands

Power (Daily ♦ Fire): Free Action. Use this power when you make an attack with the fire keyword. The first target hit by that attack, if any, also takes ongoing 5 fire damage (save ends). Also, you deal an extra 1 fire damage on successful attacks with the fire keyword until the end of the encounter.

If you've reached at least one milestone today before using this power, instead deal an extra 2 fire damage on successful attacks with the fire keyword until the end of the encounter.

Level 16: Ongoing 10 fire damage, extra 3 fire damage (4 after milestone).

Level 26: Ongoing 15 fire damage, extra 5 fire damage (6 after milestone).

Cat Paws Level 5+

Furry on the outside, silky on the inside, these gloves sprout claws that make climbing easier.

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

Item Slot: Hands

Property: Gain a +2 item bonus to Athletics checks to climb.

Level 15: +4 item bonus.

Level 25: +6 item bonus.

Power (Daily): Free Action. Climb at normal speed and double any climbing movement granted to you by powers until the end of the encounter.

Caustic Gauntlets Level 6+

These rough leather coverings drip with acid as you attack.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Hands

Power (Daily ♦ Acid): Free Action. Use this power when you make a ranged attack. Change the damage type dealt by that attack to acid. Hit or miss, creatures adjacent to the target of the attack take 1d6 acid damage. Also, you deal an extra 1 acid damage on successful ranged attacks until the end of the encounter.

If you've reached at least one milestone today, instead deal an extra 2 acid damage on successful ranged attacks with the acid keyword until the end of the encounter.

Level 16: 2d6 acid damage, extra 3 acid damage (4 after milestone).

Level 26: 3d6 acid damage, extra 5 acid damage (6 after milestone).

Climbing Claws Level 4

Sharp claws magically unfold from the palms of these padded leather gloves.

Item Slot: Hands 840 gp

Property: Gain a +1 item bonus to Athletics checks to climb. Each of these gloves can also be used as a one-handed, off-hand, simple, light blade that applies a +2 proficiency bonus to attack rolls and deals 1d4 damage. The wearer gains proficiency with this weapon.

Coercive Gauntlet Level 5

An unblinking alien eye stares out from the palm of this gauntlet of living flesh and bone.

Item Slot: Hands 1,000 gp

Power (Healing Surge ♦ Psychic): Free Action. The next implement power you use that deals damage of a particular type deals psychic damage instead. If the attack is successful, you slide the target 3 squares. If the attack roll is a 1, you are dominated by the target creature until the end of your next turn.

Dwarven Throwers Level 10

These stout iron gauntlets turn any weapon into a ranged weapon.

Item Slot: Hands 5,000 gp

Property: Gain a +2 item bonus to thrown weapon damage rolls.

Power (Encounter): Standard Action. Make a ranged basic attack with your melee weapon, using your Strength modifier on the attack roll and damage roll, as if the weapon had the heavy thrown weapon property. Your weapon automatically returns to your grip after the ranged attack.

Far Hand Gloves Level 22

These black leather gloves have oddly long fingers.

Item Slot: Hands 325,000 gp

Power (Encounter): Free Action. Your reach increases by 1 square until the end of your current turn.

Feinting Gloves Level 7

These black silk gloves help you misdirect your opponent's attention.

Item Slot: Hands 2,600 gp

Property: You gain a +2 item bonus to Bluff checks to gain combat advantage.

Power (Daily): Minor Action. You gain combat advantage against the next creature you attack this turn.



Flaying Gloves Level 4+

These tight-fitting gloves allow you to deal bleeding wounds with a light blade.

Lvl 4	840 gp	Lvl 24	525,000 gp
Lvl 14	21,000 gp		

Item Slot: Hands

Power (Daily): Free Action. Use this power when you hit with a light blade melee attack and have combat advantage against the target. That attack deals an extra ongoing 5 damage (save ends). If the attack already deals ongoing damage of any type, this item's power has no effect.

Level 14: Ongoing 10 damage (save ends).
Level 24: Ongoing 15 damage (save ends).

Foe Caller Gauntlets Level 22

No enemy can escape your challenge when you point the foe out while wearing these gauntlets.

Item Slot: Hands 325,000 gp

Power (Encounter ♦ Teleportation): Immediate Interrupt.
Trigger: An enemy marked by you makes an attack that does not include you. *Effect:* You teleport the enemy 10 squares to a space adjacent to you and make a melee basic attack against that enemy.

Forgemaster's Gloves Level 6+

These blacksmith's gloves are studded with dragonshards and emblazoned with a hammer and anvil.

Lvl 6	5,000 gp		
Lvl 16	125,000 gp		
Lvl 26	3,125,000 gp		

Item Slot: Hands

Property: Gain resist 5 fire.
Level 16: Gain resist 10 fire.
Level 26: Gain resist 15 fire.

Special: If you have the Mark of Making, increase the resistance by 5.

Power (Daily ♦ Fire): Minor Action. The next attack power you use deals 1d6 extra fire damage.
Level 16: 2d6 extra fire damage.
Level 26: 3d6 extra fire damage.

Frost Gauntlets Level 7+

When you pick up your weapon, the ice crystal patterns etched into these gauntlets flare, coating the weapon in a thin sheet of frost.

Lvl 7	2,600 gp	Lvl 27	1,625,000 gp
Lvl 17	65,000 gp		

Item Slot: Hands

Power (Daily ♦ Cold): Free Action. Use this power when you make a melee attack. Change the damage type dealt by that attack to cold. On a hit, the target is also slowed until the end of your next turn. Also, you deal an extra 1 cold damage on successful melee attacks until the end of the encounter.

If you've reached at least one milestone today, instead gain an extra 2 cold damage on successful melee attacks until the end of the encounter.

Level 17: Target is slowed (save ends), extra 3 cold damage (4 after milestone).
Level 27: Target is immobilized (save ends), extra 5 cold damage (6 after milestone).

Gauntlets of Blinding Strikes Level 11

These sleek gauntlets speed your strikes for a limited time.

Item Slot: Hands 9,000 gp

Power (Daily): Standard Action. Make two melee basic attacks, each with a -2 penalty to the attack roll.

Gauntlets of Blood Level 4+

The blood of wounded foes streams along the joints of these rusty-looking steel gauntlets.

Lvl 4	840 gp	Lvl 24	525,000 gp
Lvl 14	21,000 gp		

Item Slot: Hands

Property: You gain a +2 bonus to damage rolls against bloodied targets.
Level 14: +4 bonus.
Level 24: +6 bonus.

Gauntlets of Brilliance Level 10

With a thought, you cause these gold-burnished gauntlets to illuminate.

Item Slot: Hands 5,000 gp

Power (At-Will): Minor Action. As the wizard's *light* power (PH 158), but cast on the gauntlets.

Power (Daily): Free Action. Use this power after you hit with a weapon attack. The attack deals an extra 10 radiant damage.

Gauntlets of Destruction Level 18

These armored gloves enable you to deal more than minimum damage when you make a melee attack.

Item Slot: Hands 85,000 gp

Property: When rolling damage on melee attacks, reroll all 1s until they come up as something other than a 1.

Gauntlets of Discontinuity Level 13

Arcane energy crackles over these gauntlets, disrupting teleportation.

Item Slot: Hands 17,000 gp

Power (Daily): Immediate Interrupt. *Trigger:* An enemy within 2 squares of you teleports. *Effect:* You negate the teleport, and the triggering enemy can't teleport until the end of your next turn.

Gauntlets of Ogre Power Level 5

These oversized armored gloves increase your strength and can be activated to increase your damage.

Item Slot: Hands 1,000 gp

Property: Gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

Power (Daily): Free Action. Use this power when you hit with a melee attack. Add a +5 power bonus to the damage roll.

Gauntlets of the Ram Level 8

These armored gloves bear the symbol of a ram's head.

Item Slot: Hands 3,400 gp

Property: Add 1 square to the distance of any push effect you create.

Giant Gloves Level 13

Though they make your hands appear larger, these thick leather wraps fit comfortably and give you an impressive grip.

Item Slot: Hands 17,000 gp

Property: Gain a +3 item bonus to grab attack rolls.

Power (Encounter): Standard Action. While you have a creature of your size category or smaller grabbed, you can end the grab by throwing the creature, causing it to slide 6 squares. You can throw the creature at a target provided the thrown creature ends its forced movement in a space adjacent to the target. In this case, make an attack against the target: Dexterity + 4 vs. Reflex; on a hit, the thrown creature and the target each take 2d8 + Strength modifier damage and are knocked prone.

Giantkind Gloves Level 4+

The leather of these gloves was harvested from hide-bearing natural beasts of giant size.

Lvl 4	840 gp	Lvl 24	525,000 gp
Lvl 14	21,000 gp		

Item Slot: Hands

Power (At-Will): Standard Action. Strength + 2 vs. AC; ranged 6/12; you throw an object 30 lb. or less; 2d6 + Strength modifier damage.
Level 14: Strength + 4 vs. AC; ranged 8/16; 50 lb. or less; 2d8 + Strength modifier damage.
Level 24: Strength + 6 vs. AC; ranged 10/20; 80 lb. or less; 2d12 + Strength modifier damage.

Power (Encounter): Free Action. Use this power when you hit with a melee attack. Add a +2 power bonus to the damage roll.
Level 14: +4 power bonus.
Level 24: +6 power bonus.

Gloves of Accuracy Level 16

While wearing these fingerless deerskin gloves, your shots bypass obstacles.

Item Slot: Hands 45,000 gp

Power (At-Will): Minor Action. Your ranged attacks ignore concealment and cover (but not total concealment or superior cover) until the end of your turn.

Gloves of Agility Level 5

As you strap on these tight-fitting, fingerless gloves, your digits tingle with magic.

Item Slot: Hands 1,000 gp

Property: Gain a +1 item bonus to Acrobatics, Stealth, and Dexterity checks (but not Dexterity attacks).

Gloves of Camaraderie Level 21

These cashmere gloves draw an ailing ally's condition onto you.

Item Slot: Hands 225,000 gp

Power (Encounter): Immediate Reaction. Use this power when an ally within 10 squares of you gains a condition or harmful effect. You gain that condition or effect, and the ally loses it. The condition or effect lasts for the duration specified in the description of the power that caused it.



Gloves of Dimensional Grasp Level 16

With these skin-tight gloves you can create a small portal through which to manipulate objects.

Item Slot: Hands 45,000 gp

Property: You gain a +4 item bonus to Thievery checks.

Power (Daily): Standard Action. You make a Thievery check against a target up to 5 squares away from you. You must have line of sight to the target.

Gloves of Dimensional Repulsion Level 14

Strange, eldritch glyphs swirl on these fine brocade coverings.

Item Slot: Hands 21,000 gp

Property: When you use a teleport power on a target other than yourself, you can increase the distance the target is teleported by 2 squares.

Power (Daily ♦ Teleportation): Standard Action. Make an attack against an adjacent target: Charisma + 4 vs. Fortitude; on a hit, the target is teleported 10 squares to an unoccupied space of your choosing.

Gloves of Eldritch Admixture Level 8+

You funnel the energy granted by your pact through these gloves, amplifying your power.

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

Item Slot: Hands

Prerequisite: Warlock

Property: When you deal extra damage as a result of your Warlock's Curse, you can choose that damage to be acid, cold, or fire (or leave it untyped).

Power (At-Will, 5 Charges/Day ♦ Acid, Cold, or Fire): Free Action. The next attack you make this turn deals extra damage depending on how many charges you spend: 1 charge, 1d6 damage; 2 charges, 2d6 damage; 5 charges, 3d6 damage. This extra damage can be acid, cold, or fire damage.

Level 18: 1 charge, 1d8 damage; 2 charges, 2d8 damage; 3 charges, 3d8 damage.

Level 28: 1 charge, 1d10 damage; 2 charges, 2d10 damage; 5 charges, 3d10 damage.

Gloves of Grace Level 5

While wearing these gloves, you help a companion recover quickly with but a touch.

Item Slot: Hands 1,000 gp

Power (Daily): Minor Action. An ally adjacent to you makes a saving throw.

Gloves of Ice Level 11

Encrusted with elemental ice, these gloves don't freeze your hands while worn.

Lvl 11	9,000 gp	Lvl 21	225,000 gp
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Item Slot: Hands

Property: Choose one: Your cold attacks gain a +2 bonus to damage rolls, or your cold attacks ignore 5 of the target's resistance to cold. You can switch between properties as a minor action.

Level 21: +4 bonus, or ignore 10 resistance to cold.

Gloves of Missile Avoidance Level 11

These black leather gloves are limned with an aura of force that shatters or deflects projectiles aimed at you.

Item Slot: Hands 9,000 gp

Power (Daily): Immediate Interrupt. *Trigger:* A ranged attack that targets AC or Reflex hits you. *Effect:* You gain a +4 power bonus to AC and Reflex against the triggering attack.

Gloves of Missile Deflection Level 13

Made of muslin covered with small shield-shaped buttons, these gloves help turn away projectiles.

Item Slot: Hands 17,000 gp

Property: Gain a +1 item bonus to AC against ranged weapon attacks.

Power (Daily): Immediate Interrupt. Use this power when you are hit by a ranged weapon attack. Gain resist 15 against that attack

Gloves of Piercing Level 3

These enchanted gloves can be activated to ignore an opponent's resistances for a short time.

Item Slot: Hands 680 gp

Power (Daily): Minor Action. Until the end of the encounter, your attacks ignore any resistance of 10 or lower.

Gloves of Storing Level 9

Though these ornate chamois gloves fit snugly, your fingertips always seem just short of touching something within them.

Item Slot: Hands 4,200 gp

Property: As a minor action, you can store one unattended item in one of the gloves. Each glove can hold one item, and each item must weigh no more than 10 pounds. As a minor action, you can cause an item stored within one glove to materialize in your hand. Weapons so produced are ready to wield, but items that require an additional action to equip (such as shields) must still be readied. Items have no weight while within the gloves.

Gloves of the Bounty Hunter Level 8

These hide garments are weighted along the knuckles.

Item Slot: Hands 3,400 gp

Property: When your attack causes a target to be reduced to 0 hit points or below, and you choose to knock out rather than kill it, the target is restored to 1 hit point after an extended rest (normally this occurs after a short rest).

Gloves of the Healer Level 12+

Your healing is enhanced by this elegant handwear.

Lvl 12	13,000 gp	Lvl 22	325,000 gp
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Item Slot: Hands

Property: When you use a power that has the healing keyword, one target regains an extra 1d6 hit points.

Level 22: 2d6 hit points.

Power (Daily ♦ Healing): Standard Action. Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.

Gloves of Transference Level 14

You can bestow powers upon others with these gossamer gloves.

Item Slot: Hands 21,000 gp

Property: The ranges of your ranged utility powers are increased by 2.

Power (Daily): Free Action. Use this power on your turn when you use a power that has a personal range. The power affects an ally adjacent to you instead of you, as if that ally had used the power. This power does not function on powers that have the stance keyword, and if the power can be sustained, the ally must spend the action to sustain it.

Gloves of Venom Level 8+

Constructed of lightweight spidersilk, these gloves fit like a second skin.

Lvl 8	+1	3,400 gp	Lvl 28	+4	2,125,000 gp
Lvl 18	+2	85,000 gp			

Item Slot: Hands

Power (Daily ♦ Poison): Minor Action. Change the damage type dealt by the next arcane power you use to poison. Add 1d6 to the damage dealt by that power (if any).

Level 16: Add 2d6 to the damage dealt.

Level 26: Add 3d6 to the damage dealt.

Gorilla Gloves Level 6+

You possess the might to hoist opponents above your head and hurl them out of your way.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Hands

Power (Daily): Standard Action. Strength + 2 vs. Fortitude; targets a creature grabbed by you; you throw the target, pushing it 3 squares. The target then takes 2d10 damage and falls prone.

Level 16: Strength + 4 vs. Fortitude; 5 squares; 3d10 damage.

Level 26: Strength + 6 vs. Fortitude; 7 squares; 5d10 damage.

Great Hero's Gauntlets Level 27

These heavy steel gauntlets reward great risk and heroism.

Item Slot: Hands 1,625,000 gp

Property: When you spend an action point to make an attack, you gain a +2 bonus to attack rolls for that attack.

Property: When you spend an action point to make an attack and the attack deals damage, you gain temporary hit points equal to your healing surge value.

Greatreach Gauntlets Level 18

These gauntlets are fitted with extendable steel rods that are braced to your forearms.

Item Slot: Hands 85,000 gp

Power (At-Will): Minor Action. Until the end of your next turn, increase the reach of your melee attacks by 1 square but take a -2 penalty to attack rolls.



Green Thumbs Level 9

These bright green, wooden thimbles fit snugly over naked skin or mundane hand coverings.

Item Slot: Hands 4,200 gp

Power (Daily ♦ Conjuration): Standard Action. You create a wall 8 within 10 squares filled with thorny vines. It can be up to 4 squares high. A creature that attempts to move through the wall must succeed on a DC 20 Strength check or become restrained within the wall (escape DC 20 ends). The wall lasts until the end of your next turn. Sustain minor.

Grizzly Gauntlets Level 8

These gauntlets, covered with bear fur, make your grab attacks and escapes more effective.

Item Slot: Hands 3,400 gp

Property: You gain a +3 item bonus to Strength checks to grab a creature and to Athletics checks or Acrobatics checks to escape a grab.

Guildmaster's Gloves Level 23

These stylish black gloves greatly improve your thievery skills.

Item Slot: Hands 425,000 gp

Property: Gain a +5 item bonus to Thievery checks.

Power (Daily): Minor Action. Each time you make a Thievery check during this encounter, roll twice and take the higher result.

Hedge Wizard's Gloves Level 4

With a wave of these patched gloves, you can perform magic tricks.

Item Slot: Hands 840 gp

Power (At-Will ♦ Arcane, Conjuration): Standard Action. As the wizard's *mage hand* power (PH 158).

Power (At-Will ♦ Arcane): Standard Action. As the wizard's *prestidigitation* power (PH 159).

Hero's Gauntlets Level 17

These steel gauntlets reward risk and heroism.

Item Slot: Hands 65,000 gp

Property: When you spend an action point to make an attack, you gain a +1 bonus to attack rolls for that attack.

Property: When you spend an action point to make an attack and the attack deals damage, you gain temporary hit points equal to one-half your healing surge value.



Holy Gauntlets Level 8+

Highly polished and marked with holy sigils, these gauntlets help to bring cleansing light to the darkness.

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

Lvl 18 85,000 gp

Item Slot: Hands

Power (Daily ♦ Radiant): Free Action. Use this power to change the damage type dealt by your next divine power to radiant. On a hit, deal an extra 1d6 radiant damage. If the power doesn't normally deal damage, no extra damage is dealt. Also, you deal an extra 1 radiant damage on successful attacks with the radiant keyword until the end of the encounter.

If you've reached at least one milestone today, instead deal an extra 2 radiant damage on successful attacks with the radiant keyword until the end of the encounter. Level 18: 2d6 radiant damage, extra 3 radiant damage (4 after milestone).

Level 28: 3d6 radiant damage, extra 5 radiant damage (6 after milestone).

Hrothmar's Gauntlets Level 18

These massive, black iron gauntlets are dotted with red metal studs. They create shock waves that hurl foes to the ground.

Item Slot: Hands 85,000 gp

Property: Prone creatures don't gain the normal +2 bonus to all defenses against your ranged attacks.

Power (Daily): Minor Action. Make an attack: Close burst 5; targets each enemy in burst; Constitution or Charisma +4 vs. Reflex; on a hit, you knock the target prone. You gain an additional +2 bonus to the attack roll against any target affected by your Warlock's Curse.

Illusionist's Gloves Level 9

These shimmering gloves enhance your illusion spells and let you quickly alter an illusion that would otherwise be ineffective.

Item Slot: Hands 4,200 gp

Property: When you hit an enemy granting combat advantage to you with an illusion attack power, that enemy takes a -2 penalty to saving throws against the power's effects.

Power (Daily): Free Action. **Trigger:** You miss with an illusion attack power. **Effect:** You reroll the attack roll and must use the second result.

Knifethrower's Gloves Level 6

Knives become even more deadly when your hands are wrapped in these fingerless, suede sheaths.

Item Slot: Hands 1,800 gp

Property: You can draw and attack with a dagger as part of the same standard action.

Power (Daily): Free Action. Use this power when you hit with a thrown weapon attack. Add a +5 power bonus to the damage roll.

Lancing Gloves Level 7

These supple brown leather riding gloves grip well and true.

Item Slot: Hands 2,600 gp

Property: Gain an extra 2 damage on melee attacks while mounted.

Lightning Reflex Gloves Level 19

These tight, black gloves grip your arms, making you twitch with nervous energy.

Item Slot: Hands 105,000 gp

Property: Gain a +2 item bonus to opportunity attacks.

Power (Daily): Free Action. Use this power when an enemy provokes an opportunity attack. Take an opportunity attack, even if you've already used an opportunity attack this turn.

Longshot Gloves Level 11+

Long range shots are eased by these fingerless gloves.

Lvl 11 9,000 gp Lvl 21 225,000 gp

Item Slot: Hands

Power (Encounter): Minor Action. Your ranged attacks ignore the -2 penalty for long range until the end of your turn.

Level 21: This power becomes an at-will power.

Luckbender Gloves Level 6+

Avandra favors the wearer of these gloves, each of which has a golden shamrock stitched on the back.

Lvl 6 1,800 gp Lvl 16 45,000 gp

Item Slot: Hands

Power (Encounter): Free Action. Use this power after you make a damage roll for a melee weapon attack. Reroll one damage die, using the second result even if it's lower. Level 16: Reroll any two damage dice.

Many-Fingered Gloves Level 20

You seem to have more than the normal allotment of fingers while wearing these simple gloves.

Item Slot: Hands 125,000 gp

Property: You can wear and gain the benefit of one additional magic ring while wearing these gloves.

Mrtok, Ogre Chief (Gauntlets of Ogre Power) Level 5

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Crafted of thick plates of iron, these gauntlets are clearly very old and more than a little rusted. Designs are painted on them: a sadistic grin on one and beady eyes on the other.

These gauntlets chuckle quietly to themselves.

Item Slot: Hands

Property: Gain a +1 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

Power (Daily): Free Action. Use this power when you hit with a melee attack. Add a +5 power bonus to the damage roll.

Communication Speech

Persona Mrtok is gruff and, while intelligent by ogre standards, has a poor grasp of language. He loves battle and chortles with glee when the person wearing him scores a good hit.

Alignment Unaligned **Languages** Common, Giant **Skills** Mrtok grants a +2 bonus to skill checks related to ogres and orcs.



Parry Gauntlets Level 5

With these thickly armored gauntlets, you are more secure when you take a breather.

Item Slot: Hands 1,000 gp
Property: When you take the total defense or second wind actions, gain a +2 item bonus to all defenses until the beginning of your next turn.

Poison Gloves Level 4

You can store a nasty surprise in these plain-looking gloves to venom a weapon at a moment's notice.

Item Slot: Hands 840 gp
Power (At-Will): Standard Action. You store one dose of poison that can be applied to a weapon in these gloves. The gloves can hold only one dose of poison at a time.
Power (At-Will): Minor Action. You apply the stored poison to a weapon you're holding; doing so consumes that dose of poison.

Rampaging Slayer's Gloves Level 6+

Woven from the fur and interlocking claws and teeth of great predators, these nasty-looking gloves snarl and shift around your hands when you fly into your rampage.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
 Lvl 16 45,000 gp
Item Slot: Hands
Property: You gain a +4 item bonus to damage rolls for attacks from your Rampage class feature.
 Level 16: +8 item bonus.
 Level 26: +16 item bonus.
Power (Daily): Free Action. Trigger: You hit with an attack that uses your Rampage class feature. Effect: The attack deals 2[W] extra damage.

Reparation Apparatus Level 6

This gauntlet-like contraption enhances your ability repair constructs.

Item Slot: Hands 1,800 gp
Property: When you use a healing power on a construct, that creature regains an additional 2d6 hit points. When you use a power to grant temporary hit points to a construct, that creature gains an additional 2d6 temporary hit points.

River of Life Gloves Level 7+

These gloves bear turquoise and green patterns that show the coastline leading to the mouth of the River of Life.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
 Lvl 17 65,000 gp
Item Slot: Hands
Power (Daily + Healing): Free Action. Trigger: You succeed on a Heal check to stabilize a dying creature. Effect: The dying creature regains 5 hit points and can spend a healing surge.
 Level 17: The dying creature regains 10 hit points and can spend a healing surge.
 Level 27: The dying creature regains 15 hit points and can spend a healing surge.

Rogue's Gloves Level 12

These enchanted black gloves moderately improve your thievery skills.

Item Slot: Hands 13,000 gp
Property: Gain a +3 item bonus to Thievery checks.
Power (Daily): Minor Action. Each time you make a Thievery check during this turn, roll twice and take the higher result.

Shadowfell Gloves Level 6+

These supple black gloves, woven with Shadowfell thread, are highly prized by wizards and warlocks.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
 Lvl 16 45,000 gp
Item Slot: Hands
Power (Daily + Necrotic): Minor Action. Change the damage type dealt by the next arcane power you use to necrotic. Add 1d6 to the damage dealt by that power (if any).
 Level 16: Add 2d6 to the damage dealt.
 Level 26: Add 3d6 to the damage dealt.

Spell Anchors Level 9

When you transfer control of a spell to these fine broadcloth gloves, the arcane rune on the back of each glove glows cheerily.

Item Slot: Hands 4,200 gp
Power (Daily): Free Action. Sustain one of your powers that normally requires a minor action to sustain.

Stern Handler's Wraps Level 4+

Beasts of all kinds shy away from the wearer of these plain looking wraps, which glimmer with small dragonshards.

Lvl 4 840 gp
 Lvl 14 21,000 gp
 Lvl 24 525,000 gp
Item Slot: Hands
Property: You gain a +1 item bonus to Nature checks to handle animals.
 Level 14: +2 item bonus.
 Level 24: +3 item bonus.
Special: If you have the Mark of Handling, increase the item bonus by 1.
Power (Daily): Immediate Interrupt. Trigger: You become bloodied from a melee attack. Effect: The enemy that bloodied you is pushed 3 squares.

Storm Gauntlets Level 10+

The gold and iron plates bolted to the back of these gauntlets crackle with energy.

Lvl 10 5,000 gp Lvl 30 3,125,000 gp
 Lvl 20 125,000 gp
Item Slot: Hands
Power (Daily + Thunder): Free Action. Use this power when you make a melee attack. Change the damage type dealt by that attack to thunder. On a hit, deal an extra 1d6 thunder damage. Also, deal an extra 1 thunder damage on successful melee attacks until the end of your next turn.
 If you've reached at least one milestone today, instead deal an extra 2 thunder damage on successful melee attacks until the end of your next turn.
 Level 20: 2d6 thunder damage, extra 3 thunder damage (4 after milestone).
 Level 30: 3d6 thunder damage, extra 5 thunder damage (6 after milestone).

Strikebacks Level 10

Backed with spikes, these vicious gauntlets hurt those who hurt you.

Item Slot: Hands 5,000 gp
Property: Gain a +1 item bonus to opportunity attacks.
Power (Encounter): Immediate Reaction. Use this power when an adjacent enemy hits you. Make a melee basic attack against that enemy.

Sure Shot Gloves Level 9

These slick gloves guide your shots unerringly.

Item Slot: Hands 4,200 gp
Property: Your ranged weapon attacks ignore cover (but not superior cover).

Twice-Clawed Gauntlets Level 4+

The ritual which creates these leather or hide gauntlets merges the claws of a second predator onto the paws of a base creature, so that the claws on your gloves shift magically between the natural weapons of two great predators.

Lvl 4 840 gp Lvl 24 525,000 gp
 Lvl 14 21,000 gp
Item Slot: Hands
Property: You gain a +2 item bonus to damage rolls while raging.
 Level 14: +4 item bonus.
 Level 24: +6 item bonus.
Power (Daily): Free Action. You gain a +4 bonus to attack rolls when using the rage strike power.

Vampiric Gauntlets Level 16

These dark gauntlets pulse with necrotic energy and appear to draw in the light around them.

Item Slot: Hands 45,000 gp
Power (Encounter + Healing, Necrotic): Standard Action. Make a melee attack: Dexterity + 4 vs. Reflex; on a hit, the target takes necrotic damage equal to your healing surge value, and you regain hit points equal to that amount.



Venom Gloves Level 16+

The embroidered serpents on the back of these snakeskin garments writhe when you use them.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Item Slot: Hands

Power (Daily ♦ Poison, Sleep): Minor Action. Change the damage type of your next one-handed weapon melee attack to poison. On a hit, the target is also slowed (save ends). After three failed saves, the target is unconscious (save ends).

Level 26: After two failed saves, the target is unconscious (save ends).

Wrestler's Gloves Level 2

The palms of these rough hide wraps are coated with a tacky substance that holds fast to whatever you grasp.

Item Slot: Hands 520 gp

Property: Gain a +1 item bonus to grab attacks, to your defenses when attempting to prevent an escape from your grab, and to saving throws to catch yourself when falling.







Arcanist's Glasses Level 3

These spectacles increase your sensitivity to the subtle patterns of magic.

Item Slot: Head 680 gp
Property: Gain a +3 item bonus to Arcana checks to detect magic.

Basilisk Helm Level 18

This helm, carved to resemble a basilisk, can be activated to immobilize an enemy.

Item Slot: Head 85,000 gp
Power (Daily): Immediate Reaction. You can use this power when an enemy within 5 squares of you makes a melee or a ranged attack against you. That enemy is immobilized (save ends).

Bear Headdress Level 9

This tanned and cured bear head aids you while you are transformed.

Item Slot: Head 4,200 gp
Property: You gain a +2 item bonus to Nature checks.
Property: While you're affected by a primal polymorph power, you gain a +1 bonus to Will.

Beryl of Catastrophe Avoidance Level 2+

This blue gem hovers near your head, improving your ability to speak reasonably.

Lvl 2 520 gp Lvl 12 13,000 gp
Item Slot: Head
Property: You gain a +1 item bonus to Diplomacy and Insight checks. You gain a +3 bonus to Diplomacy and Insight checks against catastrophic dragons.
Level 12: +3 item bonus, +5 bonus against catastrophic dragons.

Blasting Circlet Level 16

The intricate silver circlet adorning your brow hums with mystical power.

Item Slot: Head 45,000 gp
Power (Daily): Minor Action. Make a ranged attack: Ranged 10; Dexterity +4 vs. Reflex; on a hit, the target takes force damage equal to your level. If you score a critical hit with this item, you don't expend the use of this power and no daily use of a magic item power occurs.



Boar Tusk Helm Level 7+

Your enemies are but standing obstacles through which you can rush.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
 Lvl 17 65,000 gp
Item Slot: Head
Property: Gain a gore attack while wearing this helmet: an unarmed weapon with +2 proficiency bonus to attack rolls and deals 1d10 damage. The wearer gains proficiency with this weapon. The gore attack has a +2 enhancement bonus to attack rolls and damage rolls. This attack counts as a melee basic attack.
Level 17: +4 enhancement bonus to attack rolls and damage rolls.
Level 27: +6 enhancement bonus to attack rolls and damage rolls.
Power (Daily): Free action. **Trigger:** You hit with a weapon at the end of a charge. **Effect:** The target takes extra damage equal to your Strength modifier, and you push the target 1 square and knock it prone.
Level 17: Extra damage equal to twice your Strength modifier, and you push the target 3 squares.
Level 27: Extra damage equal to three times your Strength modifier, and you push the target 5 squares.

Bronze Serpent Level 30

This small bronze snake slowly orbits your head, fortifying you.

Item Slot: Head 3,125,000 gp
Property: Gain resist 15 poison and a +6 item bonus to Endurance and Heal checks.

Cannith Goggles Level 1

These goggles enhance your vision and can be empowered by magic to improve your vision even more.

Item Slot: Head 360 gp
Property: You gain a +2 item bonus to Perception checks.
Power (Daily): Minor action. Expend an arcane encounter or daily power to use this power. You gain darkvision until the end of the encounter or for 5 minutes if you expended an encounter power or until the end of your next extended rest if you expended a daily power.

Cap of Water Breathing Level 10

You are at home in the water while wearing this wax-coated cap.

Item Slot: Head 5,000 gp
Property: You can breathe water as well as air.

Carcenet of Psychic Schism Level 15

This ornate headband protects your mind by splitting it in two, but there's a price to pay.

Item Slot: Head 25,000 gp
Property: Gain a +1 bonus to Will defense.
Power (Daily): Immediate Interrupt. Use this power when an attack would make you stunned, dazed, or dominated. You are unaffected by that condition, and you instead take a -2 penalty to attack rolls and Will defense for the condition's normal duration.

Casque of Tactics Level 4+

Favored by sergeants and commanders, this utilitarian helm is remarkable only for its satin inner padding.

Lvl 4 840 gp Lvl 24 525,000 gp
 Lvl 14 21,000 gp
Item Slot: Head
Property: Gain +1 item bonus to initiative checks.
Level 14: +2 item bonus.
Level 24: +3 item bonus.

Power (Daily): Free Action. Use this power when initiative is rolled. Swap initiative check results with a willing ally who you can see.

Chimera Headdress Level 16

Three miniature heads of a chimera stare out from this headgear, granting you the multifaceted abilities of that beast.

Item Slot: Head 45,000 gp
Property: You can use only one of the headdress's powers each day.
Power (Daily): Free Action. **Trigger:** You score a critical hit against an enemy. **Effect:** That enemy takes ongoing 10 damage (save ends).
Power (Daily): Free Action. **Trigger:** You hit with a charge attack. **Effect:** The charge attack deals 2d10 extra damage.
Power (Daily): Minor Action. You gain resist 15 acid, resist 15 cold, resist 15 lightning, or resist 15 poison (chosen when the item is created) until the end of the encounter.

Circlet of Arkhosia Level 14+

This twining silver band has two silver dragon heads with ruby eyes facing each other over your forehead, protecting your mind from being overwhelmed in battle.

Lvl 14 21,000 gp Lvl 24 525,000 gp
Item Slot: Head
Property: When you are dazed or stunned, you can make a saving throw against one of those conditions at the start of your turn. If you save, you can act normally on your turn. If you fail, you can make another saving throw against the effect at the end of your turn.
Level 24: You can also make a saving throw against the dominated condition at the start of your turn.

Circlet of Authority Level 7

This simple metal headband improves your diplomatic and intimidation skills.

Item Slot: Head 2,600 gp
Property: You gain a +2 item bonus to Diplomacy checks and Intimidate checks.

Circlet of Clear Thought Level 18

With this item, you can see through falsehoods and tricks with astonishing ease.

Item Slot: Head 85,000 gp
Property: You gain a +2 item bonus to Insight checks.
Power (Daily): Immediate Interrupt. Use this power when you are the target of a power with the charm keyword. You can immediately make a saving throw to negate its effect if it has an effect that ends with a save.



Circlet of Continuity Level 11

This platinum band sparkles with embedded golden topazes, guarding against mental disruption.

Item Slot: Head 9,000 gp

Property: You gain a +2 item bonus to saving throws against dazing or stunning effects.

Power (Encounter): No Action. **Trigger:** You are dazed or stunned at the start of your turn. **Effect:** You sustain a power that normally requires a minor action to sustain.

Circlet of Indomitability Level 8+

This simple golden circlet fortifies your mind.

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

Item Slot: Head

Property: Gain a +1 bonus to Will defense.
Level 18: +2 bonus to Will defense.
Level 28: +3 bonus to Will defense.

Circlet of Mental Onslaught Level 11

Your mental attacks strike more true while you wear this slender circlet.

Item Slot: Head 9,000 gp

Property: Gain a +1 bonus to Will defense.

Power (Daily): Minor Action. Gain a +1 power bonus to attack rolls and damage rolls when making Wisdom, Intelligence, and Charisma attacks until the end of the encounter.

Circlet of Portals Level 22

This brilliant band of celestial steel allows you to better perceive the unseen paths through the planes.

Item Slot: Head 325,000 gp

Property: You know the location of all portals within 1 mile.

Circlet of Rapid Casting Level 17

This rune-etched silver headband speeds arcane formulas through your mind.

Item Slot: Head 65,000 gp

Power (Daily): Free Action. During your turn, use an arcane utility power that normally requires a minor action. This counts as a daily or encounter use of that power, if applicable.

Circlet of Second Chances Level 3

Luck favors those who don this plain copper accessory.

Item Slot: Head 680 gp

Power (Daily): No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

Circlet of the Urbane Level 23

Created from pure astral light made solid by the arcane artisans of House Norsair, this circlet grants the urbane wisdom and resolve of the Bright City's exalted of Erathis.

Item Slot: Head 425,000 gp

Property: You can reroll any Diplomacy, Insight, or Streetwise check but must keep the second result, even if it is worse.

Property: You gain a +2 item bonus to saving throws against charm, fear, illusion, and psychic effects.

Power (Daily): Free Action. Use this power when you are hit by an attack that has the charm, fear, illusion, or psychic keyword. You take half damage from the attack, and if the attack has an effect that a saving throw can end, you can make a saving throw immediately against that effect as a free action.

Clockwork Cowl Level 26

This brass and electrum helm makes a soft ticking noise that can only be heard by its wearer.

Item Slot: Head 1,125,000 gp

Property: Gain a +4 item bonus to initiative checks.

Power (Daily): Minor Action. Gain two extra standard actions that cannot be used as attacks.

Coif of Focus Level 21

This plain mail hood hangs close to your eyes and ears, protecting them from assault.

Item Slot: Head 225,000 gp

Property: Gain a +5 item bonus to saving throws against effects that make you dazed and/or stunned.

Power (Daily): Immediate Interrupt. Use this power when an attack would make you dazed or stunned. Spend a healing surge to not be dazed or stunned by that attack.

Coif of Mindiron Level 8+

Your head and mind is guarded by this glistening mail hood.

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

Item Slot: Head

Power (Encounter): Standard Action. Immediate Interrupt. Use this power when you would be dazed by an attack that targets your Will defense. You are not dazed by the attack.
Level 18: Use this power when you would be dazed or stunned by an attack that targets your Will defense. You are not dazed or stunned by the attack.
Level 28: Use this power when you would be dazed, dominated, or stunned by an attack that targets your Will defense. You are not dazed, dominated, or stunned by the attack.

Command Circlet Level 5

Granted to the best warforged commanders during the Last War, the command circlet is a mark of distinction and honor.

Item Slot: Head (attached component) 1,000 gp

Requirement: You must have the living construct racial trait to use this item.

Property: You gain telepathy 20. You can communicate with any other creature that has a language and is within line of sight.

Power (Daily): Immediate Reaction. **Trigger:** A living construct ally is hit by a fear effect that a save can end. **Effect:** The ally can make a saving throw against the triggering effect.

Crown of Command Level 17

This ornate crown greatly enhances your diplomatic and intimidation skills.

Item Slot: Head 65,000 gp

Property: Gain a +4 item bonus to Diplomacy checks and Intimidate checks.

Power (Daily): Free Action. You can use this power when you or an ally within 5 squares of you rolls a poor Diplomacy or Intimidate check. You or the ally rerolls the check and uses the new result.

Crown of Doors Level 6+

Architecture holds no secrets from those wearing this wood and stone headpiece.

Lvl 6 1,800 gp Lvl 16 45,000 gp
Lvl 11 9,000 gp

Item Slot: Head

Property: Gain a +2 item bonus to Perception checks to find secret doors and hidden passages.
Level 11: +4 item bonus.
Level 16: +6 item bonus.

Crown of Equilibrium Level 12

As your foes shake off disabling effects, this thick copper headband grants your allies similar relief.

Item Slot: Head 13,000 gp

Property: When an enemy saves against an effect you created, this item's power recharges.

Power (Daily): Minor Action. An ally you can see within 10 squares of you makes a saving throw.

Crown of Eyes Level 16

This circlet incorporating eyelike designs watches every angle.

Item Slot: Head 45,000 gp

Property: You do not grant combat advantage to flanking enemies.

Crown of Infernal Legacy Level 9+

This chain cowl empowers a tiefling's anger.

Lvl 9 4,200 gp Lvl 19 105,000 gp

Item Slot: Head

Property: If you are a tiefling, gain a +1 item bonus to any attack roll benefiting from *infernal wrath*. On a miss, you deal fire damage equal to your Charisma modifier to the target.
Level 19: +2 item bonus.



Crown of Leaves Level 7

This halo of ever-fresh oak leaves pulses with primal energy.

Item Slot: Head 2,600 gp

Property: Gain a +2 item bonus to Nature and Insight checks.

Crown of Nature's Rebellion Level 15+

This birch skullcap wards against death.

Lvl 15 25,000 gp Lvl 25 625,000 gp

Lvl 20 125,000 gp

Item Slot: Head

Property: Gain resist 10 necrotic.

Level 20: Resist 15 necrotic.

Level 25: Resist 20 necrotic.

Power (Daily): Immediate Reaction. Use this power when you are hit by an attack that deals necrotic damage. The attacker takes an amount of damage equal to the necrotic damage you took, along with any other effect from the attack.

Crown of the Goliath Champion Level 12

This crown is made of bone with carved archaic markings.

Item Slot: Head 13,000 gp

Property: You gain resist 10 thunder.

Power (Encounter): Immediate Interrupt. Until the start of your next turn, you gain resistance to all damage equal to the number of healing surges you have spent since your last extended rest.

Crown of the World Tree Level 18

The experience of a thousand ritualists is yours when you don this crown of ash.

Item Slot: Head 85,000 gp

Property: When performing a ritual, roll twice and take the better result.

Crown of Victory Level 29

This majestic platinum crown is fit only for the greatest of heroes.

Item Slot: Head 2,625,000 gp

Property: You can spend two action points in an encounter.

Crown of Whispers Level 10

This gold circlet rises to points above the temples and the center of the brow. Three star rubies decorate the front.

Item Slot: Head 5,000 gp

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

Power (Daily): Minor Action. You gain a +2 item bonus to attack rolls with a Charisma-based power you use before the end of your turn. This bonus increases to +3 if the power has the charm keyword.

Cyclops Helm Level 18

The gemlike eye that stares from the brow of this finely wrought mithral helm reveals what is hidden.

Item Slot: Head 85,000 gp

Property: You gain a +4 item bonus to Perception checks.

Power (Daily): Minor Action. You can see invisible creatures until the end of your next turn. Also, choose one invisible creature that you can see. That creature becomes visible and can't become invisible again until the end of your next turn.

Cynic's Goggles Level 5

With these bronze and leather eye pieces, you more easily see through illusions.

Item Slot: Head 1,000 gp

Property: Gain a +2 item bonus to Will defense against illusion attacks and to Insight and Perception checks to detect illusions.

Diadem of Acuity Level 8

This metal headband enhances your insight and perception skills.

Item Slot: Head 3,400 gp

Property: Gain a +2 item bonus to Insight checks and Perception checks.

Dread Helm Level 13

Beneath this closed chapel de fer, your eyes become burning points and you exude palpable menace.

Item Slot: Head 17,000 gp

Property: Gain a +4 item bonus to Intimidate checks. Take a -2 item penalty to Diplomacy checks.

Power (Daily ♦ Fear): Minor Action. Make an Intimidate check against the Will defense of a target within 5 squares of you. If the attack succeeds, the target takes a -2 penalty to attack rolls and defenses until the end of your next turn.

Eagle Eye Goggles Level 2+

Though these leather goggles have dark eye pieces, they sharpen your sight when making ranged attacks.

Lvl 2 520 gp Lvl 22 325,000 gp

Lvl 12 13,000 gp

Item Slot: Head

Property: Gain a +1 item bonus to ranged basic attack rolls.

Level 12: +2 item bonus.

Level 22: +3 item bonus.

Essence of the Wisp Level 21

A glowing ball of light buzzes around your head, drawing in foes that attack you from a distance.

Item Slot: Head 225,000 gp

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

Power (At-Will): Immediate Reaction. **Trigger:** An enemy hits you with a ranged attack. **Effect:** You pull the triggering enemy 2 squares.

Eye of Awareness Level 23

This patch quickens your reactions and is embroidered with a giant, bloodshot eye.

Item Slot: Head 425,000 gp

Property: Gain a +2 bonus to Will defense

Property: You gain a +5 item bonus to your initiative checks.

Eye of Deception Level 8

This copper circlet is set with a mummified eye and aids you in the ways of deception.

Item Slot: Head 3,400 gp

Property: Gain a +2 item bonus to Bluff and Stealth checks, and to saving throws against effects with the illusion or charm keywords.

Eye of Discernment Level 21

Little escapes your notice when this astral diamond-studded velvet patch covers one eye.

Item Slot: Head 225,000 gp

Property: Gain a +4 item bonus to Insight and Perception checks. The patch does not impair the sight of the covered eye. If you are blinded, the patch allows you to see through the covered eye as normal.

Eye of the Basilisk Level 27

This burnished silver eye patch turns aside gaze attacks.

Item Slot: Head 1,625,000 gp

Property: You are immune to the petrified condition.

Power (Daily): Immediate Reaction. Use this power when an attack that has the gaze keyword misses you. The attacker rerolls the attack against a target of your choice within 5 squares of you.

Eye of the Earthmother Level 19

A knothole resembling an eye peers out of this fist-sized tangle of roots, which floats near your head.

Item Slot: Head 105,000 gp

Property: You know the origin, type, and keyword(s) of any creature in sight.

Power (Daily ♦ Charm): Standard Action. Make a ranged attack: Ranged sight; affects beasts only; Intelligence + 4, Wisdom + 4, or Charisma + 4 vs. Will; on a hit, the targeted beast is dominated until the end of your next turn. Sustain minor (repeat the attack roll and hit to continue dominating the target).

Eye of Watchfulness Level 17

This eye patch hides potent magic that makes you more perceptive than you appear to be.

Lvl 17 65,000 gp

Item Slot: Head

Property: You can see invisible creatures.

Property: Other creatures take a -10 penalty to skill checks made to use scrying and divination rituals targeting you.



Eyes of the Dragon Level 23

These black goggles with crystal lenses fit snugly over your face.

Item Slot: Head 425,000 gp

Property: Gain a +6 item bonus to all Perception checks.

Power (Daily): Minor Action. Gain blindsight 5 until the end of the encounter.

Factotum Helm Level 14

With this elaborately etched helm, you gain skill mastery beyond you previously.

Item Slot: Head 21,000 gp

Power (Daily): Minor Action. Gain training in one skill until the end of the encounter, or for one hour when not in an encounter.

Fey-Blessed Circlet Level 8

This slender silver and moonstone circlet grants you a small measure of fey grace.

Item Slot: Head 3,400 gp

Property: At the start of each encounter, you gain temporary hit points equal to your Charisma modifier.

Firebird Level 27

A small fiery bird orbits your shoulders, warding against flame and burning those who strike you at range.

Item Slot: Head 1,625,000 gp

Property: You gain a +4 item bonus to damage rolls with fire implement attack powers.

Property: Any enemy that hits you with a ranged attack takes 1d12 fire damage.

Gem of Colloquy Level 2+

This jewel hovers near your head, sharpening your wit and expanding your knowledge of languages.

Lvl 2 520 gp Lvl 12 13,000 gp

Item Slot: Head

Property: Gain a +1 item bonus to Bluff and Diplomacy checks. Understand and speak 1 additional language, chosen at the time of the gem's creation.

Level 12: +3 item bonus, 2 additional languages.

Gibbering Lump Level 20+

This tiny hunk of mottled flesh warps constantly, growing and losing eyes and mouths as it sits atop your head.

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

Item Slot: Head

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

Level 30: +2 item bonus.

Power (Encounter ♦ Psychic): Immediate Reaction.

Trigger: An enemy hits you with an attack that targets Will for the first time in an encounter. *Effect:* The triggering enemy takes 2d12 psychic damage.

Level 30: 3d12 psychic damage.

Goggles of Aura Sight Level 5

These goggles aid in diagnosis and healing.

Item Slot: Head 1,000 gp

Property: Gain a +2 item bonus to Heal checks.

Power (Encounter): Minor Action. Choose a target within 10 squares of you. Learn the target's current and maximum hit point values, any current disease or poison conditions on the target, and any disease or poison effect the target can deal.

Goggles of Night Level 14

This eyewear provides you with darkvision.

Item Slot: Head 21,000 gp

Property: Gain darkvision.

Goggles of the Bone Collector Level 9

The bones of various creatures are woven into this eyewear.

Item Slot: Head 4,200 gp

Property: Gain a +3 item bonus to monster knowledge checks.

Power (Encounter): Minor Action. Learn the origin, type, and keyword(s) of one creature in sight.

Goggles of the Hawk Level 17

These goggles greatly extend your vision.

Item Slot: Head 65,000 gp

Property: You can make Perception checks to notice or examine targets within your line of sight, with no penalty for distance.

Grimlock Helm Level 17

An opaque visor lowers to cover your eyes, yet this helm allows you to sense your surroundings regardless.

Item Slot: Head 65,000 gp

Power (Daily): Minor Action. You become blind and gain blindsight 5. You can spend another minor action to revert to normal sight.

Halo of Fallen Stars Level 25

Tiny motes of sparkling light circle around your head like orbiting stars, enhancing your healing, nature, and religion skills.

Item Slot: Head 625,000 gp

Property: Gain a +5 item bonus to Heal checks, Nature checks, and Religion checks.

Power (Daily ♦ Radiant): Immediate Interrupt. You can use this power when an enemy makes a melee attack or a ranged attack against you. That enemy takes 5d6 + Charisma modifier radiant damage and is blinded (save ends).

Hat of Disguise Level 10

This chapeau appears as you wish, changing you and your equipment as it transforms.

Item Slot: Head 5,000 gp

Property: While using this item's power, gain a +5 item bonus to Bluff checks to pass off a disguise.

Power (At-Will ♦ Illusion): Standard Action. You gain the appearance of any humanoid race of the same size category as you. Your clothing and equipment alter appearance to reflect this change. The illusion does not alter sound or texture, so a creature listening to you or touching you might detect the illusion.

Headband of Insight Level 16

This unremarkable-looking headband allows you to see through another's lies.

Item Slot: Head 45,000 gp

Property: Gain a +4 item bonus to Insight checks.

Power (Daily): Free Action. Gain a +6 power bonus to a single Insight check made before the start of your next turn.

Headband of Intellect Level 10+

This ornamental silk cord strengthens your mental retention, recall, and powers.

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

Lvl 20 125,000 gp

Item Slot: Head

Property: Gain a +2 item bonus to knowledge or monster knowledge checks, and a +1 item bonus to attack rolls on powers that have the psychic keyword.

Level 20: +4 item bonus to knowledge or monster knowledge checks.

Level 30: +6 item bonus to knowledge or monster knowledge checks.

Power (Daily): Minor Action. Gain a +2 power bonus to the next Intelligence attack that you make this turn.

Level 20: +3 power bonus.

Level 30: +4 power bonus.

Headband of Perception Level 1+

This chiffon headwrap is stitched with eye-shaped patterns, which heighten your senses.

Lvl 1 360 gp Lvl 21 225,000 gp

Lvl 11 9,000 gp

Item Slot: Head

Property: Gain a +1 item bonus to Perception checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Headband of Psychic Attack Level 16

This leather headband has crystal shards stitched into it.

Item Slot: Head 45,000 gp

Power (Daily ♦ Psychic): Minor Action. Make an attack: Ranged 10; Intelligence + 4, Wisdom + 4, or Charisma + 4 vs. Will; on a hit, the target is dazed until the end of your next turn.



Helm of Battle Level 9+

This simple helmet enhances the initiative of you and your allies.

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp

Item Slot: Head

Property: You and each ally within 5 squares of you gain a +1 item bonus to initiative checks.
Level 19: +2 item bonus.
Level 29: +3 item bonus.

Helm of Ghostly Defense Level 22

This misty helmet allows you to resist some necrotic damage and can be activated to turn you insubstantial for a short time.

Item Slot: Head 325,000 gp

Property: Gain resist 10 necrotic.

Power (Encounter): Immediate Interrupt. You can use this power when you are hit by an attack. You become insubstantial until the start of your next turn.

Helm of Heroes Level 10+

This ornate helmet makes you and your allies less susceptible to fear effects and can be activated to improve an ally's attack.

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

Item Slot: Head

Property: You and each ally within 10 squares of you gain a +2 item bonus to saving throws against fear effects.
Level 30: +5 item bonus.

Power (Daily): Free Action. Use this power when you grant an ally a basic attack. That ally can take a standard action instead. The ally gains a +2 power bonus to any damage rolls made during that standard action.
Level 20: +5 power bonus to damage rolls.
Level 30: +10 power bonus to damage rolls.

Helm of Hidden Horrors Level 16

This leather helm is a bane to wielders of illusions and charms.

Item Slot: Head 45,000 gp

Property: Gain a +1 bonus to Will defense.

Power (Daily ♦ Psychic): Immediate Interrupt. Use this power when you are hit by an attack against Will defense. The attacker takes psychic damage equal to your level.

Helm of Opportunity Level 4+

This simple bronze helm allows you to strike more accurately at those who let down their guard.

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp

Item Slot: Head

Property: Gain a +1 item bonus to opportunity attack rolls.
Level 14: +2 item bonus.
Level 24: +3 item bonus.

Helm of Swift Punishment Level 18

Your foes soon learn the error of ignoring the threat you pose when you wear this helmet.

Item Slot: Head 85,000 gp

Power (Daily): Free Action. Use this power when you make an opportunity attack. Make two melee basic attacks instead of one.

Helm of the Eagle Level 12

This helm, carved to resemble an eagle, enhances your perception and can be activated to improve a ranged attack.

Item Slot: Head 13,000 gp

Property: Gain a +3 item bonus to Perception checks.

Power (Daily): Minor Action. Gain a +2 power bonus to your next ranged attack roll this turn.

Helm of the Flamewarped Level 10

The one who wears this slightly charred copper helm can strike a devastating blow, but at a cost.

Item Slot: Head 5,000 gp

Power (Daily): Free Action. Use this power when you make a melee basic attack or use an at-will melee attack power. You are dazed until the end of your next turn. If your attack hits, the power's damage roll deals maximum damage, and you can choose to make it fire damage.

Helm of the Madman's Blood Epic Level

This silver helm has glowing red tracery amid its filigree, and as you move the helmet around, the red glow flows through the tracery as if it were liquid.

The Helm of the Madman's Blood is a head slot item.

Power (Encounter ♦ Psychic): Minor Action. Gain a +2 power bonus to your next attack roll this turn. If that attack hits, it deals an extra 2d10 psychic damage.

Power (Daily ♦ Psychic): No action. The helm "tests" its wearer daily by making an attack (wearer's level + 3 vs. wearer's Will defense) at the start of the wearer's turn, usually at a time when there are interesting options available to it. If it hits, the wearer is dominated by the helm until the end of the turn, which the helm uses to sow chaos as creatively as it can. If the helm misses with this attack, its concordance drops by one, so the owner can choose to allow it to hit.

Helm of the Stubborn Mind Level 4

This helm fortifies you against enchanters.

Item Slot: Head 840 gp

Property: Gain a +1 item bonus to Will defense against charm attacks.

Helm of Vigilant Awareness Level 7

The gems mounted above the ears and eyeholes of this steel helmet flash red when a deafening noise or blinding light appears.

Item Slot: Head 2,600 gp

Power (Daily): Immediate Interrupt. Use this power when an attack would make you blinded or deafened. The blinded or deafened condition from that attack does not affect you

Hood of the Wolf Level 20

Fashioned from the head of a great gray wolf, this helm frames the wearer's face in the open maw of the beast, and it crowns them with its red eyes.

Item Slot: Head 125,000 gp

Property: Gain darkvision and a +4 item bonus to Insight, Perception, and Intimidate checks.

Power (Daily): Minor Action. Choose an enemy. Until the end of the encounter, that enemy does not benefit from concealment, total concealment, cover, superior cover, or invisibility against you.

Horned Helm Level 6+

This horned helmet increases the damage you deal when making a charge attack.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

Item Slot: Head

Property: Your charge attacks deal an extra 1d6 damage.
Level 16: 2d6 extra damage.
Level 26: 3d6 extra damage.

Hunter's Headband Level 7

This leather headband helps you forage for food underground and in the wilderness.

Item Slot: Head 2,600 gp

Property: Gain a +5 item bonus to Dungeoneering and Nature checks when foraging.

Inquisitives Goggles Level 12

These intricate goggles allow unparalleled observation.

Item Slot: Head 13,000 gp

Property: Gain a +2 item bonus to Insight checks and Perception checks.

Special: If you have the Mark of Detection, increase the bonus to +3.

Power (Daily): Minor Action. On your next attack, you ignore penalties due to concealment or total concealment.

Inquisitor's Helm Level 16

Your mind can access the secrets of another while you wear this cuir-bouilli skullcap.

Item Slot: Head 45,000 gp

Power (Daily): Standard Action. Make an attack: Ranged 10; Intelligence + 4, Wisdom + 4, or Charisma + 4 vs. Will; on a hit, you pry the answer to one question from the target's mind. If the target doesn't know the answer to the question, you get no answer but the power is still spent.



Ioun Stone of Adaptation Level 21

This clear crystal floats in the air above your head, providing you with sustenance and durability against certain adverse effects.

Item Slot: Head 225,000 gp
Property: You do not need to eat or drink. Also, you and your equipment suffer no ill effects from ambient temperatures between -50 and 140 degrees Fahrenheit or from precipitation.
Power (Encounter): Free Action. Use this power when you are affected by ongoing damage. The ongoing damage ends.

Ioun Stone of Perfect Language Level 22

This white and pink rhombic prism hovers about your head, making you far more adept at negotiation.

Item Slot: Head 325,000 gp
Property: Gain a +5 item bonus to Bluff, Diplomacy, Intimidate, and Streetwise checks. You also can understand all spoken languages, and when you speak all creatures hear your words in their native language.
Power (Daily): Free Action. Use this power during a skill challenge. Treat your next Insight check as though you rolled a natural 20.

Ioun Stone of Regeneration Level 25

This tiny red ovoid orbits your head.

Item Slot: Head 625,000 gp
Power (Daily ♦ Healing): Minor Action. Gain regeneration 10 while you are bloodied until the end of the encounter.

Ioun Stone of Steadfastness Level 23

This pale aquamarine hovering prism offers a constant reminder of your allies' support and loyalty.

Item Slot: Head 425,000 gp
Property: As long as you are adjacent to an ally, you are immune to fear effects and cannot attack your allies as a result of an effect.

Ioun Stone of Sustenance Level 21

With this rhombic stone circling your head, you never require food or drink and rarely need to rest.

Item Slot: Head 225,000 gp
Property: You do not need to eat, drink, or breathe. You require half the amount of rest that you ordinarily need.

Ioun Stone of True Sight Level 28

This dark blue rhomboid stone floats lightly in the air, granting you darkvision and greatly enhanced insight and perception.

Item Slot: Head 2,125,000 gp
Property: Gain darkvision and a +6 item bonus to Insight checks and Perception checks.
Power (Daily): Minor Action. You can see invisible creatures as if they were visible.
Sustain Minor: The power remains in effect.

Iron of Spite Level 27

A spiked metal sphere, slightly smaller than your fist, hovers near your shoulder and gives off black sparks. It greatly enhances your arcane and intimidate skills.

Item Slot: Head 1,625,000 gp
Property: Gain a +6 item bonus to Arcana checks and Intimidate checks.
Property: Any enemy that hits you with a melee attack takes 1d10 necrotic damage.

Jarlaxle's Eye Patch Level 27

This black felt eye patch fits over either eye and does not hinder your vision.

Item Slot: Head 1,625,000 gp (unique; this item cannot be purchased or created with the Enchant Magic Item ritual)
Property: You can see invisible creatures.
Property: Other creatures take a -10 penalty to skill checks made to use scrying and divination rituals targeting you.
Property: Any attack targeting your Will must roll twice on the attack roll and take the worse of the two results.

Karrak-dur, the Overmind (Circlet of Mental Onslaught) Level 11+

Your mental attacks strike more true while you wear this slender circlet.

A thundering, haughty voice fills your head as you approach this item, calling itself Karrak-dur, the Overmind.

Item Slot: Head 9,000 gp
Property: Gain a +1 bonus to Will defense.
Power (Daily): Minor Action. Gain a +1 power bonus to attack rolls and damage rolls when making Wisdom, Intelligence, and Charisma attacks until the end of the encounter.

Communication Speech, telepathy 20
Persona An egomaniacal force, Karrak-dur talks often about his mental prowess and mastery over other, smaller minds. He laments the loss of his body and believes that he could have ruled the world if it weren't for ill fate. He likes using his skill modifiers to prove the power of his mind. If a check fails, he's quick to blame anyone else.
Alignment Unaligned **Languages** Common, Deep Speech, Draconic, Elven
Skills Karrak-dur grants a +2 bonus to skill checks related to mind flayers.

Karruuk's Circlet Heroic Level

This mithral and gold headband enhances your knowledge and forges an unseen link between the scattered fragments of the Ashen Crown.

Item Slot: Head
Property: You gain a +2 item bonus to Arcana checks, History checks, and Religion checks.
Power (Daily): You can use a Detect Object effect (as the ritual; PH 303) to know the distance and direction to any one fragment of the Ashen Crown. An Arcana check determines the range of the effect.

Arcana Check Result	Range
9 or lower	2 miles
10-19	5 miles
20-29	15 miles
30-39	30 miles
40 or higher	60 miles

Laurel Circlet Level 10+

Your social graces and force of personality are amplified while you wear this thin coronet.

Lvl 10 5,000 gp Lvl 30 3,125,000 gp
 Lvl 20 125,000 gp
Item Slot: Head
Property: Gain a +2 item bonus to Diplomacy and Insight checks, and a +1 item bonus to attack rolls on powers that have the charm or illusion keyword.
 Level 20: +4 item bonus to Diplomacy and Insight checks.
 Level 30: +6 item bonus to Diplomacy and Insight checks.
Power (Daily): Minor Action. Gain a +2 power bonus to the next Charisma attack that you make this turn.
 Level 20: +3 power bonus.
 Level 30: +4 power bonus.

Leader's Helm Level 16

This head gear glows with silver energy.

Item Slot: Head 25,000 gp
Property: When you use a power with the healing keyword, the target gains resist 5 cold and resist 5 fire until the end of your next turn.
Power (Daily): Minor Action. Each ally that you can see gains a bonus to their next attack roll equal to the number of unique items equipped.

Lenses of the Luminary Level 23

These varicolored lenses orbit around your head at eye level, improving your vision as needed.

Item Slot: Head 425,000 gp
Property: You gain darkvision and a +5 item bonus to Perception checks.
Property: You can use these lenses as a focus for scrying rituals that require a focus worth 425,000 gp or less.
Power (At-Will, 3 Charges/Day): Minor Action. You spend the number of charges indicated and gain the special sense described until the end of the encounter.

Charges	Sense
1	You learn the resistances and vulnerabilities of any creature you look at (but not the values of those resistances or vulnerabilities).
1	You gain a +5 power bonus to Perception checks to spot traps.
2	You gain truesight 10.





Manshoon's Bloodmask (+6) Level 30

This full-face mask of rich, dark cloth reveals only the wearer's eyes.

Item Slots: Head and neck

Enhancement Bonus: Fortitude, Reflex, and Will

Property: You gain a +6 item bonus to saving throws against charm effects.

Property: You gain a +6 item bonus to Insight checks.

Property: You gain resist 10 to damage from all ranged attacks.

Property: You can see invisible creatures as though they were visible.

Property: You can understand any language, even if you can't speak it.

Property: If you are undead, your vulnerability to radiant damage is negated while wearing the bloodmask.

Property: If you are a vampire, you can regenerate even while exposed to sunlight.

Power (At-Will): Free Action. You can use the feather fall power (wizard 2). You are cloaked in a cloud of shadowy bat forms as you fall.

Quirks: If you are not undead, you spend two healing surges when donning the bloodmask for the first time during a day or at the beginning of any day in which the mask is already worn.

You can regain healing surges lost to the bloodmask by killing a sentient living creature and drinking its blood. You can drink through the bloodmask, even though it covers your mouth.

Undead sense the value of the bloodmask and gain a +2 bonus to attack rolls against a living creature that wears it.

Marlspire of Najara Level 28

This simple circlet of silvery metal has three long spines over the brow and is engraved with a snake motif.

Item Slot: Head

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

Property: If you have the reptile keyword, creatures that have the reptile keyword take a -3 penalty to attack rolls against you.

Property: Allies within 10 squares of you that have the reptile keyword gain a +1 bonus to attack rolls.

Power (Daily): Minor action. You can see invisible creatures as though they were visible until the end of the encounter.

Power (Daily ♦ Charm): Standard Action. Close burst 20, affects only beasts that have the reptile keyword; +34 vs. Will; the target is dominated (save ends; the target takes a -8 penalty to the saving throw).

Quirks: If you don't have the reptile keyword, creatures that do have the reptile keyword gain a +2 bonus to all defenses against you while you wear the Marlspire.

If you don't have the reptile keyword, creatures that have the reptile keyword gain a +2 bonus to damage rolls against you while you wear the Marlspire. This bonus increases to +4 for creatures of 11th level or higher, and to +6 for creatures of 21st level or higher.

Mask of Slithering Level 11

This serpentine mask allows you to slink out of harm's way and cause another to suffer in your stead.

Item Slot: Head 9,000 gp

Power (Daily): Immediate Interrupt. Use this power when an enemy makes a melee or ranged attack against you.

Gain a +2 bonus to AC and Reflex defense. If the attack misses, then the attacker rerolls the attack against a creature adjacent to you of your choice.

Mask of Terror Level 14

This frightful, demonic mask is formed from charred flesh and adorned with horns and fangs.

Item Slot: Head 21,000 gp

Power (Daily ♦ Fear): Minor Action. Make an attack: Close blast 5; Intelligence + 3, Wisdom +3, or Charisma + 3 vs. Will; on a hit, the target takes a -2 penalty to attack rolls until the end of your next turn.

Mask of Terrors Level 14

This green metal mask has a strip of studs that run down the center and end just above the nose.

Item Slot: Head 21,000 gp

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

Power (Daily ♦ Fear): Free Action. Use this power when you damage an enemy with a melee attack. You push the target 3 squares.

Mask of the Eye Leech Level 8+

The countenance of this full-face mask changes from expressionless to maniacal when activated.

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

Lvl 18 85,000 gp

Item Slot: Head

Power (Daily): Standard Action. Make an attack: close burst 1; one creature in burst; Intelligence + 2, Wisdom +2, or Charisma + 2 vs. Will; the target is blinded until the end of your next turn. While the target is blinded, you do not suffer negative effects of blindness and you gain darkvision or low-light vision if the target has either. **Sustain Minor:** Repeat the attack against the target to maintain the effects. Level 18: Close burst 2; +4 vs. Will. Level 28: Close burst 3, +6 vs. Will.

Mask of the Matriarch Level 18

An obsidian mask, it is carved to resemble the features of a beautiful drow woman.

Item Slot (Head) 85,000 gp

Properties: You gain a +2 item bonus to Intimidate checks.

Power (Daily ♦ Fear): Immediate Interrupt. This power triggers when you are the target of a melee attack. You cancel the attack and the target must move its speed away from you, provoking opportunity attacks as normal.

Mask of the Impish Grin Level 11

This steel mask bears the likeness of an imp's infectious smile and allows its wearer to temporarily disappear from view.

Item Slot: Head 9,000 gp

Property: You gain a +3 item bonus to Bluff checks.

Power (Daily ♦ Illusion): Free Action. **Trigger:** You successfully use Bluff to create a diversion to hide. **Effect:** You become invisible to each enemy that your Bluff check succeeded against. The invisibility lasts until the end of your next turn or until you attack.

Philosopher's Crown Level 7+

This intricate golden crown ensures that the breadth of your knowledge is unparalleled.

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

Lvl 17 65,000 gp

Item Slot: Head

Property: You gain a +1 item bonus to Arcana, Dungeoneering, History, Nature, and Religion checks.

Level 17: +2 item bonus.

Level 27: +3 item bonus.

Power (Daily): Free Action. **Trigger:** You make an Arcana, Dungeoneering, History, Nature, or Religion check and dislike the result. **Effect:** You reroll the check and use either result.

Phoenix Helm Level 23

This helm, carved to resemble a phoenix, increases your perception and can be activated to improve a ranged attack.

Item Slot: Head 425,000 gp

Property: Gain a +5 item bonus to Perception checks.

Power (Daily ♦ Fire): Minor Action. Gain a +2 power bonus to your next ranged attack roll this turn. If that attack hits, it deals an extra 2d8 fire damage.

Phrenic Crown Level 7+

This pink coral coronet is eerily reminiscent of brain matter, yet is still bewitching.

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

Lvl 17 65,000 gp

Item Slot: Head

Property: When you use a power against Will defense, the target (or targets) takes a -1 penalty to saving throws against any ongoing effect of that power.

Level 17: -2 penalty.

Level 27: -3 penalty.

Phylactery of Divinity Level 6

This leather casing is strapped to the head and focuses your faith and healing powers.

Item Slot: Head 1,800 gp

Property: Gain a +2 item bonus to Heal and Religion checks.

Quickening Diadem Level 29

A diadem of astral diamonds floats about your head, honing your mental clarity and your reflexes.

Item Slot: Head 2,625,000 gp

Property: When you are stunned or dazed, you can take a move action on your turn in addition to whatever actions you are normally allowed.

Power (Daily): Free Action. Take a move or minor action.

Reading Spectacles Level 2

You can decipher any written passage while gazing through these unadorned copper eyeglasses.

Item Slot: Head 520 gp

Property: You can read any language while wearing this item.



Ruby Lenses Level 14

These fine gold spectacles feature lenses of cut ruby.

Item Slot: Head 21,000 gp

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

Power (Daily ♦ Charm): Free Action. Use this power when you damage an enemy with a ranged or area attack. You pull that enemy 3 squares.

Sacred Mask Level 8

This white porcelain mask with gold inlay is the bane of undead.

Item Slot: Head 3,400 gp

Property: When you use a Channel Divinity class feature, until the end of your next turn, you deal 1d6 extra radiant damage against undead enemies and can score a critical hit against undead enemies on a roll of 18–20.

Skull Helm Level 12+

The face of this iron helm resembles a screaming skull.

Lvl 12 13,000 gp

Body Slot: Head

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

Power (Daily): Immediate Interrupt. You can use this power when an enemy makes an attack against your Will defense. Gain a +2 item bonus to Will until the end of your next turn. If the attack targeting you has the fear keyword, gain a +4 item bonus instead.

Skull Mask Level 5+

This rough iron visor is shaped in the likeness of a skull whose grim countenance saps your enemies' courage.

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

Item Slot: Head

Property: Enemies who can see you take a -2 penalty to saving throws against fear effects.

Property: Gain resist 5 necrotic, and a +1 item bonus to Intimidate checks.

Level 15: Resist 10 necrotic, +2 item bonus.
Level 25: Resist 15 necrotic, +3 item bonus.

Stag Helm Level 5+

This helm sports a set of antlers and makes you as alert as a stag.

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

Item Slot: Head

Property: Gain a +2 item bonus to passive Perception checks. Also, you can take a minor action during a round when you are surprised.

Level 15: +4 item bonus, move action.
Level 25: +6 item bonus, standard action.

Starlight Goggles Level 8

These dark leather goggles sparkle with tiny silver studs, aiding your vision in dim light.

Item Slot: Head 3,400 gp

Property: Gain low-light vision.

Telepathy Circlet Level 25

A boon to leaders and liars, this mithral band allows you to communicate without speaking, and extract the thoughts of another.

Item Slot: Head 25,000 gp

Property: Gain a +2 item bonus to Insight checks. Also, you can speak telepathically to any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. This telepathic communication fulfills class feature or power requirements that a target be able to hear you.

Power (Daily ♦ Psychic): Standard Action. Make an attack: Ranged 5; Charisma Modifier + 6 vs. Will; on a hit, the target is dazed (save ends). *Aftereffect:* The target is dazed (save ends).

The Ashen Crown Heroic Level

A gold and mithral diadem with a purple-black byeshk spike, the Ashen Crown is a powerful relic of two races.

Item Slot: Head.

Property: You gain a +2 item bonus to Arcana checks, History checks, and Religion checks.

Property: You gain a +2 item bonus to all defenses against the attacks of aberrant creatures.

Power (Encounter): Immediate Interrupt. *Trigger:* You are hit by an attack that deals typed nonweapon damage. *Effect:* You gain resist 5 against typed nonweapon damage until the end of your next turn.

Power (Encounter): Free Action. *Trigger:* You score a critical hit on your turn. *Effect:* The target of the critical hit slides 2 squares and is knocked prone.

Power (Daily): Free Action. *Trigger:* You hit with an attack. *Effect:* A target of the attack is dazed until the end of your next turn. An aberrant creature is also restrained and cannot teleport until the end of your next turn.

Power (Daily): Free Action. *Trigger:* You hit a target that is granting combat advantage to you. *Effect:* You deal 2d6 extra damage to that target.

Power (Daily): Standard Action. As the ritual Gentle Repose (PH 305), but no components are required.

Power (Weekly): As the ritual Speak with Dead (PH 312), with a +5 item bonus to the Religion check.

Power (Monthly): As the ritual Raise Dead (PH 311), with a performance time of 1 hour instead of 8 hours.

Tongueworm Level 3

This thin strand of quivering muscle takes root in your throat, its toothed maw ready to shoot out at your foes.

Item Slot: Head 680 gp

Power (Healing Surge): Minor Action. The tongueworm makes an attack: +8 vs. AC; 1d10 + 1 poison damage. If the attack roll is a 1, you are dazed until the end of your next turn.

Trickster's Mask Level 20

This velvet masquerade mask is highly prized among the more shadowy worshipers of Avandra.

Item Slot: Head 125,000 gp

Property: When you make a Stealth or Thievery check, roll twice and take the better result.

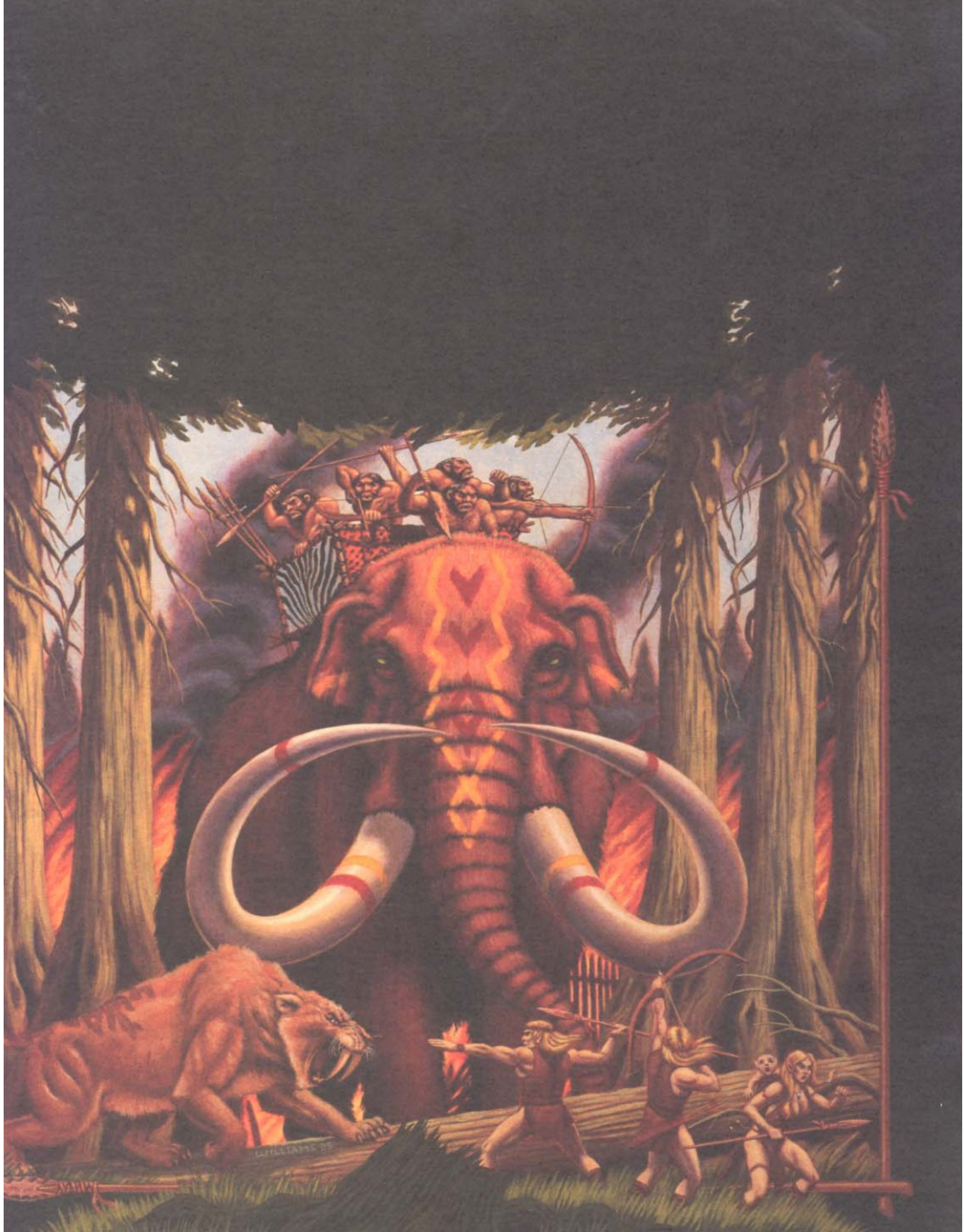
Power (Daily): Free Action. Use this power before you make a Stealth or Thievery check. Treat that check as though you rolled a natural 20.

Vortex Mask Level 12

This eerie mask has a mouth from which no light escapes, and it draws foes toward that darkness in a great inhalation.

Item Slot: Head 13,000 gp

Power (Daily): Minor Action. You pull an enemy within 5 squares of you 2 squares (no attack roll). If you have the enemy marked, you pull the enemy 4 squares.



holy Symbol



Beacon of Erathis Level 4+

Taking the form of a cog alight with the flame of hope, this holy symbol brings light to the darkness.

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: +1d8 fire damage per plus
Power (At-Will): Minor Action. The holy symbol sheds bright light to a radius of 20 squares. You can douse or reactivate the light as a minor action.
Power (Daily): Free Action. *Trigger:* You hit an enemy with a fire or radiant attack using this holy symbol. *Effect:* The creature you hit sheds bright light to a radius of 20 squares and grants combat advantage (save ends both).

Black Feather of the Raven Queen Level 8+

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

Lvl 8	+2	3,400 gp	Lvl 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)
Prerequisite: To use this symbol, you must worship the Raven Queen.
Enhancement: Attack rolls and damage rolls
Critical: +1d6 cold damage per plus
Power (Daily ♦ Cold): Free Action. Use this power when you reduce a target to 0 hit points or fewer with an attack using this holy symbol. One creature within 5 squares of the target takes cold damage equal to your Charisma modifier and is immobilized (save ends).

Bones of the Traveler Level 8+

An eight-pointed configuration of four crossed and rune-inscribed bones sows chaos and confusion, if your fickle deity desires.

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)
Prerequisite: You must worship the Traveler or the Dark Six to use this holy symbol.
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. *Trigger:* You hit an enemy with an implement attack using this holy symbol. *Effect:* One ally within 5 squares of the enemy you hit can shift a number of squares equal to this item's enhancement bonus as a free action.

Bright Jewel of il-Yannah Level 3+

When you focus your mind, this jewel on the silver chain blooms with violet light. Your foes know the purity of il-Yannah.

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)
Prerequisite: You must worship the Path of Light to use this holy symbol.
Enhancement: Attack rolls and damage rolls
Critical: +1d6 psychic and radiant damage per plus
Power (Daily ♦ Psychic): Free Action. *Trigger:* You score a critical hit against an enemy with a divine radiant power using this holy symbol. *Effect:* That enemy is stunned until the end of your next turn.

Cog of Erathis Level 8+

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

Lvl 8	+2	3,400 gp	Lvl 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)
Prerequisite: To use this symbol, you must worship Erathis.
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. An ally within 10 squares of you takes his next turn as soon as your turn ends. Move his place in the initiative order to directly after your own.

Convert's Symbol Level 13

This symbol is a carving of a hand grasping an arcane implement. It allows you to convert some of your arcane power into healing.

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 (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Arcane casters can wield this holy symbol in one hand to use it as an implement for arcane powers. Choose the type of arcane implement when the symbol is created.
Power (Daily ♦ Healing): Minor Action. You expend an arcane daily attack power. One ally you can see within 10 squares of you regains hit points as though he or she had spent a healing surge, plus additional hit points equal to the level of the expended power.

Domino of Olladra Level 10+

The numbers on this white and gray domino's face change every time you use a prayer, emphasizing your deity's capricious nature.

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 (Holy Symbol)
Prerequisite: You must worship Olladra or the Sovereign Host to use this holy symbol.
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Immediate Reaction. *Trigger:* An ally within your line of sight hits with an attack. *Effect:* You roll a d20. If your roll is higher than the d20 roll of the triggering ally's attack, that attack scores a critical hit. If your roll is lower than the d20 roll of the triggering ally's attack, you take a -2 penalty to attack rolls until the end of your next turn.

Dragonscale of Bahamut Level 8+

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

Lvl 8	+2	3,400 gp	Lvl 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)
Prerequisite: To use this symbol, you must worship Bahamut.
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Each ally within 2 squares of you gains a +1 power bonus to all defenses until the end of your next turn.

Emblem of Dol Dorn Level 3+

A red shield crossed by a silver sword embodies Dol Dorn's demand that his followers endure any suffering necessary to accomplish what is right.

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)
Prerequisite: You must worship Dol Dorn or the Sovereign Host to use this holy symbol.
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d10 damage per plus while bloodied
Power (Encounter): Free Action. *Trigger:* You are first bloodied during an encounter. *Effect:* You gain a power bonus to damage rolls of attacks using this implement equal to your Strength modifier until the end of your next turn.

holy Symbol



Eye of Ioun Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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)

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

Enhancement: Attack rolls and damage rolls

Critical: +1 d6 damage per plus

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

Fist of Kord Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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)

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

Enhancement: Attack rolls and damage rolls

Critical: +1 d8 lightning damage per plus

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

Hearth of Boldrei Level 8+

Brandishing this orange and gray octogram, you shelter your ally from harm by scattering his enemies.

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)

Prerequisite: You must worship Boldrei or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1 d6 damage per plus

Power (Daily ♦ Implement): Immediate Reaction. *Trigger:* An ally within 10 squares of you that you can see is hit by an attack. *Effect:* Make an attack: Area burst 1 centered on the ally hit by the triggering attack; targets enemies; Wisdom vs. Fortitude; the target is pushed a number of squares equal to the symbol's enhancement bonus away from the ally.

Horns of Balinor Level 8+

These horns fashioned from blackened bone help focus attention against your prey. Through the blessing of Balinor, its death will be swift and merciful.

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)

Prerequisite: You must worship Balinor or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1 d8 damage per plus, or +1 d12 damage per plus against a creature marked by you or an ally

Property: Whenever you deal maximum damage to an enemy with an implement power using this holy symbol, you also mark that enemy until the end of your next turn.

Icon of the Silver Flame Level 4+

When you intone prayers to the Silver Flame, argent fire erupts from the flame-shaped icon around your neck.

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)

Prerequisite: You must worship the Silver Flame to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1 d6 fire and radiant damage per plus

Power (Daily ♦ Fire, Radiant): Free Action. *Trigger:* You hit an enemy with an implement power using this holy symbol. *Effect:* That enemy takes ongoing 5 fire and radiant damage (save ends).
Level 14: Ongoing 10 fire and radiant damage (save ends).
Level 24: Ongoing 20 fire and radiant damage (save ends).

Ioun-Blessed Symbol Level 2+

This symbol, blessed with Ioun's love of knowledge, is a slender length of ivory with only a suggestion of her icon.

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: +1 d8 damage per plus

Property: Arcane characters can wield this holy symbol in one hand to use it as a wand implement for arcane powers.

Leaves of Death Level 3+

The black leaves that make up this symbol replenish themselves when you consume one to gain the aid of the ancestors.

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)

Prerequisite: You must worship the Undying Court to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1 d6 necrotic damage per plus

Power (Daily): Free Action. *Trigger:* You spend an action point to take an extra action. *Effect:* You can make a saving throw. You gain a bonus to the saving throw equal to this item's enhancement bonus.

Ioun Stone of Divine Knowledge Level 25+

This amber sphere with a red gem in its center slowly orbits your head, leaving a trail of twinkling golden lights.

Lvl 25 +5	625,000 gp	Lvl 30 +6	3,125,000 gp
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Implement (Holy Symbol)

Item Slot: Head

Enhancement: Attack rolls and damage rolls

Critical: +1 d6 damage per plus

Property: Divine characters can use this item as a holy symbol implement for divine powers.

Property: You gain an item bonus to Insight checks and Religion checks equal to the symbol's enhancement bonus, and an item bonus to other Intelligence-based skill checks equal to one-half its enhancement bonus.

Power (Daily): Free Action. *Trigger:* You hit an enemy with a divine attack power using this holy symbol. *Effect:* You learn whether each of the other defenses of that enemy is higher or lower than the defense hit by this attack. In addition, the enemy grants combat advantage (save ends).

Magic Holy Symbol Level 1+

A holy symbol of your god, enchanted with magical power.

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

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1 d6 damage per plus

Mask of Melora Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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)

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

Enhancement: Attack rolls and damage rolls

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

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

Medallion of Dol Arrah Level 7+

The light from the sun face adorning this golden medallion purifies the body and soul with the fires of heaven.

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 (Holy Symbol)

Prerequisite: You must worship Dol Arrah or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1 d6 radiant damage per plus

Power (Daily ♦ Radiant): Free Action. *Trigger:* You reduce an enemy to 0 hit points with an implement power using this holy symbol. *Effect:* You deal radiant damage equal to your Charisma modifier plus this holy symbol's enhancement bonus to each enemy within 5 squares of the enemy you hit.

Holy Symbol



Moon Disk of Sehanine Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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)

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

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Onatar's Forge Level 2+

The crossed hammer and tongs blaze white-hot as you channel your deity's wrath.

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)

Prerequisite: You must worship Onatar or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: The first implement power you hit with during an encounter using this holy symbol deals extra fire damage equal to your Wisdom modifier.

Power (Daily): Minor Action. One weapon in your square or in a square adjacent to you gains a bonus to its next damage roll before the end of your next turn equal to the symbol's enhancement bonus.

Spirit Reliquary Level 7+

You take heart knowing that your ancestors' bones rest inside the intricately carved box around your neck.

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 (Holy Symbol)

Prerequisite: You must worship the Spirits of the Past to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain an item bonus to saving throws against charm effects and fear effects equal to this symbol's enhancement bonus.

Power (Daily): Minor Action. You gain an item bonus to your next attack roll, skill check, ability check, or saving throw before the start of your next turn equal to this symbol's enhancement bonus.

Moradin's Indestructible Anvil Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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)

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

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Level 18 or 23: Resist 10 to all damage.
Level 28: Resist 15 to all damage.

Psalter of Aureon Level 3+

The open book depicted by your symbol reveals the world's secrets to you.

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)

Prerequisite: You must worship Aureon or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Star of Corellon Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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)

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

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

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

Nonagon of Kol Korran Level 2+

The nine-sided coin glimmers even though no light shines upon 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 (Holy Symbol)

Prerequisite: You must worship Kol Korran or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter ♦ Healing): Free Action. *Trigger:* An ally you can see scores a critical hit. *Effect:* The triggering ally can choose to hit normally and instead spend a healing surge.

Sheaf of Arawai Level 8+

Through this finely fashioned bundle of wheat stalks, Arawai's abundance sustains you.

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)

Prerequisite: You must worship Arawai or the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You do not need to eat or drink. All conditions and effects still affect you normally.

Power (Daily): Immediate Reaction. *Trigger:* You or an ally you can see is subjected to an effect that a save can end. *Effect:* You or the ally makes a saving throw against the triggering effect with an item bonus to the saving throw equal to the symbol's enhancement bonus.

Stone of Avandra Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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)

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

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Octogram of the Sovereign Host Level 3+

The Celestial Crown of the Sovereign Host embodies the unity of the deities—a mighty force for light and good.

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)

Prerequisite: You must worship the Sovereign Host or any deity represented by the Sovereign Host to use this holy symbol.

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Minor Action. You regain the use of your Channel Divinity class feature.

Sun Disk of Pelor Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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)

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

Enhancement: Attack rolls and damage rolls

Critical: +1d10 radiant damage per plus

Power (At-Will ♦ Radiant): Free Action. All damage dealt by powers using this holy symbol is radiant damage. Another free action returns the damage to normal.

holy Symbol



Symbol of Astral Light Level 22+

You invoke the power of your god to banish the darkness.

Lvl 22 +5	325,000 gp	Lvl 27 +6	1,625,000 gp
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Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus

Power (Daily): Free Action. Use this power when making an attack that uses this symbol and has the radiant keyword. All creatures that have the shadow origin that are adjacent to the attack's target are pushed a number of squares away from you equal to the symbol's enhancement bonus.

Symbol of Astral Might Level 4+

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

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

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Deal +1d10 damage to each elemental creature hit by the attack.
 Level 14 or 19: +2d10 damage against elemental creatures.
 Level 24 or 29: +3d10 damage against elemental creatures.

Symbol of Battle Level 5+

This holy symbol is favored by battle clerics and warpriests.

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 (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when you hit with an attack using this holy symbol. Deal an extra 1d10 damage.
 Level 15 or 20: 2d10 extra damage.
 Level 25 or 30: 3d10 extra damage.

Symbol of Branding Level 12+

As you utter a prayer, this symbol flares to sear your god's icon into the forehead of your foe.

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

Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus

Power (Daily): Free Action. **Trigger:** You hit an enemy with a divine attack power using this holy symbol. **Effect:** Until the end of the encounter, when that enemy takes radiant damage from your *divine challenge* or divine sanction, it takes 5 extra radiant damage.
 Level 22 or 27: 10 extra radiant damage.

Symbol of Brawn Level 3+

Physical strength and holy devotion are both enhanced by this adamantite holy symbol.

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 hit with a divine attack power using this holy symbol. **Effect:** Make a melee basic attack. If the attack hits a creature marked by you, it deals 1d10 extra damage.
 Level 13 or 18: 2d10 extra damage.
 Level 23 or 28: 3d10 extra damage.

Symbol of Brilliance Level 15+

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

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

Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus, and the target is blinded until the start of your next turn.

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

Symbol of Censure Level 14+

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

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

Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and the target is dazed until the start of your next turn.

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

Symbol of Courage Level 9+

You draw strength from your pious devotion, which allows you to stand fast in the face of any terror.

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 (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Property: You and all allies within 5 squares of you gain an item bonus to saving throws against fear effects equal to the symbol's enhancement bonus.

Power (Daily): Immediate Reaction. You can use this power when an enemy hits you with a power that has the fear keyword. You can make an immediate saving throw against the effect.

Symbol of Damnation Level 25+

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

Lvl 25 +5	625,000 gp	Lvl 30 +6	3,125,000 gp
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Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, and the target gains vulnerable 5 to all attacks until the start of your next turn.

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

Symbol of Daring Level 5+

When you wield this symbol, your allies are inspired to strike boldly.

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 (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d12 radiant damage per plus with attacks made when you spend an action point

Property: When any ally within 5 squares of you spends an action point to make an attack, he or she gains a bonus to damage rolls on that attack equal to the symbol's enhancement bonus.

Symbol of Dedication Level 17+

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

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

Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d10 damage per plus against enemies currently marked by you.

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

Symbol of Defense Level 18+

On command, this symbol generates a mantle of force to defend a comrade.

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

Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 force damage per plus

Power (Daily): Immediate Interrupt. **Trigger:** An attack hits an ally you can see. **Effect:** The ally gains a +5 power bonus to all defenses against the triggering attack.

holy Symbol



Symbol of Dire Fate Level 5+

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

Lvl 5 +1	1,000 gp	Lvl 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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

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

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

Symbol of Divine Force Level 2+

Through this symbol, you batter foes with your relentless conviction.

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 force damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with a divine attack power using this holy symbol. *Effect:* You push that enemy a number of squares equal to the symbol's enhancement bonus.

Symbol of Divine Light Level 17+

The fierce radiance of this symbol is the bane of foul creatures that can't bear sunlight.

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

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: Any creature within 5 squares of you that has vulnerability to radiant damage has that vulnerability increased by 5.

Symbol of Divine Reach Level 3+

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

Lvl 3 +1	680 gp	Lvl 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, or +1d10 damage per plus with ranged and area attacks.

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

Symbol of Divinity Level 2+

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

Lvl 2 +1	520 gp	Lvl 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

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

Symbol of Excellence Level 2+

Your devotion to your divine patron inspires others to attain the heights of excellence.

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

Power (Daily): Minor Action. Grant one ally within 10 squares of you a power bonus to his or her next attack roll, ability check, or skill check equal to the symbol's enhancement bonus.

Symbol of Fire and Fury Level 9+

This symbol is made of red iron streaked with fiery, bright metal. While you wear it, you can blast your foes with righteous flame.

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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus, and each other enemy within 5 squares of you takes fire damage equal to your Charisma modifier.

Property: When you hit an enemy marked by you with a divine attack power using this holy symbol, that enemy takes 1d6 extra fire damage, or 1d10 fire damage while you're bloodied.

Level 19 or 24: 2d6 or 2d10 extra fire damage.

Level 29: 3d6 or 3d10 extra fire damage.

Symbol of Foe Turning Level 7+

Through this symbol, you can punish specific enemies of your faith as well as vile undead.

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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When this item is created, choose angel, demon, devil, dragon, or giant. When you use your *turn undead* power, you can target creatures of the chosen kind instead of undead creatures.

Symbol of Freedom Level 7+

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

Lvl 7 +2	2,600 gp	Lvl 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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Symbol of Good Fortune Level 2+

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

Lvl 2 +1	520 gp	Lvl 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

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

Symbol of Hope Level 3+

The power of your faith makes it easier for allies to recover from debilitating effects.

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): Immediate Reaction. You can use this power when you or an ally within 5 squares of you is hit by an effect that a save can end. You or the ally gains a +5 power bonus to saving throws against the effect.

Symbol of Life Level 2+

The power of your faith adds energy to your healing prayers.

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

Power (Daily ♦ Healing): Minor Action. Until the end of your turn, any character healed by one of your encounter powers or daily powers regains an additional 1d6 hit points.

Level 12 or 17: Regains an additional 2d6 hit points.

Level 22 or 27: Regains an additional 3d6 hit points.

holy Symbol



Symbol of Lifebonding Level 12+

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

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

Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Daily ♦ Healing): Free Action. Use this power when you hit with an attack using this holy symbol. The attack deals only half the normal damage. You or an ally within 10 squares of you regains hit points equal to the reduced amount of damage dealt.

Symbol of Mortality Level 4+

This symbol is a potent tool against undead and immortals.

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

Power (Daily): Minor Action. Your next attack with this holy symbol deals an extra 1d4 damage. If the creature has the immortal origin or the undead keyword, the creature takes an extra 1d8 damage instead.
 Level 14 or 19: An extra 2d4 damage or an extra 2d8 damage if the target has the immortal origin or undead keyword.
 Level 24 or 29: An extra 2d4 damage or an extra 2d8 damage if the target has the immortal origin or undead keyword.

Symbol of Penitence Level 9+

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

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

Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus

Power (Daily ♦ Radiant): Free Action. Use this power when you hit with a radiant attack delivered by this holy symbol. The target takes 5 radiant damage when it uses a standard action to attack (save ends).
 Level 19 or 24: 10 radiant damage.
 Level 29: 15 radiant damage.

Symbol of Perseverance Level 7+

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

Lvl 7	+2	2,600 gp	Lvl 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 (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Daily ♦ Healing): Free Action. Use this power when you hit with an attack delivered by this holy symbol. A dying ally within 20 squares of you regains hit points as if he had spent a healing surge; add the symbol's enhancement bonus to the hit points regained.

Symbol of Power Level 7+

The power of your faith makes it harder for enemies to recover from debilitating effects.

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 (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Property: When you use this symbol to deliver an effect that a save can end, the target takes a -2 penalty to saving throws against the effect.

Symbol of Prayers Recovered Level 18+

Your prayers are rarely wasted while you wear this holy symbol.

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

Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You miss all targets with a divine encounter attack power using this holy symbol. *Effect:* The power isn't expended.

Symbol of Protection Level 10+

This symbol allows you to shield a companion from the threats of your foes.

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 (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with a divine attack power using this holy symbol. *Effect:* Choose one ally within 5 squares of you. Until the end of your next turn, the enemy you hit can't attack that ally.

Symbol of Radiance Level 23+

This symbol glows with the power of your faith.

Lvl 23	+5	425,000 gp	Lvl 28	+6	2,125,000 gp
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Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus

Power (Daily ♦ Healing): Free Action. Use this power when using the symbol to attack with a power that has the radiant keyword. One ally of your choice within 10 squares of you can spend a healing surge.

Symbol of Radiant Vengeance Level 25+

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

Lvl 25	+5	625,000 gp	Lvl 30	+6	3,125,000 gp
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Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus, or +1d10 radiant damage per plus if the target attacked an ally of yours since the end of your last turn.

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

Symbol of Reflection Level 24+

As you present this glittering symbol, divine power turns your enemies' attacks back against them.

Lvl 24	+5	525,000 gp	Lvl 29	+6	2,625,000 gp
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Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus

Power (Daily): Immediate Interrupt. *Trigger:* An enemy targets you with a ranged attack. *Effect:* You gain a +3 power bonus to all defenses against the triggering enemy's attack. If the attack misses you, the triggering enemy repeats the attack against itself.

Symbol of Renewal Level 15+

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

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

Implement (Holy Symbol)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Daily ♦ Healing): Free Action. Use this power when you reduce a target to 0 or fewer hit points with an attack delivered by this holy symbol. You or one ally within 5 squares of you gains regeneration 5 for the rest of encounter.
 Level 25 or 30: Regeneration 10.

Symbol of Reproach Level 2+

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

Lvl 2	+1	520 gp	Lvl 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

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

holy Symbol



Symbol of Resilience Level 2+

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

Lvl 2 +1	520 gp	Lvl 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

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

Symbol of Revivification Level 30

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

Lvl 30 +6	3,125,000 gp
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Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily + Healing): Free Action. Use this power when you hit with an attack using this holy symbol. Spend two healing surges, do not regain any hit points, and choose a dying or dead ally within 10 squares of you. That ally is returned to life at his bloodied hit point total. This power does not revive an ally who's been dead for longer than 1 day.

Symbol of Sacrifice Level 18+

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

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

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Symbol of Scorned Fate Level 5+

This symbol, shaped like a double-headed coin, lets you elude fate for a split second.

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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 radiant damage per plus

Power (Encounter): Free Action. **Trigger:** You fail your first saving throw against an effect. **Effect:** The effect against which you failed your saving throw does not affect you until the end of your next turn. If the effect changes or has an additional effect after you fail your first saving throw, the triggering saving throw does not count as the first failed saving throw.

Symbol of Security Level 13+

The hand of fate intercedes on behalf of your allies.

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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter + Teleportation): Immediate Reaction. Use this power when an ally within 10 squares of you is first bloodied in an encounter. That ally teleports to a space adjacent to you.

Symbol of Shared Healing Level 7+

While you wear this symbol, you can heal an ally even as you tend to your own wounds.

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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily + Healing): Free Action. **Trigger:** You use your second wind, or you use a power that allows you to spend a healing surge to regain hit points. **Effect:** One ally within 5 squares of you can spend a healing surge.

Symbol of Shielding Level 7+

Your holy symbol glows as you conjure a nimbus 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		

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Symbol of Sustenance Level 17+

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

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

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Symbol of the Champion's Code Level 8+

A code of honor is inscribed on this symbol, reinforcing your commitment to your god and making your challenge irresistible.

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: When a creature takes radiant damage from your divine challenge or divine sanction, it takes extra radiant damage equal to the symbol's enhancement bonus.

Power (Daily): Minor Action. You choose an enemy marked by you. Until the end of your next turn, that enemy can't make an attack that includes any creature other than you as a target.

Symbol of the Deep Level 9

This small holy symbol sways in your grip, and when its power is used, it surrounds a foe in a column of swirling water.

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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. **Trigger:** You hit with an attack using this holy symbol. **Effect:** The target is immobilized, cannot make opportunity attacks, and takes a -2 penalty to attack rolls (save ends).

Symbol of the Dragon Level 3+

This symbol shields you from dragons' attacks.

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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Interrupt. You can use this power when an enemy attacks an ally within 5 squares of you with a power with the acid, cold, fire, lightning, or thunder keywords. The ally gains resist 5 against that keyword until the end of the encounter.

Level 23 or 28: Ally gains resist 10.

Symbol of the First Spirits Level 2+

An oath of dedication to the natural spirits of the world is inscribed in fine script upon this wooden holy symbol.

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: +1d8 damage per plus

Property: Primal characters can wield this holy symbol in one hand to use it as a totem implement for primal powers.

holy Symbol



Symbol of the Holy Nimbus Level 4+

This symbol combines the images of sun and moon. When you speak a word of healing, you and your allies are bathed in restoring light.

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, and you or an ally within 5 squares of you can spend a healing surge.

Property: When you use the *healing word* power during a combat encounter, you and each ally within 5 squares of you also gain temporary hit points equal to your Charisma modifier + the symbol's enhancement bonus.

Symbol of the Radiant Flame Level 8+

This symbol appears to be made of brilliant living fire hung on a chain of molten metal, but it doesn't burn your skin.

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 fire and radiant damage per plus, and each ally within 5 squares of you gains a bonus to damage rolls equal to the symbol's enhancement bonus until the end of your next turn. The bonus damage is fire and radiant.

Property: Primal characters can wield this holy symbol in one hand to use it as a totem implement for primal powers.

Power (Daily): Free Action. *Trigger:* You score a critical hit with an attack power using this holy symbol. *Effect:* The bonus to allies' damage rolls when you score a critical hit with this symbol lasts until the end of the encounter.

Symbol of the Warpriest Level 15+

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

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

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Symbol of Turning Level 4+

Clerics use this potent weapon to battle the undead.

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 radiant damage per plus

Power (Daily): Standard Action. You must have the channel divinity class feature to use this power. Use *channel divinity: turn undead*, even if you've already used *channel divinity* in this encounter.

Symbol of Unified Defense Level 9+

This symbol is engraved with several rings linked in a circle, representing the interdependence of you and your comrades.

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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Interrupt. *Trigger:* An enemy targets you and at least one ally with an attack. *Effect:* You and your allies' defense against the triggering enemy's attack is the highest appropriate score among all of you being attacked. For example, if the attack is against Reflex and the highest Reflex among you and your allies is 25, you all have Reflex 25 against the attack.

Symbol of Vengeance Level 4+

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

Lvl 4	+1	840 gp	Lvl 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

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

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

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

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

Symbol of Vigor Level 7+

This symbol rewards your good health with divine might.

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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 damage per plus while you're at maximum hit points

Property: You gain a +1 bonus to attack rolls made using this holy symbol while you're at maximum hit points.

Symbol of Victory Level 9+

Your god helps those who help themselves.

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 (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. You can use this power when you or an ally within 5 squares of you scores a critical hit. That character gains an action point.





Abduction Ki Focus Level 4+

This focus is a pair of adamantine chains that loop within each other. By untangling the loop, you focus your ki upon paths of space and time.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you hit an enemy with a melee basic attack using this ki focus, you can slide the target 1 square as a free action.

Power (Daily ♦ Teleportation): Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* You teleport 5 squares, and you teleport the enemy 5 squares to a square adjacent to you.

Blazing Arc Ki Focus Level 3+

When you grasp this white rock and focus on its power by enduring the charring heat within it, you mold your ki into a thing of fire.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (At-Will ♦ Fire): Free Action. *Trigger:* You make a melee attack using this ki focus. *Effect:* The attack deals fire damage instead of any other damage type.

Blurred Strike Ki Focus Level 5+

You can master the secret of speed by catching this small mechanical fly in your hands.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: You can use your Flurry of Blows power an additional time during your turn, but the two uses of that power must be triggered by two different attacks that you make with this ki focus.

Power (Daily): Free Action. *Trigger:* You move at least half your speed during this turn. *Effect:* You gain a +2 bonus to all defenses until the end of your next turn.

Certainty of Death Ki Focus Level 3+

You gaze at the statuette with a hole where its heart should be and look into yourself, focusing your ki on the void of life within 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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Power (Encounter): Free Action. *Trigger:* You use dark reaping. *Effect:* One creature adjacent to the creature that triggered dark reaping grants combat advantage until the end of your next turn.

Cobra Strike Ki Focus Level 2+

This clay serpent drips with a strange venom. By pressing your finger into its fangs, you unlock the serpent's mysteries.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 poison damage per plus

Property: You gain a +2 item bonus to saving throws against poison.

Power (Daily ♦ Poison): Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* The enemy also takes ongoing poison damage equal to 2 + your Strength or Wisdom modifier (save ends).

Level 12 or 17: Ongoing poison damage equal to 5 + your Strength or Wisdom modifier (save ends).

Level 22 or 27: Ongoing poison damage equal to 10 + your Strength or Wisdom modifier (save ends).

Cup of Death Ki Focus Level 3+

You lift the black cup to your lips and drink deep of the nothingness inside it. The emptiness that opens behind your eyes fills you with a sense of how much you can take from your foes.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Add 1 to the number of temporary hit points you gain for hitting an unbloodied foe due to Bleak Disciple Guild Training.

Level 13 or 18: Increase this bonus to 2.

Level 23 or 28: Increase this bonus to 3.

Power (Encounter): Free Action. *Trigger:* You hit an unbloodied enemy. *Effect:* You can shift a number of squares equal to your Constitution modifier.

Death Shroud Ki Focus Level 4+

These winding sheets for the dead appear to be woven with veins of blood. As you study their shining trails, you focus on your ability to ready foes for the grave.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, plus 1d6 damage for each of your shrouds on the target or each shroud you invoked on the target of this attack roll.

Power (Encounter): Free Action. *Trigger:* You hit a target. *Effect:* You use assassin's shroud on the target. This use does not count against the limit of using assassin's shroud once per turn.

Death Strike Ki Focus Level 3+

This small wooden box contains gray soil. As you work the soil into your hands, you focus your ki on matters of the grave.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 necrotic damage per plus

Power (At-Will ♦ Necrotic): Free Action. *Trigger:* You make a melee attack using this ki focus. *Effect:* The attack deals necrotic damage instead of any other damage type.

Elusive Action Ki Focus Level 4+

As you practice with this blunt short sword, you mystically learn new defensive techniques.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: You gain a +2 bonus to AC against opportunity attacks.

Power (Encounter): Free Action. *Trigger:* An enemy hits you with an opportunity attack. *Effect:* You use your Flurry of Blows power, even if you have already used it during this round.

Emerald Flame Ki Focus Level 2+

A flickering, yellow flame dances within this green gem's facets, hinting at the magic that can be unleashed only by one with the focus needed to study the flame's secrets.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Fire): Immediate Reaction. *Trigger:* You are hit by an attack. *Effect:* Any enemy adjacent to you takes 5 fire damage. Then you shift 2 squares.

Level 12 or 17: 10 fire damage.

Level 22 or 27: 15 fire damage.

Final Sleep Ki Focus Level 3+

This small manual's plain, black leather covers contain illustrations of the vulnerable points on a variety of creatures. The contents change each time you open the book, and as you flip from page to page you never seem to reach the book's end.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d12 damage per plus

Property: Whenever you reduce an enemy to 0 hit points or fewer, you can shift 1 square as a free action.



Ghost Mask Ki Focus Level 4+

You focus your ki and can grasp the immaterial terror mask. When you hold the transparent and horrific visage to your own face, it vanishes within you, ready to emerge at your call.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Power (Encounter ♦ Psychic): Free Action. *Trigger:* You make an attack that targets AC. *Effect:* The attack targets Will instead. All damage from the attack is psychic damage.

Ghost Strike Ki Focus Level 2+

This white orb seems little more than a worthless bauble, but when you focus on it, you see paths where the dead walk.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you make a melee attack against an insubstantial creature granting combat advantage to you, the attack ignores the insubstantial quality.

Hawk's Talon Ki Focus Level 4+

This small, blunt dagger is made of a soft, malleable metal. It shivers and flutters in your grasp, like a captive bird. When you practice with it, you unlock the secret of the swooping hawk's tactics.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Whenever you charge, you gain a bonus to any Athletics checks made to jump as part of that charge equal to 2 + this item's enhancement bonus.

Power (Daily): Standard Action. Charge an enemy. Your movement during this charge does not provoke opportunity attacks, and you can use an at-will attack power that will target only one enemy in place of a melee basic attack at the end of the charge.

Impeding Ki Focus Level 3+

This jade figurine serves as a convenient target dummy, allowing you to focus your ki on making the most of a foe's vulnerabilities.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +2 bonus to damage rolls using this ki focus with melee attacks against dazed or stunned enemies.

Level 13 or 18: +4 bonus to damage rolls.

Level 23 or 28: +6 bonus to damage rolls.

Power (Encounter): Free Action. *Trigger:* You use your Flurry of Blows power. *Effect:* During this turn, each bloodied enemy you damage with your Flurry of Blows power cannot regain hit points until the end of your next turn.

Iron Body Ki Focus Level 5+

This set of weights consists of rune-scribed chunks of lead laced together with leather straps. When tied to your feet and hands, you can perform the exercises needed to master the iron body technique.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: If you hit an opponent with an attack using this ki focus, you gain resistance to all of that target's attacks equal to 2 + this implement's enhancement bonus until the end of your next turn.

Magic Ki Focus Level 1+

This ancient scroll looks as if it is about to crumble to dust, but the magic within its text keeps its form intact. By studying the writings, you focus your ki into a potent weapon.

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

Implement (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Mighty Strike Ki Focus Level 4+

This leather bag contains a metal plate inscribed with runes. You focus your ki and strike at the plate, shattering it to pieces that turn to smoke. The plate then reappears in the bag.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Your Flurry of Blows power deals 1 extra damage when it is triggered by an attack using this ki focus.

Power (Daily): Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* Until the end of your next turn, you ignore the enemy's immunities and resistances.

Quick Strike Ki Focus Level 4+

This long rope coils around your hands and feet, teaching you to strike with foot and hand as one.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and you shift 1 square per plus

Power (Daily): Free Action. *Trigger:* You damage an enemy with your Flurry of Blows power. *Effect:* You make a melee basic attack against that enemy.

Rain of Hammers Ki Focus Level 3+

This small, wooden box holds a pair of leaden hammers and a tiny drum. By beating the hammers against the drum, you sharpen your ki, accustoming your arms to deliver a steady stream of powerful attacks.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you reduce an enemy to 0 hit points or fewer, one enemy adjacent to you takes damage equal to 2 + this focus's enhancement bonus damage.

Power (Daily): Minor Action. Make an at-will attack against an enemy that you already hit with an attack during this turn.

Scavenger Bird Ki Focus Level 2+

This onyx statue of a raven with outspread wings brings your mind to the Raven Queen and the task she set before you. She would not wish you to waste killing strokes upon the dying.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and any shrouds you chose to invoke before the attack deal 2 extra damage.

Power (At-Will): Free Action. *Trigger:* You hit an enemy. *Effect:* You move all your shrouds on the enemy you hit to another enemy within 10 squares of you (up to the maximum number of shrouds allowed).

Windsoul Ki Focus Level 3+

This leather bag contains a dancing vortex of wind, which teaches you its secrets.

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 (Ki Focus)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and you push the target 1 square per plus

Property: While flying, you gain a +1 bonus to damage rolls with melee attacks using this ki focus.

Power (Daily): Free Action. *Trigger:* You hit an enemy with a melee attack using this ki focus. *Effect:* You also push the enemy a number of squares equal to the ki focus's enhancement bonus.



Mounts



Bridle of Rapid Action Level 5

This fine leather bridle lets you and your mount react more quickly to danger.

Item Slot: Mount 1,000 gp

Power (Encounter): No Action. Use this power at the beginning of an encounter before you roll initiative. The mount you are riding rolls an initiative check using your initiative modifier. If its check is higher than your check, you can use the mount's result in place of your own.

Ghost Bridle Level 4

This bridle gives a mount a phantasmal appearance and the ability to slip through solid objects.

Item Slot: Mount 840 gp

Property: The mount gains resist 10 necrotic.

Power (Daily): Minor Action. You and your mount gain phasing until the end of your next turn.

Horseshoes of Speed Level 3

These thin steel horseshoes grant a mount increased speed.

Item Slot: Mount 680 gp

Property: The mount's speed increases by 1 square for all movement modes.

Impenetrable Barding Level 1+

Through this barding, your heroism imparts a protective aura upon your mount that protects it.

Lvl 1	360 gp	Lvl 21	225,000 gp
Lvl 11	9,000 gp		

Item Slot: Mount (apply to barding)

Property: While it is ridden, the mount gains resistance to all damage equal to its rider's level, maximum 10.

Level 11: Maximum 20.

Level 21: Maximum 30.

Martyr's Saddle Level 6

Those who seek to protect their mounts at any cost favor this saddle.

Item Slot: Mount 1,800 gp

Property: The mount gains a +1 item bonus to all defenses.

Power (At-Will): Immediate Interrupt. Use this power when an attack would damage the mount you are riding. The mount takes half damage from the attack and you take the remainder. Nothing can reduce or prevent the damage that a rider takes in this way.

Mirrored Caparison Level 2

This coat contains rows of faceted crystals that protect against wide-ranging attacks.

Item Slot: Mount 520 gp

Property: The mount gains a +1 item bonus to Fortitude, Reflex, and Will defenses.

Power (At-Will): Immediate Interrupt. Use this power when an area attack would target the mount you are riding. The mount is not targeted by the attack.

Saddle of Strength Level 3

This dyed leather saddle is inset with brass and allows a mount to carry the heaviest loads.

Item Slot: Mount 680 gp

Property: The mount's carrying capacity increases by 50 percent in all categories. For example, a riding horse wearing this saddle would have a new normal load of 356 pounds, a new heavy load of 712 pounds, and a new maximum drag load of 1,781 pounds.

Saddle of the Nightmare Level 15

This black, twisted leather bridle lets you take advantage of your mount's ability to teleport.

Item Slot: Mount 25,000 gp

Property: When a mount teleports, the rider on the mount can remain mounted and teleport along with the mount even if the mount's movement doesn't normally allow it.

Saddle of the Shark Level 15

This saddle allows you and your mount to swim and breathe underwater.

Item Slot: Mount 25,000 gp

Property: Your mount gains the ability to breathe water as easily as it breathes air and gains a swim speed equal to its land speed. While mounted, you have the ability to breathe water as you would air, and you speak normally while underwater.

Skystrider Horseshoes Level 18

A mount wearing these horseshoes can take to the air.

Item Slot: Mount 85,000 gp

Property: The mount gains a fly speed equal to its land speed.

Steadfast Saddle Level 8

This saddle keeps you mounted when faced with effects that might normally knock you off your mount.

Item Slot: Mount 3,400 gp

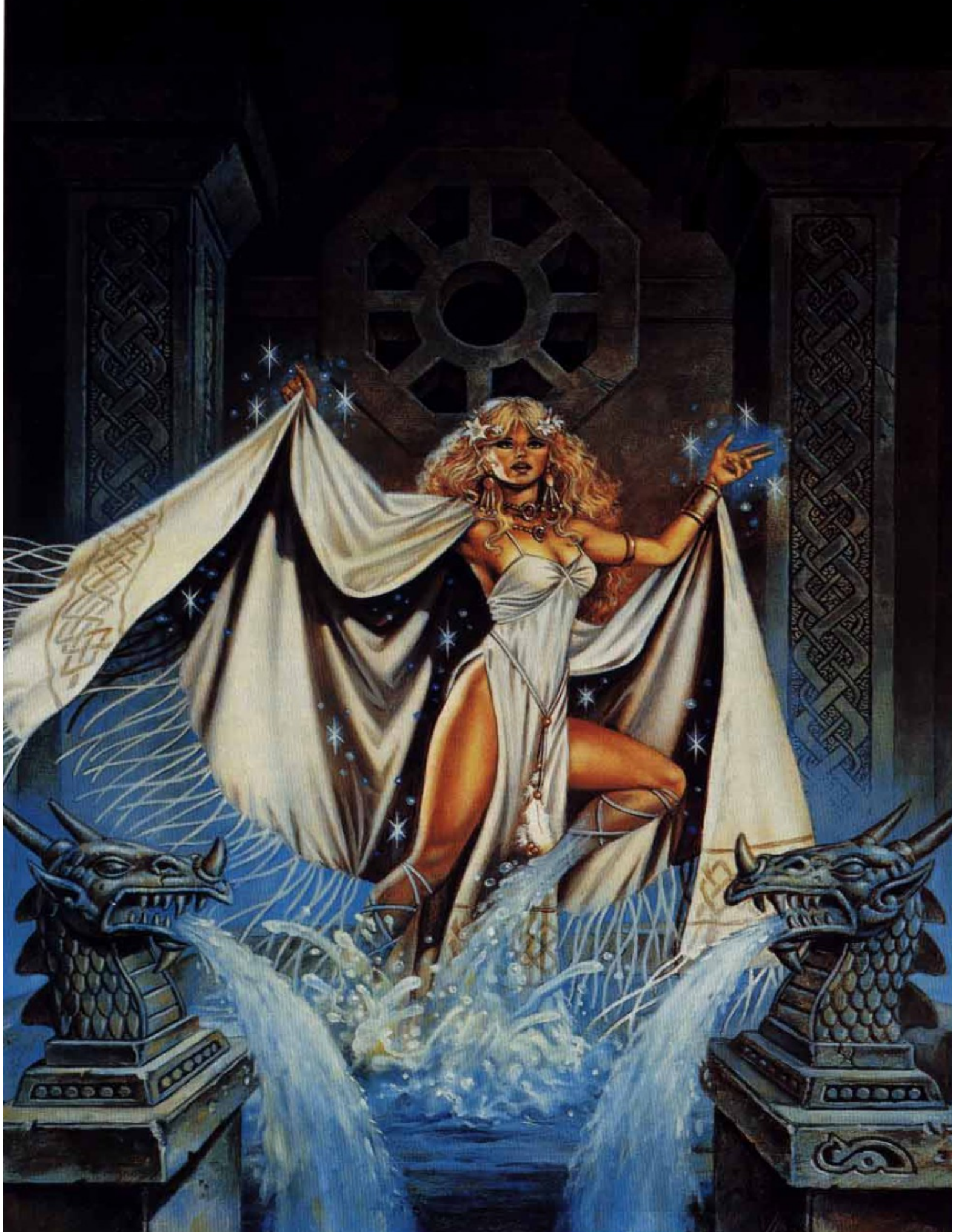
Power (Encounter): Immediate Interrupt. Use this power when the mount you are riding would be pulled, pushed, or slid. The mount is not pulled, pushed, or slid.

Zephyr Horseshoes Level 9

These black iron horseshoes allow a mount to race across all kinds of terrain.

Item Slot: Mount 4,200 gp

Property: The mount ignores the effect of difficult terrain and can cross liquid surfaces as if they were solid ground. Any adverse effect of that terrain, such as the damage from acid or magma, still affects the mount normally.





Absence Amulet Level 12+

This crystal bauble has no setting and is secured by an unassuming rawhide band.

Lvl 12	+3	13,000 gp	Lvl 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: Attempts to scry upon you, your location, or objects in your possession fail, as if the target of the attempt did not exist.

Abyssal Adornment Level 13+

Made of charred and twisted black metal, this heavy chain broods with bridled hate.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack that would deal acid, cold, fire, lightning, or thunder damage. Gain resist 20 against that damage type until the end of your next turn.
 Level 24 or 29: Resist 30.

Amulet of Aranea Level 15+

Your ability to ward off poison increases while wearing this spider-shaped talisman.

Lvl 15	+3	25,000 gp	Lvl 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: Gain resist 10 poison.
 Level 25 or 30: Resist 15 poison.

Power (Daily): Immediate Reaction. Use this power when you are hit by a melee attack. The attacker takes 1d10 poison damage and ongoing 10 poison (save ends). The attacker also takes a -2 penalty to saving throws against poison effects until the end of the encounter.
 Level 25 or 30: 2d10 poison damage, ongoing 20 poison (save ends).

Amulet of Attenuation Level 14+

This crude trinket has a rubbery shell that briefly toughens the skin.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack that deals damage. Reduce the damage by 15.
 Level 24 or 29: Reduce the damage by 20.

Amulet of Bodily Sanctity Level 14+

This heart-shaped ruby keepsafe is set in a gold cage.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Property: Gain a +2 item bonus to saving throws against ongoing damage.
Power (Daily): Minor Action. You and all allies within a number of squares of you equal to 2 + the amulet's enhancement bonus roll a saving throw against any current ongoing damage effect.

Amulet of Double Fortune Level 2+

Good luck begets even better luck when you wear this amulet.

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: When you score a critical hit, you make a saving throw against one effect that a save can end. You gain an item bonus to that saving throw equal to the amulet's enhancement bonus.

Amulet of Elegy Level 2+

This amulet allows you to infuse your voice with a sadness that grips the hearts of your foes.

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
Power (Daily): Free Action. **Trigger:** You use a power to produce an effect that a save can end. **Effect:** Each target of the power takes a penalty to its first saving throw against the effect equal to the amulet's enhancement bonus.

Amulet of Elusive Prey Level 14+

White ash, oak, and bloodwood are carved in concentric circles and scorched with an X mark to ward off attacks.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Property: If you end your turn at least 4 squares from the square in which you began it, gain a +2 item bonus to AC and Reflex defense until the start of your next turn.

Amulet of False Life Level 9+

This dark blue amulet with a crimson center increases your defenses and can be activated to grant you temporary hit points.

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): Minor Action. Use this power when you are bloodied to gain temporary hit points equal to your healing surge value.

Amulet of Health Level 3+

This golden amulet increases your defenses and resists poison.

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: Gain resist 5 poison.
 Level 13 or 18: Resist 10 poison.
 Level 23 or 28: Resist 15 poison.

Amulet of Inner Voice Level 14+

This clear diamond charm helps you shake off mental control.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Property: Gain a +2 item bonus to saving throws against effects with the charm or fear keyword.
Power (Daily): Immediate Interrupt. Use this power when you would be dominated by an effect that a save can end. Make a saving throw against the effect. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Amulet of Life Level 5+

Crafted in orum, and in the shape of a stylized sun, this amulet flairs with amber light whenever it's used.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Encounter ♦ Healing): Free Action. **Trigger:** Use this power when you spend a healing surge. **Effect:** You can spend an additional healing surge.

Amulet of Material Darkness Level 18+

Shadows congregate around the wearer of this onyx amulet.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Property: While in dim light or darkness, you are treated as having cover against area and ranged attacks. This property applies even against attackers who can see you normally or otherwise ignore concealment penalties.

Amulet of Mental Resolve Level 2+

Your mind is guarded when wearing this cold iron talisman.

Lvl 2	+1	520 gp	Lvl 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: Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.



Amulet of Physical Resolve Level 2+

This striking amulet wards you against effects that leave you physically debilitated.

Lvl 2 +1	520 gp	Lvl 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: Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

Amulet of Protection Level 1+

This light blue amulet increases your defenses.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Amulet of Resolution Level 2+

Whether the affliction be of mind or body, this mithral necklace gives you a second chance to ward it off.

Lvl 2 +1	520 gp	Lvl 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

Power (Daily): No Action. Use this power when you fail a saving throw. Reroll the saving throw, using the second result even if it's lower.

Amulet of Scales Level 13+

A fetish made from dragon scales and claws.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack with a keyword. Gain resist 5 against this keyword until the end of the encounter.

Level 23 or 28: Gain resist 10.



Amulet of Seduction Level 5+

Supposedly containing the tears of succubi, this glittering golden amulet can turn a foe's heart toward you and against itself.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

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

Property: When you impose a charm effect that a save can end, the target takes a -2 penalty to the first saving throw against the effect.

Power (Daily + Charm): Standard Action. Make an attack: Close burst 1; one creature in burst; Charisma + the amulet's enhancement bonus vs. Will; on a hit, the target cannot attack you (save ends). While this effect lasts, if the target is adjacent to you when you are targeted by a melee or a ranged attack, the target interposes itself (as an immediate interrupt) and becomes the target of the attack instead. If the target takes damage from any source, the effect of this power ends.

Amulet of the Diplomat Level 7+

This subtle, but pleasing looking amulet gives the wearer a confident and soothing manner.

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

Power (Daily): Minor Action. Until the end of your next turn, you gain an item bonus to Diplomacy checks, Will defense, and saving throws against charm effects equal to the amulet's enhancement bonus.

Amulet of the Unbroken Level 29

Encrusted with vibrant rubies that flash when it is used, this magnificent amulet proves that some heroes never say die.

Item Slot: Neck 2,625,000 gp

Enhancement: Fortitude, Reflex, and Will

Power (Daily + Healing): Immediate Interrupt. Use this power when you would be reduced to 0 or fewer hit points. Expend any number of healing surges and regain hit points as normal for each surge spent.

Amulet of Vigor Level 9+

This silver amulet bears an engraved prayer for health and healing on its back.

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

Property: Your healing surge value increases by an amount equal to the amulet's enhancement bonus -1.

Power (Daily + Healing): Free Action. Trigger: You spend a healing surge to regain hit points. Effect: You gain additional hit points as if you had spent another healing surge.

Amulet of Warding Level 3+

Polished to a mirror finish, this bronze disk reflects light upon those closest to you, warding them against danger.

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): Immediate Interrupt. Trigger: An ally adjacent to you is hit by an attack. Effect: The ally gains a power bonus to all defenses equal to the amulet's enhancement bonus until the start of your next turn.

Assassin's Cloak Level 14+

This voluminous cloak swallows you up, deadening the sounds you make and concealing your movements.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: When you make a Stealth check, you roll twice and use either result.

Power (Daily + Illusion): Minor Action. Make an attack: Close burst 2; Charisma + the amulet's enhancement bonus vs. Will; on a hit, you're invisible to the target (save ends).

Badge of the Berserker Level 2+

This fearsome badge, crafted from bits of bone and leathery flesh, is favored by those who savor taking the fight to the enemy.

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: When you charge, your movement made as part of the charge doesn't provoke opportunity attacks.

Bloodgem Shard Level 20+

This blood-red crystal absorbs the life force of your defeated foes, bolstering your defenses.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: When you reduce a nonminion creature to 0 hit points, you gain a cumulative +1 item bonus to Fortitude, Reflex, and Will (maximum +3) until the end of the encounter.

Bralani Cloak Level 20+

This cloak lets you slip through the Feywild and call upon its winds to move you off the ground.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain resist 15 psychic. Level 30: Resist 20 psychic.

Power (Daily + Teleportation): Move Action. You teleport a number of squares equal to your speed + this cloak's enhancement bonus. You don't have to end the teleport on the ground. You gain a fly speed of 8 (hover) until the end of your next turn.



Brimstone Cloak Level 20+

This cloak smells faintly of sulfur and helps resist both fire and poison.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain resist 10 fire and resist 10 poison.
Level 25 or 30: Resist 15 fire and resist 15 poison.

Power (Daily ♦ Fire): Immediate Reaction. Use this power when you are hit by a melee attack. The attacker takes ongoing 10 fire damage (save ends).
Level 25 or 30: Ongoing 15 fire damage (save ends).

Brooch of No Regrets Level 3+

This ornate golden shield pin bolsters your allies even in dire circumstances.

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. Use this power when an ally within 10 squares of you fails a saving throw. That ally rerolls that saving throw with a +2 power bonus and must use the second result, even if it's lower.
Level 13 or 18: An ally within 20 squares.
Level 23 or 28: An ally within line of sight.

Brooch of Shielding Level 3+

This ornate silver shield pin absorbs force attacks against you.

Lvl 3 +1	680 gp	Lvl 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: Gain resist 10 force.
Level 13 or 18: Resist 15 force.
Level 23 or 28: Resist 20 force.

Power (Daily): Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.

Brooch of Vitality Level 15+

This warm, redwood, heart-shaped brooch beats softly and represents the durability of life.

Lvl 15 +3	25,000 gp	Lvl 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: Increase your maximum hit points by 5.
Level 20: By 10 hit points.
Level 25: By 15 hit points.
Level 30: By 20 hit points.

Cape of the Mountebank Level 5+

With a flourish of this silk-hemmed garment, you transport out of harm's way.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Teleportation): Immediate Reaction. Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

Chamber Cloak Level 18+

This voluminous garment envelops you when you're hurt, giving you a safe place to recover.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Free Action. Use this power when you take damage from an enemy or trap. You disappear from the world, stepping through your cloak into a secure place on another plane. At the start of your next turn, you reappear within 5 squares of your original location.

Chaos Cloak Level 14+

This cloak is brightly colored and covered in nodules, like the skin of a slaad, and its effects are just as chaotic.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain resist 10 to all damage from elemental creatures.
Level 24 or 29: Resist 15 to all damage from elemental creatures.

Power (Daily ♦ Teleportation): Immediate Reaction.
Trigger: An enemy hits you with an attack that targets Fortitude, Reflex, or Will. **Effect:** Roll a d6 and apply the appropriate result.
1-2: You take half damage from the triggering enemy's attack.
3-4: You teleport 1d8 squares.
5-6: The triggering enemy takes damage equal to the damage it dealt you.

Choker of Eloquence Level 8+

This damask neck wrap quickens the tongue and finds favor with diplomats and aristocrats.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Bluff and Diplomacy checks equal to the item's enhancement bonus.

Power (Daily): Free Action. Use this power after you roll a Bluff or Diplomacy check. Reroll that check, using the second result even if it's lower.

Clasp of Noble Sacrifice Level 12+

This gold cloak buckle protects your friends with your life force.

Lvl 12 +3	13,000 gp	Lvl 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

Power (Daily): Minor Action. Until the end of the encounter, any time an ally within 5 squares of you spends a healing surge, it is deducted from your total instead of the ally's. Each time an ally spends one of your healing surges in this way, gain temporary hit points equal to the clasp's enhancement bonus.

Cloak of Arachnida Level 13+

This soft cloak is traced in spiderweb patterns.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain a +2 item bonus to saving throws against effects that immobilize or restrain you.
Level 23 or 28: Also gain resist 15 poison.

Power (Daily): Immediate Interrupt. Use this power when an adjacent enemy attacks you or moves away from you. Make an attack: Melee 1; Intelligence, Wisdom, or Charisma vs. Reflex; on a hit, the target is immobilized (save ends).

Cloak of Autumn's Child Level 19+

Woven from exotic Feywild leaves, this cloak whisks you to a soothing pocket of peace where afflictions are less severe.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Teleportation): Move Action. You disappear from the world into a safe pocket of the Feywild. While you are gone, all effects on you are suppressed (you don't take ongoing damage, for example). You roll saving throws at the end of each turn as normal, except you gain a +2 power bonus. Also, while gone, you remain as aware of your surroundings as if you were standing in your last position. At the start of each turn thereafter, you can choose to return to any space within 5 squares of your last position. Line of sight between the two positions must exist (you can't reappear on the other side of a wall, for example).

Cloak of Displacement Level 15+

This shimmering cloak conceals your precise location.

Lvl 15 +3	25,000 gp	Lvl 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: Each encounter, you gain a +2 item bonus to AC and Reflex defenses until an attack hits you.

Power (Daily ♦ Teleportation): Immediate Interrupt. Use this power when you would be hit with a melee or ranged attack. The attacker must reroll the attack, using the second result even if it's lower. If the attacker misses you, you can teleport 1 square.



Cloak of Distortion Level 4+

This cloak roils about you like the rippling air of a scorching desert.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.

Cloak of Elemental Evolution Level 25+

Stitched with the material forms of the elements, this cloak adopts the form of the element it is set to resist.

Lvl 25	+4	625,000 gp	Lvl 30	+5	3,125,000 gp
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Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Minor Action. Choose a damage type from the following list: acid, cold, fire, lightning, or thunder. Gain resist 10 against that damage type until the end of the encounter.

Power (At-Will): Immediate Interrupt. Use this power when you would take damage from an attack while you are under the effect of this item's daily power. Change the resistance provided by this cloak to any other damage type listed above. This lasts until the start of your next turn, at which point the damage type reverts to the type chosen when the item's daily power was activated.

Cloak of Feywild Escape Level 20+

This cloak of dark green swirls increases your defenses and can be activated to allow you to briefly gain respite in the Feywild.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Move Action. Choose an ally you can see. You disappear from the world until the start of your next turn, at which point you appear in any unoccupied space within 5 squares of the chosen ally.

Cloak of Invisibility Level 23+

This gold-hemmed cloak increases your defenses and can be activated to turn you invisible for a short time.

Lvl 23	+5	425,000 gp	Lvl 28	+6	2,125,000 gp
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Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Illusion): Standard Action. You become invisible until the end of the encounter or until you are hit by a melee attack or a ranged attack.

Cloak of Resistance Level 2+

This crimson-hemmed cloak can be activated to provide minor resistance to all attacks.

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

Power (Daily): Minor Action. Gain resist 5 to all damage until the start of your next turn.
Level 12 or 17: Resist 10 to all damage.
Level 22 or 27: Resist 15 to all damage.

Cloak of Survival Level 9+

This brown cloak can be activated to increase your endurance and provide resistance to cold and fire.

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

Property: Gain an item bonus to Endurance checks equal to the cloak's enhancement bonus. Gain resist 5 cold and resist 5 fire.

Level 19 or 24: Resist 10 cold and resist 10 fire.
Level 29: Resist 15 cold and resist 15 fire.

Cloak of the Bat Level 14+

Donning this dark brown cloak lets you perceive the world from a different perspective.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Polymorph): Standard Action. You assume the form of an ordinary bat and gain a fly speed equal to your speed until the end of the encounter or until you end the effect as a minor action. You can't attack, carry anything, or manipulate objects while in this form. If you end this effect while you're still airborne, you float to the ground without taking falling damage.

Cloak of the Cautious Level 9+

Dragonborn refer to this slick garment as the "cloak of the craven" because it facilitates hasty retreats.

Lvl 9	+2	4,200 gp	Lvl 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): Minor Action. Gain a +5 power bonus to speed until the end of your next turn. If you attack any target while this power is active, this effect ends and you are stunned until the end of your next turn.

Cloak of the Chirurgeon Level 3+

This garment gives you the confidence and knowledge to assuage an ally's pain.

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: Gain an item bonus to Heal checks equal to the enhancement bonus of this cloak.

Power (Daily): Minor Action. An adjacent ally regains 1 healing surge already spent today.

Cloak of the Phoenix Level 30

This elegant mantle is woven with elemental fire.

Lvl 30	+6	3,125,000 gp
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Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Fire, Healing): No Action. Use this power when you are reduced to 0 or fewer hit points. Deal 3d10 fire damage to all enemies within 3 squares of you, then disappear from the world in a plume of smoke. At the start of your next turn, you reappear in the same space, or the nearest unoccupied space if that space is taken. You are restored to full hit points, and all effects previously on you are eliminated. You lose all remaining healing surges (if any).

Cloak of the Shadowthief Level 19+

This cloak enwraps you in a veil of shadows, keeping your enemies constantly guessing.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Encounter): Minor Action. Until the end of your next turn, each enemy that you have concealment or cover against grants combat advantage to you.

Cloak of the Walking Wounded Level 4+

Thin red veins form across the fabric of this handsome cloak when its healing properties are evoked.

Lvl 4	+1	840 gp	Lvl 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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: If you use your second wind while bloodied, you can expend two healing surges instead of one (gaining hit points from both).

Cloak of Translocation Level 9+

This silver-white cloak glimmers and shimmers when you teleport, hampering your enemy's ability to locate you.

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

Property: When you use a teleportation power, you gain a +2 bonus to AC and Reflex until the end of your next turn.

Power (Daily): Minor Action. You regain the use of an encounter teleportation power that you have already used during this encounter.



Cloak of the Desert Level 13+

This tan cloak blends in perfectly with the desert sand.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Daily): Minor Action. You gain concealment until the end of the encounter as sand swirls around you. Until the end of the encounter, you can unleash the sand in an attack: Standard action; Close burst 3; targets each enemy in burst; Constitution + the cloak's enhancement bonus vs. Fortitude; on a hit, the target takes 1d6 damage per plus and is blinded until the end of its next turn. If you make this attack, the concealment granted by this power ends.

Collar of Recovery Level 4+

Inset with a bloodstone, this neckpiece aids healing.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Property: Gain extra hit points equal to this item's enhancement bonus when you spend a healing surge to regain hit points.

Courtier's Cape Level 8+

You have uncommon confidence while this short silk cape hangs from your shoulders.

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		

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Property: You gain a +2 item bonus to saving throws against charm and fear effects.
Power (Daily ♦ Charm): Immediate Interrupt. *Trigger:* An enemy targets you with a charm or fear power. *Effect:* You change the target of that power from yourself to any other creature within 5 squares of you.

Death-Defying Cloak Level 24+

This voluminous mantle lets you cheat death.

Lvl 24 +5	525,000 gp	Lvl 29 +6	2,625,000 gp
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Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Daily ♦ Illusion): Immediate Interrupt. Use this power when you would be reduced to 0 or fewer hit points. Instead, you are reduced to 1 hit point. You also become invisible until the end of your next turn or until you attack (whichever comes first). Until you become visible, an illusion of your deceased body appears on the ground where you would have fallen. Anyone who touches or otherwise manipulates the body sees through the illusion automatically. Otherwise a Perception check (DC 20 + the cloak's level) is required to discern the illusion.

Demon Amulet Level 14+

This simple amulet consists of a cord wrapped around a chunk of bone or horn from a demon.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Daily): Minor Action. Choose acid, cold, fire, lightning, or thunder. You gain resist 10 to the chosen damage type until the end of the encounter.

Disk of Energy Resistance Level 4+

The runes inscribed around the gemstone set in the center of this metal disk are wards to protect you from magical attacks.

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

Item Slot: Neck (attached component)
Requirement: You must have the living construct racial trait to use this item.
Enhancement: Fortitude, Reflex, and Will
Power (Daily): Immediate Reaction. *Trigger:* You are hit by a fire, force, lightning, psychic, radiant, or thunder attack. *Effect:* You gain resist 5 against one of the attack's triggering damage types until the end of the encounter.
 Level 14 or 19: Resist 10.
 Level 24 or 29: Resist 20.

Dreamstone Amulet Level 12+

This amulet consists of a piece of onyxlike stone shot through with dimly glowing veins set in gold and hanging on a gold chain. The stone is carved to look like an eye, and its gold setting is like the lids of that eye. The glowing veins make the inky eye appear bloodshot with light. As you look at it, the golden lids blink, and the eye turns to focus on you.

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: While asleep, you don't take the -5 penalty to Perception checks.
Power (Daily): Minor Action. Use this power to remove the blinded condition and gain blindsight until the end of your next turn.

Drow House Insignia Level 12+

This amulet is expertly carved to display the insignia of a drow noble house.

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
Properties: Gain an item bonus equal to the enhancement bonus to Intimidate checks when dealing with drow or spiders.
Power (Daily): Minor Action. Your form wavers and shifts, making you hard to see. You gain an item bonus equal to the amulet's enhancement bonus to Stealth checks and gain concealment until the end of the encounter.

Elven Cloak Level 7+

This cloak of swirling leaves, crafted in the elven tradition, increases your stealth.

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: Gain an item bonus to Stealth checks equal to the cloak's enhancement bonus.

Essence of the Scout Level 4+

By installing this metal disk in your chest, your movements make scarcely a sound.

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	2,650,000 gp

Item Slot: Neck (embedded component)
Requirement: You must have the living construct racial trait to use this item.
Enhancement: Fortitude, Reflex, and Will
Property: You gain a +2 item bonus to Stealth checks.
Power (Daily): Minor Action. You gain a +5 power bonus to your next Stealth check made before the end of your next turn.

Evil Eye Fetish Level 8+

The vile bloodshot eye attached to this rawhide collar punishes those who seek to take advantage of you.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Property: An enemy with combat advantage against you that hits you takes necrotic damage equal to this item's enhancement bonus.

Fireflower Pendant Level 7+

Formed from a string of fire opals, this ornament unleashes fiery retribution.

Lvl 7 +2	2,600 gp	Lvl 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: If you take fire damage from an enemy attack, the first attack you make before the end of your next turn deals extra fire damage equal to the pendant's enhancement bonus.



Flamewrath Cape Level 14+

Intermittent wisps of smoke rise from this garment, which can burst into flame upon your command.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Intimidate checks equal to the cloak's enhancement bonus.

Power (Daily ♦ Fire): Minor Action. Until the end of your next turn, your melee attacks deal extra fire damage equal to the cloak's enhancement bonus. Also, until the end of your next turn, an enemy that hits you with a melee attack takes 3d6 fire damage.

Level 19: 4d6 fire damage.
Level 24: 5d6 fire damage.
Level 29: 6d6 fire damage.

Frostwolf Pelt Level 4+

The icy white fur of this cloak protects you against frost.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain resist 5 cold.
Level 14 or 19: Resist 10 cold.
Level 24 or 29: Resist 15 cold.

Power (Daily): Immediate Reaction. **Trigger:** An enemy adjacent to you hits you. **Effect:** The triggering enemy is knocked prone.

Gloaming Shroud Level 3+

This billowing cloak drinks in the 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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Stealth checks in dim light or darkness equal to the shroud's enhancement bonus.

Power (Daily ♦ Zone): Minor Action. Create a zone of dim light (close burst 10) that lasts until the end of the encounter. Bright light created or brought into the zone is reduced to dim light while within the zone.

Gorget of Reciprocity Level 30

Runic symbols meaning "an eye for an eye" adorn this decorative platinum neck armor.

Item Slot: Neck 3,125,000 gp

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Reaction. Use this power when you are hit by an attack. The attacker is also hit by the attack (no attack roll required); the damage roll and effects are identical to the attack against you.

Greenstone Amulet Level 28

Extracted from burning realms within the Nine Hells, greenstone is valued by archdevils for its bestowed resistance to psychic effects and scrying.

Lvl 28 +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain resist 15 psychic.

Property: Rituals that have the scrying category that are directed at you or allies within 10 squares of you fail.

Power (Daily): Immediate Interrupt. Use this power when you would be hit by an attack that has the charm keyword. Make a saving throw. On a save, the attack misses you, and you ignore any miss effects the attack has.

Guardian's Cape Level 20+

This dark blue cape can be activated to allow you to teleport and switch places with an ally.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Teleportation): Move Action. Teleport to the space of an ally within 10 squares of you; that ally simultaneously teleports to your original space. You need not have line of sight or line of effect to the ally's space.

Guardian's Circlets Level 8+

The bodyguards of House Deneith relish these paired necklaces to keep their clients safer from harm.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily ♦ Teleportation): Immediate Interrupt. Use this power when the wearer of the attuned circlet is within 5 squares and would be bloodied by an attack. You and the ally switch spaces and you take the damage instead.

Level 18 or 23: As above, affecting the ally within 10 squares.
Level 28: As above, affecting the ally within 15 squares.

Special: If you have the Mark of Sentinel, add 5 squares to the range of the guardian's circlet.

Special: Each guardian circlet has one attuned circlet. The attuned circlet has no magical properties beyond the attunement, and does not take up the neck item slot of its wearer. The wearer of the guardian circlet can create a replacement attuned circlet during an extended rest (destroying any existing attuned circlet).

Healer's Brooch Level 4+

This innocuous adornment boosts your healing powers.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

Hypnotic Pendant Level 13+

This pendant has the power to plant hypnotic suggestions in the minds of those around you.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, Will

Power (Daily ♦ Charm): Standard Action. You make the following ranged attack against one creature within 10 squares of you; +16 vs. Will. **Hit:** You designate a specific time or date in the future (for example, noon tomorrow) or a specific event that might occur in the future (for example, when you next see the blacksmith). If the designated time or event occurs before you use this item's power again, the target is dominated by you (save ends). You do not need to be near the target or have line of sight or effect to the target to choose its actions for the purposes of the dominated effect.

Level 18: +21 vs. Will.
Level 23: +26 vs. Will.
Level 28: +29 vs. Will.

Liar's Trinket Level 13+

No two of these adornments look alike, but all appear to be mundane necklaces of little value.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Bluff checks equal to the trinket's enhancement bonus. While you wear the trinket, it appears nonmagical unless an observer succeeds on an Arcana check (DC 20 + the trinket's level).

Property: Whenever you are subject to a divination or scrying ritual, such as Discern Lies or Observe Creature, the ritualist must succeed on an Arcana check opposed by your Bluff check. If the ritualist's check fails, the ritual doesn't work on you, the ritualist cannot discern the source of the failure, and resources are expended as normal to perform the ritual.

Life Charm Level 25+

This small, heart-shaped pendant beats softly after you fall in battle, drawing your fleeting spirit back from death's door.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Automatically succeed on death saving throws.

Life Force Amulet Level 17+

This beautifully crafted amulet of fomorian make uses the life force of your slain foes to heal your allies.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: The first time each day that you reduce an enemy to 0 hit points, increase the healing provided by the next use of this item's power by 4 points.

Power (Daily ♦ Healing): Minor Action. Target creature within 5 squares of you regains 20 hit points.
Level 22: The target regains 30 hit points.
Level 27: The target regains 40 hit points.



Lifesaving Brooch Level 2+

This small white and red pin helps those who seek to aid 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	Lvl 27 +6	1,625,000 gp

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Property: Allies gain a +5 bonus to Heal checks to administer first aid to you.

Lucky Charm Level 4+

Monkey's paw or rabbit's foot, this lucky charm helps you snatch victory from the jaws of defeat.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Daily): No Action. *Trigger:* You miss with an attack or fail a skill check, ability check, or saving throw. *Effect:* Roll a d6 and add the result to the attack roll, skill check, ability check, or saving throw.
Level 14 or 19: Roll a d6 twice and add either result.
Level 24 or 29: Roll a d6 three times and add any of those results.

Manshoon's Bloodmask (+6) Level 30

This full-face mask of rich, dark cloth reveals only the wearer's eyes.

Item Slots: Head and neck
Enhancement Bonus: Fortitude, Reflex, and Will
Property: You gain a +6 item bonus to saving throws against charm effects.
Property: You gain a +6 item bonus to Insight checks.
Property: You gain resist 10 to damage from all ranged attacks.
Property: You can see invisible creatures as though they were visible.
Property: You can understand any language, even if you can't speak it.
Property: If you are undead, your vulnerability to radiant damage is negated while wearing the *bloodmask*.
Property: If you are a vampire, you can regenerate even while exposed to sunlight.
Power (At-Will): Free Action. You can use the *feather fall* power (wizard 2). You are cloaked in a cloud of shadowy bat forms as you fall.
Quirks: If you are not undead, you spend two healing surges when donning the *bloodmask* for the first time during a day or at the beginning of any day in which the mask is already worn.
 You can regain healing surges lost to the *bloodmask* by killing a sentient living creature and drinking its blood. You can drink through the *bloodmask*, even though it covers your mouth.
 Undead sense the value of the *bloodmask* and gain a +2 bonus to attack rolls against a living creature that wears it.

Mantle of Faith Level 14+

Woven of celestial thread, these vestments carry the boon of divine protection.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Daily ♦ Healing): Immediate Reaction. Use this power when you take damage from an attack. Regain hit points equal to the damage taken up to twice your healing surge value.

Medallion of Death Deferred Level 9+

This distinctive talisman holds the icy grip of death in check.

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): No Action. Use this power when you are reduced to 0 hit points or fewer. You regain hit points equal to 3 per plus of this item.

Medallion of the Mind Level 14+

The amethyst pupil on this medallion glows softly when your thoughts take root in the minds of those around you.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Property: You gain an item bonus to Insight checks equal to the medallion's enhancement bonus.
Property: You can communicate telepathically with any creature you can see. Those willing to communicate with you can send thoughts back to you, allowing two-way communication. This telepathic communication fulfills the requirement of a class feature or power that a target be able to hear you.
Power (Daily): Free Action. *Trigger:* An enemy you grant combat advantage to hits or misses you. *Effect:* The triggering enemy grants combat advantage to your allies until the start of your next turn.

Medic's Amulet Level 9+

This amulet helps healers staunch wounds.

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
Property: You gain an item bonus to Heal checks equal to the amulet's enhancement bonus.
Property: When you use a healing power on an ally or succeed on a Heal check to perform first aid on an ally, that ally also makes a saving throw against an ongoing damage effect.

Moonlight Lavalere Level 18+

This pendant sheds a soft moonlight glow when you are attacked, dazing enemies that hit you.

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

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Daily): Minor Action. Until the end of the encounter or until you make an attack, you gain a +2 bonus to all defenses, and any creature that hits you is dazed until the start of your next turn.

Necklace of Fireballs Level 15+

A star ruby, glowing with inner fire, hangs from an iron chain.

Lvl 15 +3	25,000 gp	Lvl 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
Power (Daily ♦ Fire): Standard Action. Pull the ruby from the necklace and throw it. Make an attack: Area burst 2 within 10 squares; Intelligence or Dexterity vs. Reflex (add the necklace's enhancement bonus to the attack roll); on a hit, the target takes fire damage equal to 5d6 + the necklace's enhancement bonus (half damage on a miss). After an extended rest, the necklace regrows a new ruby and can be used again.
Level 20: 6d6 + enhancement bonus fire damage.
Level 25: 7d6 + enhancement bonus fire damage.
Level 30: 8d6 + enhancement bonus fire damage.

Necklace of Keys Level 3+

Each key threaded through this leather cord necklace can unlock a portal, even one you haven't detected yet.

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 Thievery checks to open locks equal to the necklace's enhancement bonus.
Power (Daily ♦ Teleportation): Minor Action. If you're grabbed or restrained, you can teleport 3 squares.
Level 13 or 18: Teleport 5 squares.
Level 23 or 28: Teleport 10 squares.

Orc's-Eye Amulet Level 8+

This amulet, consisting of a magic eye within a cloth pouch, has the power to fortify you.

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		

Item Slot: Neck
Enhancement: Fortitude, Reflex, and Will
Power (Encounter): Immediate Reaction. *Trigger:* An ally within 10 squares of you bloodies an enemy. *Effect:* The ally gains temporary hit points equal to 3 + the amulet's enhancement bonus.
Level 18 or 23: 6 + the amulet's enhancement bonus.
Level 28: 9 + the amulet's enhancement bonus.



Ornament of Alertness Level 3+

This small amulet or token is etched with an eye and sharpens your senses.

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: Gain an item bonus to Perception checks equal to the ornament's enhancement bonus.

Power (Daily): Minor Action. Until the end of the encounter, enemies don't gain the normal +2 bonus to attack rolls when you grant them combat advantage. They still gain any other benefit of combat advantage.

Peacemaker's Periapt Level 8+

Carved from alabaster and shaped into the stylized likeness of a dove, this amulet enhances your charm.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Diplomacy checks equal to the periapt's enhancement bonus.

Power (Daily ♦ Charm): Minor Action. Choose a target within 10 squares of you. That target takes a -2 penalty to melee and ranged attack rolls against you for the remainder of the encounter or until you attack it (whichever comes first).

Periapt of Cascading Health Level 10+

Adventurers feel a little more confident fighting dragons with this bauble in their possession.

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

Power (Encounter): Minor Action. You end one condition that a save can end.

Level 20 and 25: You gain a +2 power bonus to all other saving throws you make this turn.

Level 30: Whenever you end a condition with this power, you ignore aftereffects that condition has.

Periapt of Proof against Poison Level 4+

The black gem on this thin silver chain turns white when you're exposed to poison.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain resist 5 poison.

Level 14 or 19: Resist 10 poison.

Level 24 or 29: Resist 20 poison.

Power (Daily): Immediate Interrupt. *Trigger:* You take damage from a poison attack. *Effect:* Your resistance to poison increases by 15 until the end of your next turn.

Periapt of Recovery Level 8+

Ward off death's grasp with this small pendant.

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		

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain a +2 item bonus to death saving throws.

Periapt of Wisdom Level 13+

This silver amulet increases your wisdom and can be activated to greatly enhance the strength of your will.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain a +1 item bonus to Wisdom ability checks and Wisdom-based skill checks (but not Wisdom attacks).

Level 23 or 28: +2 item bonus.

Power (Daily): Immediate Interrupt. You can use this power when you are hit by an attack that targets your Will defense. Gain a +5 power bonus to Will against the attack.

Periapt of Wound Closure Level 25+

This bright red stone on a golden chain bleeds freely when you overcome a terrible injury.

Lvl 25 +5	625,000 gp	Lvl 30 +6	3,125,000 gp
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Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain an item bonus to saving throws against untyped ongoing damage equal to the periapt's enhancement bonus.

Power (Daily ♦ Healing): No Action. *Trigger:* An attack reduces you to 0 hit points or fewer. *Effect:* You spend a healing surge and regain additional hit points equal to your healing surge value + 10.

Level 30: Your healing surge value + 15.

Piwafwi Level 17+

A long cloak of woven spidersilk sparkles in the moonlight.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an item bonus to Stealth checks equal to the cloak's enhancement bonus. Gain resist 5 fire.

Level 22 or 27: Resist 10 fire

Power (Daily ♦ Illusion): Minor Action. You have concealment until you make an attack or are hit by an attack.

Possum Amulet Level 23+

When you're deeply wounded, this amulet stems the flow of blood to prevent you from dying.

Lvl 23 +5	425,000 gp	Lvl 28 +6	2,125,000 gp
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Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): No Action. *Trigger:* An attack reduces you to 0 hit points or fewer. *Effect:* You are instead reduced to 1 hit point and knocked prone. Enemies believe that you have been reduced to 0 hit points, and you gain total concealment from them until the end of your next turn.

Raven Cloak Level 9+

Emblazoned with the symbol of the Raven Queen, this cloak protects you from the dead of winter and death.

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 defense

Property: You gain resist 5 cold and resist 5 necrotic.

Level 19 or 24: You gain resist 10 cold and resist 10 necrotic.

Level 29: You gain resist 15 cold and resist 15 necrotic.

Power (Daily): No Action. *Trigger:* You fail a saving throw. *Effect:* Roll that saving throw with a +5 bonus. If the saving throw is a death saving throw, you gain a +10 bonus.

Regis's Ruby Pendant Level 23

This large, glittering pear-shaped ruby hangs from a heavy gold chain.

Lvl 23 +5	425,000 gp (unique; this item cannot be purchased or created with the Enchant Magic Item ritual)
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Item Slot: Neck

Enhancement: Fortitude, Reflex, Will

Power (Daily ♦ Charm): Standard Action. You make the following ranged attack against one creature within 10 squares of you; +30 vs. Will. *Hit:* You designate a specific time or date in the future (for example, noon tomorrow) or a specific event that might occur in the future (for example, when you next see the blacksmith). If the designated time or event occurs before you use this item's power again, the target is dominated by you (save ends). You do not need to be near the target or have line of sight or effect to the target to choose its actions for the purposes of the dominated effect.

Resilience Amulet Level 8+

A platinum disk overlaid with a crystalline star, this amulet repels lasting injuries.

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		

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Reaction. Use this power when you are hit by an attack that deals ongoing damage. Make a saving throw against the ongoing damage. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Safewing Amulet Level 3+

This orange amulet reduces the damage you suffer when falling.

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 falling, reduce the distance by 10 feet for every plus (-10 feet for +1, -20 feet for +2, and so on) for the purpose of calculating damage. You always land on your feet after a fall.



Scarab of Invulnerability Level 30

This night black amulet can be activated to make you invulnerable for a short time.

Lvl 30 +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Minor Action. You have immunity to damage until the end of your next turn.

Seashimmer Cloak Level 13+

Phantom rivulets of water stream down this cloak, and when you're submerged, the cloak is indistinguishable from the water around it.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain a swim speed equal to your speed and can breathe underwater.

Power (Daily): Immediate Interrupt. **Trigger:** An enemy hits you. **Effect:** You become insubstantial until the start of your next turn.

Shroud of Ravens Level 13+

Pulling this cloak's black hood over your head transforms you into a murder of ravens.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily + Polymorph): Immediate Reaction. **Trigger:** You take damage from an attack. **Effect:** You transform into a cloud of screaming ravens until the start of your next turn. While transformed, you become insubstantial and gain a fly speed equal to your speed. In addition, you shift a number of squares equal to the shroud's enhancement bonus.

Soul Shard Talisman Level 24+

Heavy for its size, this black metal pendant emanates a wisp of blue smoke when a soul is trapped inside it.

Lvl 24 +5 525,000 gp	Lvl 29 +6 2,625,000 gp
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Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: When you reduce a nonminion enemy to 0 hit points, this talisman gains a charge. There is no limit to the number of charges it can gain, but it resets to 1 charge after an extended rest.

Power (Daily + Healing): Minor Action. You expend 1 charge from this talisman and regain 3d6 hit points plus additional hit points equal to 4 times the number of charges remaining in the talisman.

Level 29: 3d8 hit points plus 6 times the number of charges remaining in the talisman.

Star of the Astral Sea Level 29

This immense blue star sapphire glows when your allies approach death and allows you to use your own life force to rejuvenate them.

Lvl 29 +6 2,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Free Action. Use this power when an ally in line of sight is reduced to 0 or fewer hit points. Spend a healing surge. The ally regains hit points as if he or she had spent a healing surge.

Steadfast Amulet Level 8+

The crystal set in this amulet helps to focus your mind.

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	

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Interrupt. Use this power when you are dazed or stunned by an attack. Make a saving throw against the condition. On a failure, you don't expend the use of this power and no daily use of a magic item power occurs.

Stormwalker's Cloak Level 15+

This dark gray cloak with lightning-bolt edging provides protection from lightning and thunder damage and can be activated to deal such damage to your opponents for a short time.

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: Gain resist 10 lightning and resist 10 thunder. Level 25 or 30: Resist 15 lightning and resist 15 thunder.

Power (Daily + Lightning, Thunder): Minor Action. Until the end of your next turn, each time you are hit by a melee attack the attacker takes 3d6 lightning damage or 3d6 thunder damage (your choice).

Level 20: 4d6 lightning damage or 4d6 thunder damage.

Level 25: 5d6 lightning damage or 5d6 thunder damage.

Level 30: 6d6 lightning damage or 6d6 thunder damage.

Sustaining Cloak Level 2+

The master arcanists of Bael Turath bound supernatural spirits to these cloaks to fuel their power.

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

Power (Encounter): No Action. **Trigger:** A power or an effect you could sustain would end. **Effect:** You sustain that power without using the action normally required (sustaining it on subsequent rounds still requires the appropriate action).

Talisman of Repulsion Level 30

This platinum talisman is inset with astral diamonds that flash brightly and unleash a burst of force when you are threatened.

Lvl 30 +6 3,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Reaction. Use this power when you are hit by a melee attack. Make an attack against the enemy that attacked you: Melee 1; +35 vs. Fortitude; on a hit, the target slides 5 squares and is immobilized until the end of your next turn.

Talisman of Terror Level 7+

This amulet depicts a face with an expression of abject terror.

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: When you use a fear power, each target takes a -1 penalty to saving throws against any ongoing effects of the power.

Level 12 or 17: -2 penalty.

Level 22 or 27: -3 penalty.

Talon Amulet Level 3

Bearing a single dragon's claw, this necklace sharpens your attacks and discourages marauders as well.

Lvl 3 +1 680 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain +1 item bonus to damage rolls when you have combat advantage.

Power (Daily): Minor Action. Until the end of the encounter, any creature that hits you with a melee attack takes 1d6 damage.

Tattered Cloak Level 19+

This ragged cloak holds a secret defense.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily + Charm): Minor Action. Make an attack: Close burst 5; targets each enemy in burst; item's level +3 vs. Will defense; the target cannot attack you (save ends).

Tenebrous Shroud Level 13+

This cloak wraps around you in inky blackness.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain resist 10 necrotic.

Level 15 or 20: Resist 15 necrotic

Level 25 or 30: Resist 20 necrotic.

Power (Daily): Immediate reaction. You can use this power when you are hit by a melee attack. You become invisible until the end of your next turn.



Timeless Locket Level 14+

This golden locket helps you make the most out of each moment.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain an item bonus to initiative checks equal to the locket's enhancement bonus.

Power (Daily): Minor Action. You take a standard action.

Torc of Fortune Level 14+

This large silver hoop of eladrin make is worn around the neck. It is decorated with a fine pattern resembling dragon scales.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You can shift 2 when you succeed on a saving throw on your turn.

Power (Daily): Free Action. Add 2 to the result of a d20 roll you just made. Use the new result.

Torc of Power Preservation Level 15+

This platinum and gold neckband contains a reservoir of energy that you can tap.

Lvl 15	+3	25,000 gp	Lvl 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

Power (Daily): Free Action. Use this power after you use an encounter power of the torc's level or lower. Roll

1d20 + the torc's enhancement bonus. If the result is 10 or higher, that power renews as if you had taken a short rest. If the result is lower than 10, you don't expend the use of this power and no daily use of a magic item power occurs.

Vistani Eye Amulet Level 2+

A large tiger-eye jewel serves as this item's pendant. The jewel sometimes moves like an actual eye, and it helps you discharge eye-related effects.

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 gain an item bonus to saving throws equal to the enhancement bonus against effects imposed by attacks that have the gaze keyword, that originate in the attacker's eye or eyes (DM discretion), or that affect your eyes or sight.

Power (Daily): Free Action. You make a saving throw to end an effect against which this item grants a bonus to saving throws even if a save cannot normally end the effect. If you save, the effect ends.

Wyrmtouched Amulet Level 19+

Shaped in the likeness of a dragon and adorned with Draconic runes, this handsome amulet is a boon to dragonborn.

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

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: If you are a dragonborn, gain resist 10 to the same type of damage dealt by your *dragon breath* power. After you use your *dragon breath* power, the resistance increases to 20 until the end of your next turn.

Level 24: Resist 15, resist 30 after using *dragon breath*

Level 29: Resist 20, resist 40 after using *dragon breath*

Power (Daily): Immediate Reaction. Use this power when you become bloodied. If you have the *dragon breath* power, you can use it even if you have already expended it this encounter.





Faarlung's Algorithm Paragon Level

Created by the archwizard Faarlung, the Algorithm consists of an ever-shifting, mathematically derived arcane formula which contains the power to unravel the fabric of reality. It appears as a metal orb covered with nearly invisible sliding mechanisms and plates. The surface of the orb is inscribed with runes and arcane geometric diagrams that glow as the Algorithm is solved.

Faarlung's Algorithm is a +4 magic orb with the following properties and powers.

Enhancement: Attack rolls and damage rolls

Critical: +4d6 damage

Property: You gain a +2 item bonus on Arcana checks.

Property: When a party first obtains the Algorithm and at the end of each extended rest, Faarlung's Algorithm re-attunes itself to a random damage type: 1-Lightning, 2-Thunder, 3-Fire, 4-Cold, 5-Acid, 6-Force. All the Algorithm's attacks and its critical bonus damage deal damage of this type.

Property: You gain resist 5 to the damage type selected by the Algorithm's random property.

Power (Encounter ♦ Varies): Free Action. *Trigger:* You hit with an attack. *Effect:* The triggering attack deals damage of the type selected by the Algorithm's random property instead of the damage type it normally deals and deals 2d6 extra damage. In addition, the attack ignores damage resistance.

Power (Daily ♦ Arcane, Implement): Standard Action. You can use *dispel magic* (wizard 6). You can use Charisma or Wisdom in place of Intelligence for this power.

Gith Orb of Illithid's Bane Level 14+

This silvery orb emits tendrils of psychic interference, piercing the minds of those who wield mental powers.

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 (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (Daily ♦ Psychic): Immediate Reaction. Use this power when an enemy within 10 squares uses a power that has the psychic keyword. The enemy takes 10 psychic damage, and all enemies adjacent to the target take 5 psychic damage.

Level 24 or 29: The enemy takes 15 psychic damage, and adjacent enemies take 10 psychic damage.



Loun Orb Level 25+

A favorite implement of the orb mages of the Swan Tower, this crystal orb is filled with the potent purple haze of the Meznathin Expanse, and allows the caster to extend her will and arcane power to the orb's location.

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

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Property: The loun orb can be commanded to orbit around your body. Though you never touch the orb, its orbit is held aloft and controlled by the commands of one of your hands, and you are considered to be wielding this implement with that hand.

Power (Daily): Minor Action. You release the loun orb from your hand or its orbit, and you move it 5 squares into an unoccupied space, where it then hovers. The orb cannot be attacked or affected by another creature, though it does take up the space as though it were one of your allies.

You can deliver arcane attack powers through the loun orb as if you were wielding it (the attacks originate through the loun orb's space). You can do so as long as you sustain this power, provided that the orb is never more than 5 squares away from you. If you use the orb to use a daily attack power, or if the orb is ever more than 5 squares away from you, or if you are reduced to 0 or fewer hit points, the orb falls in the square it occupies and this power's effect ends.

Sustain Minor: You can move the orb 5 squares and make arcane attacks through it until the end of your next turn.

Magic Orb Level 1+

A standard crystal orb, enchanted to channel arcane energy.

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

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Moran's Eye Level 14

This sphere of translucent orange crystal is 6 inches in diameter and warm to the touch. One side of the orb features a gold-flecked disk split by a vertical black slash, like a cat's eye.

Lvl 14 +3 21,000 gp

Implement (Orb) or Wondrous Item

Enhancement: Attack rolls and damage rolls

Critical: +3d6 damage

Property: You gain a +5 bonus to Arcana checks as long as you have the Eye in your possession.

Power (Daily ♦ Arcane, Implement): *Smoldering Eye.* Standard Action. Close blast 5; Intelligence vs. Reflex; target takes ongoing 10 fire damage and a -2 penalty to attack rolls (save ends both).

Power (Encounter ♦ Arcane, Implement): *Baleful Eye.* Minor Action. Ranged 10; Intelligence vs. Will; the target is slowed and cannot teleport (save ends both). The effect ends if the wielder uses *baleful eye* on another creature.

Ritual of Retrieval: The wielder of Moran's Eye can perform a unique ritual (see below).

Special: A humanoid of large size can fit the orb into an empty eye socket. When worn in this fashion, Moran's Eye functions as a wondrous item and its powers change as follows.

Baleful Eye: At-will; Constitution vs. Will.

Smoldering Eye: Encounter; Constitution vs. Reflex; using the power deals 10 psychic damage to the wearer.

Murkoorak's Orb Heroic Level

This crystalline silver gem glows when you have advantage over your foes.

Implement (Orb)

Enhancement: +2 to attack rolls and damage rolls

Critical: +2d6 damage, or +2d10 damage if you have combat advantage

Power (Daily): Free Action. *Trigger:* You hit a target that is granting combat advantage to you. *Effect:* You deal 2d6 extra damage to that target.

Orb of Accuracy Level 14+

Though your opponent attempts to hide, this silver-caged, crystalline orb enables you to perceive its location.

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 (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 per plus against enemies that are invisible or that have concealment or total concealment from you

Property: When you use an arcane attack power through this orb, you take a -1 penalty (instead of -2) to attack rolls against enemies that have concealment from you, and a -3 penalty (instead of -5) to attack rolls against enemies that have total concealment from you.

Orb of Arcane Generosity Level 24+

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

Lvl 24 +5 525,000 gp Lvl 29 +6 2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily ♦ Healing): Free Action. Use this power when you use an arcane utility power. All allies within 5 squares of you can spend a healing surge and regain an additional 3d6 hit points.

Orb of Augmented Stasis Level 12+

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

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

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Orbs



Orb of Coercive Dementia Level 19+

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

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

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Standard Action. Make an attack: Ranged 5; Intelligence vs. Will (add the orb's enhancement bonus to the attack roll); on a hit, the target loses one of its unexpended powers for the rest of the encounter. The lost power is the one with the slowest recharge (daily is slower than encounter, encounter is slower than recharge 6, and so on). If multiple powers qualify as having the slowest recharge, randomly determine which one is lost. If the target has no unexpended powers that are not at-will, you regain the use of this power.

Orb of Crimson Commitment Level 14+

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

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

Implement (Orb)

Enhancement: Attack rolls and damage rolls

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

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

Orb of Crystalline Terror Level 8+

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

Lvl 8 +2 3,400 gp Lvl 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 (Orb)

Enhancement: Attack rolls and damage rolls

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

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

Orb of Debilitating Languor Level 2+

This shadowy orb leaves your enemy enfeebled.

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

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

Orb of Distance Denial Level 20+

Composed of numerous smaller orbs fused into one spherical mass, this orb hampers an enemy's ranged attacks.

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 damage per plus

Power (Daily): Free Action. **Trigger:** You hit an enemy with an arcane attack power using this orb. **Effect:** That enemy can't target any creature more than 3 squares away from it (save ends).

Orb of Draconic Majesty Level 14+

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

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

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Orb of Drastic Resolutions Level 13+

A sphere of brilliant purple glass, alight with ribbons of crimson dancing beneath its smooth surface.

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 (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. You can use this power when an enemy within 10 squares of you drops to 0 hit points or fewer. Immobilize (save ends) or weaken (save ends) a different enemy within 10 squares of you.

Orb of Far Seeing Level 3+

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

Lvl 3 +1 680 gp Lvl 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: +1d6 damage per plus

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

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

Orb of Fickle Fate Level 4+

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

Lvl 4 +1 840 gp Lvl 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

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

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

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

Orb of Fiery Condemnation Level 5+

Enemies you face have a habit of exploding into fire.

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

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily + Fire): Free Action. Use this power when you deal fire damage to an enemy. That enemy takes ongoing 5 fire damage (save ends).

Orb of Frustrated Recovery Level 3+

This scarlet sphere shines with an inner light when you use it to frustrate your enemy's attempts to recover from your attack.

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: +1d6 damage per plus

Power (Daily): Free Action. **Trigger:** An enemy within 5 squares of you saves against ongoing damage. **Effect:** The triggering enemy instead fails the saving throw.

Orb of Harmonic Agony Level 4+

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

Lvl 4 +1 840 gp Lvl 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 thunder damage per plus

Power (Daily + Thunder): Free Action. Use this power when you hit with a power that has the thunder keyword. The target is deafened for the rest of the encounter and takes ongoing thunder 5 damage (save ends).

Level 14 or 19: Ongoing 10 thunder.

Level 24 or 29: Ongoing 15 thunder.



Orb of Heightened Imposition Level 12+

This green quartz orb extends the duration of powerful spells.

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

Implement (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Your Orb of Imposition class feature can extend the duration of an effect created by an encounter power you use through this orb that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn. You can still use Orb of Imposition only once per encounter.

Orb of Impenetrable Escape Level 6+

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

Lvl 6 +2	1,800 gp	Lvl 21 +5	225,000 gp
Lvl 11 +3	9,000 gp	Lvl 26 +6	1,125,000 gp
Lvl 16 +4	45,000 gp		

Implement (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when a creature makes a save against one of your powers. It rerolls its saving throw and must take the new result.

Orb of Indefatigable Concentration Level 13+

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

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

Implement (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. When you use an arcane power that can be sustained by minor actions, you can sustain the power without spending minor actions to do so for a number of turns equal to the orb's enhancement bonus. You can continue to sustain the power normally after the orb stops.

Orb of Indisputable Gravity Level 7+

A sphere of sky blue crystal.

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 (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Minor Action. Until the end of your next turn, any attack that hits a flying creature within 10 squares of you also forces that creature to gently fall 10 squares. If a descent of that distance would bring the creature to ground, it lands prone but takes no damage from the fall.

Orb of Inescapable Consequences Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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 (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when an attack with this orb misses its target. The target is affected by any conditions or effects of the attack as if the attack had hit.

Orb of Inevitable Continuance Level 3+

A sphere of gray crystal that appears as a ball of solid mist.

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: +1d6 damage per plus
Power (Daily): Minor Action. One of your powers that is due to end at the end of this turn instead lasts until the end of your next turn.

Orb of Inexplicable Contention Level 8+

Armed with this orb, you can twist the minds of those who oppose you, causing them to turn against their allies.

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 (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily) ♦ Charm: Free Action. Use this power when you damage an enemy with an attack. The enemy makes a basic attack as a free action with a power bonus equal to the orb's enhancement bonus against one of its adjacent allies.

Orb of Insurmountable Force Level 3+

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

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: +1d6 force damage per plus
Power (Encounter): Free Action. Use this power when you use an arcane attack power with this orb. If the attack is successful, you can push the target a number of squares equal to the enhancement bonus of the orb.

Orb of Invasive Fortune Level 20+

A sphere of crystal consisting of swirls of gold and orange.

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: +1d8 damage per plus
Power (Daily): Immediate Interrupt. You can use this power when an enemy within 10 squares of you successfully recharges a power. Instead, the recharge fails and you regain the use of an expended encounter power.

Orb of Judicious Conjuraction Level 3+

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

Lvl 3 +1	680 gp	Lvl 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: +1d6 damage per plus
Property: Add the enhancement bonus of this implement to your Will defense when *dispel magic* is used against one of your conjuration powers.
Power (Encounter): Free Action. Use this power on your turn to sustain a power that would otherwise require a minor action to do so.

Orb of Karmic Resonance Level 13+

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

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

Implement (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when an enemy succeeds on a saving throw. Choose one of the following effects:
 ♦ End an effect or condition currently affecting you or one ally within 5 squares of you.
 ♦ The enemy's saving throw fails instead of succeeding. Regardless of your choice, your next saving throw made in this encounter also fails.

Orb of Life Conversion Level 5+

This black orb feeds on your life force instead of your psionic reserves to augment your powers.

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 (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 necrotic damage per plus
Power (Encounter): Free Action. **Trigger:** You use a psionic power through this orb. **Effect:** You lose a healing surge instead of spending power points to augment the power. The augmentation can cost no more than 2 power points. **Level 15 or 20:** No more than 4 power points. **Level 25 or 30:** No more than 6 power points.

Orbs



Orb of Mental Constitution Level 3+

This rough brown stone reinforces your hardiness with your mental toughness.

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: +1d6 psychic damage per plus
Property: You gain a +5 item bonus to Endurance checks.
Power (Encounter ♦ Augmentable): Immediate Interrupt.
Trigger: An enemy attack targets your AC or Fortitude.
Effect: The attack instead targets your Will.
Augment 1: You gain a +4 bonus to Will until the end of your next turn.

Orb of Mental Dominion Level 6+

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

Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp
Lvl 16	+4	45,000 gp			

Implement (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 psychic damage per plus
Power (Daily): Free Action. Use this power when an attack with this orb succeeds against the target's Will defense. When the target makes a saving throw against an effect from that attack, the target must roll twice and take the lower result.

Orb of Mighty Retort Level 15+

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

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

Implement (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Immediate Reaction. Use this power when you take damage from an attack. You can use an at-will or encounter attack power, as long as the attack includes your attacker as a target. If you use an encounter power, you're dazed until the end of your next turn.

Orb of Nimble Thoughts Level 3+

This scarlet crystal lets you move across the battlefield at the speed of thought to avoid your foes' attacks.

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: +1d6 psychic damage per plus
Property: You gain an item bonus to initiative checks equal to your Intelligence modifier.
Power (Encounter ♦ Augmentable): Move Action. You shift a number of squares equal to your Intelligence modifier.
Augment 1: You regain the use of this power.

Orb of Petrification Level 20+

This dull gray granite orb grasps your enemies in a stony embrace.

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 damage per plus, and the target is slowed until the end of your next turn.
Power (Daily): Free Action. *Trigger:* You hit an enemy with an arcane attack power using this orb. *Effect:* That enemy is petrified (save ends).

Orb of Psionic Recovery Level 4+

This pink sphere absorbs lingering psionic energy and harnesses it for your use.

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
Power (Daily): Immediate Reaction. *Trigger:* An ally within 5 squares of you misses with an augmented psionic attack power. *Effect:* You regain 2 power points. Level 14 or 19: Regain 4 power points. Level 24 or 29: Regain 6 power points.

Orb of Psychic Conversion Level 3+

This clear crystal orb imbues your attacks with psychic energy and channels the pain of psychic damage you take, sending it to your enemies.

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: +1d6 psychic damage per plus
Power (Encounter ♦ Psychic): Free Action. *Trigger:* You make an attack using this orb. *Effect:* The attack deals psychic damage instead of any other damage type.
Power (Daily ♦ Psychic): Immediate Reaction. *Trigger:* You take psychic damage from an attack. *Effect:* Each enemy that is affected by one of your effects that a save can end takes 5 psychic damage.

Orb of Repeated Imposition Level 13+

This etched turquoise orb increases the frequency of your arcane imposition.

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 (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (Daily): Free Action. *Trigger:* You hit an enemy with an arcane attack power using this orb. *Effect:* You regain the use of your Orb of Imposition class feature if you have already used it during this encounter.

Orb of Resilient Tenacity Level 2+

The constant buzzing whisper that issues from this amethyst orb reinforces your will.

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, and you or an ally within 5 squares of you gains a power bonus to saving throws equal to the enhancement bonus of the orb against one effect until that effect ends.
Power (Daily): Minor Action. You or an ally within 5 squares of you gains a power bonus to saving throws equal to the enhancement bonus of the orb against one effect until that effect ends.

Orb of Revenant Magic Level 17+

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

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

Implement (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (Daily): Free Action. Use this power when you hit no targets with a power that has an effect on a miss. That effect does not take place. Instead, you regain use of the power that missed.

Orb of Reversed Polarties Level 9+

A sphere of polished crystal that appears as a ball of stormy sky.

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 (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Minor Action. Until the end of your next turn, your attacks treat any resistance possessed by a target as vulnerable 5 to the same damage type. Level 14 or 19: Vulnerable 10. Level 24 or 29: Vulnerable 15.

Orb of Sanguinary Repercussions Level 5+

A sphere of brilliant crimson.

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 (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d10 damage per plus against bloodied creatures
Power (Daily): Minor Action. Deal 1d6 + Intelligence modifier damage to each bloodied creature within 5 squares of you. Level 15 or 20: 2d6 + Intelligence modifier damage. Level 25 or 30: 3d6 + Intelligence modifier damage.



Orb of Spatial Contortion Level 7+

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

Lvl 7	+2	2,600 gp	Lvl 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 (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you use a close blast power. It becomes a close burst of a size 2 smaller than the blast (for example, a close blast 5 becomes a close burst 3).

Orb of Sudden Insanity Level 12+

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

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

Implement (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 psychic damage per plus
Power (Daily): Free Action. Use this power when you deal psychic damage with this orb. The target makes a melee basic attack against an adjacent creature of your choice as a free action.

Orb of Supplementary Force Level 3+

This sphere of scarlet glass pulses with barely controlled energy.

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: +1d6 force damage per plus, and the target is knocked prone.
Power (Daily): Minor Action. Until the end of your turn, each enemy you hit with an arcane close blast attack power using this orb is knocked prone after all other effects of the attack are resolved.

Orb of Sweet Sanctuary Level 3+

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

Lvl 3	+1	680 gp	Lvl 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: +1d6 damage per plus
Power (Daily): Standard Action. Add 5 + the enhancement bonus of the orb to your defenses until the end of your next turn.

Orb of the Canny Liar Level 4+

This smoky gray orb enhances your ability to bluff, making your foe more vulnerable to sudden attacks.

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 psychic damage per plus
Property: You gain an item bonus to Bluff checks equal to the orb's enhancement bonus.
Power (Daily + Augmentable): Free Action. **Trigger:** You hit an enemy with an attack using this orb. **Effect:** The enemy grants combat advantage until the end of your next turn.
Augment 2: The enemy is also dazed until the end of your next turn.

Orb of the Deft Negotiator Level 4+

This pale white stone emits feelings of calm and goodwill, making your enemies willing to attack those you choose.

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 psychic damage per plus
Property: You gain an item bonus to Diplomacy checks equal to the orb's enhancement bonus.
Power (Daily + Augmentable, Charm): Free Action. **Trigger:** You hit an enemy with an attack using this orb. **Effect:** The enemy makes a melee basic attack as a free action against a creature of your choice that is adjacent to it.
Augment 2: The enemy gains a power bonus to the attack roll equal to your Wisdom modifier.

Orb of the Furtive Mind Level 4+

You can use this black crystal to conceal yourself after an attack.

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 psychic damage per plus
Property: You gain an item bonus to Stealth checks equal to the orb's enhancement bonus.
Power (Daily + Augmentable, Illusion): Free Action. **Trigger:** You hit an enemy with an attack using this orb. **Effect:** You are invisible to the enemy until the end of your next turn.
Augment 1: You are invisible to all enemies until the end of your next turn.

Orb of the Menacing Impulse Level 4+

This red stone transmits feelings of uneasiness to your enemy, forcing it to flee from you.

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 psychic damage per plus
Property: You gain an item bonus to Insight checks equal to the orb's enhancement bonus.
Power (Daily + Fear): Free Action. **Trigger:** You hit an enemy with an attack using this orb. **Effect:** The enemy moves its speed away from you as a free action.

Orb of the Planes Level 23+

This multicolored orb provides knowledge of the planes and allows its user to thwart those who frequently travel through the planes.

Lvl 23	+5	425,000 gp	Lvl 28	+6	2,125,000 gp
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Implement (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You gain a +5 Item bonus to Arcana checks made to detect magic when attempting to perceive a portal. You can use this orb as a focus for the Analyze Portal or Planar Portal rituals instead of paying the component cost.
Power (Encounter + Teleportation): Immediate Interrupt. Use this power when an enemy within 10 squares of you uses a power that has the teleportation keyword. That power fails and you can teleport 10 squares.

Orb of the Sympathetic Eye Level 4+

This crystal orb, which changes color to fit the moods of those around you, lets you transmit your enemy's pain to another foe.

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 psychic damage per plus
Property: You gain an item bonus to Insight checks equal to the orb's enhancement bonus.
Power (Daily + Psychic): Free Action. **Trigger:** You hit an enemy with an attack using this orb. **Effect:** A creature that is both adjacent to that enemy and not included as a target of your attack takes psychic damage equal to the damage you dealt to the enemy.

Orb of the Usurper Level 23+

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

Lvl 23	+5	425,000 gp	Lvl 28	+6	2,125,000 gp
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Implement (Orb)
Enhancement: Attack rolls and damage rolls
Critical: +1d10 psychic damage per plus
Power (Daily + Charm): Free Action. Use this power when you score a critical hit with an attack with this implement that targets Will defense. You do not deal extra damage for the critical hit; instead, you dominate the target until the end of your next turn.



Orb of Translocation Interference Level 13+

This insubstantial orb taps into the space between the planes, altering the course of teleportation.

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 (Orb)

Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Encounter): Free Action. Use this power when an enemy within 10 squares of you uses a power that has the teleportation keyword. Choose the space where the enemy appears. The location must be within the power's normal range.

Orb of Ultimate Imposition Level 3+

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

Lvl 3	+1	680 gp	Lvl 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: +1d6 damage per plus

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

Orb of Unfailing Concentration Level 5+

This oval orb helps you maintain your concentration, absorbing any psionic energy that escapes when your focus is broken.

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 (Orb)

Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus

Power (Encounter): Free Action. **Trigger:** You miss with an augmented attack power using this orb. **Effect:** You regain the power points you spent to augment the power.

Orb of Unintended Solitude Level 18+

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

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

Implement (Orb)

Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus

Power (Daily ♦ Teleportation): Free Action. Use this power when you affect a target with a pull, push, slide, or teleport effect. Instead of being pulled, pushed, slid, or teleported, it is cast into an empty realm of nothingness. At the end of the target's next turn, it reappears in the space it left or, if that space is not vacant, in the nearest unoccupied space.

Orb of Unlucky Exchanges Level 3+

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

Lvl 3	+1	680 gp	Lvl 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: +1d6 damage per plus

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

Orb of Unstoppable Decline Level 4+

You can use this purple crystal sphere to capture your foe's image and subject it to a psychic assault when it unsuccessfully tries to shrug off harmful effects.

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: +1d8 psychic damage per plus

Power (Daily ♦ Psychic): Free Action. **Trigger:** You hit an enemy with a psychic attack using this orb. **Effect:** Until the end of the encounter, whenever the enemy fails a saving throw, it takes psychic damage equal to the orb's enhancement bonus.

Augment 2: The psychic damage equals 1d10 + this orb's enhancement bonus.

Orb of Visionary Protection Level 12+

This translucent orb swirls with potential futures, each waiting for you to grasp and bend it to your will.

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

Implement (Orb)

Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Daily): Immediate Interrupt. **Trigger:** You are subjected to an effect that a save can end. **Effect:** You can expend your Orb of Imposition class feature to make a saving throw against that effect instead of gaining the feature's normal benefit.

Orb of Weakness Intensified Level 15+

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

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

Implement (Orb)

Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus

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

Orb of the Peerless Artist Level 4+

This blue stone lets you shape psionic magic as you wish.

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 psychic damage per plus

Property: You gain an item bonus to Insight checks equal to the orb's enhancement bonus.

Power (Encounter ♦ Augmentable): Free Action. **Trigger:** You make an area or a close attack with a psionic power using this orb. **Effect:** You can exclude a number of squares from the attack's blast or burst equal to your Wisdom modifier.

Augment 2 (Psychic): On a hit, a target takes 2 extra psychic damage for each square excluded.

Skull of Sartine Paragon Level

A relic left behind by Sartine when she discarded her mortal shell to enter the Shadowfell in search of the Raven Queen, the artifact is a burned, black skull that constantly emits dark smoke. It is warm to the touch.

The Skull of Sartine is a +4 magic orb with the following properties and powers.

Enhancement: Attack rolls and damage rolls
Critical: +4d6 damage

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

Property: You gain darkvision.

Property: You gain resist 10 necrotic and resist 10 fire.

Power (Daily ♦ Arcane, Fire, Implement): Standard Action. You can use *fire burst* (wizard 7).

Power (Daily ♦ Arcane, Conjuration, Force, Implement): Standard Action. You can use *Otiluke's resilient sphere* (wizard 15).

Special: Whenever one of the Skull's attack powers hits Urishtar, the dragon gains vulnerable 20 radiant (save ends).



Rings



Alliance Band Level 15

This silver ring is inset with complex interlocking decorations and provides healing to your allies.

Item Slot: Ring 25,000 gp

Property: When you use your second wind, one ally adjacent to you regains 10 hit points.

Power (Daily ♦ Healing): Minor Action. You spend a healing surge but regain no hit points. Instead, one ally adjacent to you regains hit points equal to your healing surge value.

If you've reached at least one milestone today, the ally regains additional hit points equal to your level.

Amethyst Band of Invisible Eyes Level 19

This band of pristine amethyst is favored by spellcasters seeking indirect targeting capability.

Item Slot: Ring 105,000 gp

Property: Determine line of sight from the square you occupy or any square adjacent to you. Determine cover from the square you occupy as normal.

Power (Daily): Minor Action. Choose a square within 10 squares of you. Determine line of sight from this square until the end of your next turn.

If you've reached at least one milestone today, you also gain darkvision until the end of your next turn.

Banquet Ring Level 17

Monarchs, and those who fear what might be in their food, treasure these gaudy, gem-encrusted baubles.

Item Slot: Ring 65,000 gp

Property: You gain a +5 item bonus to Fortitude defense against attacks with the poison keyword.

Power (Daily): Minor Action. You are immune to ingested poisons until the end of the encounter.

If you've reached at least one milestone today, you can extend this protection to a number of people within your line of sight equal to your level.

Blink Ring Level 22

This adamantine ring moves from finger to finger, much in the same way that you can move from place to place while wearing it.

Item Slot: Ring 325,000 gp

Property: You gain a +3 item bonus to Thievery checks.

Power (Daily ♦ Teleportation): Minor Action. Teleport 1d4 squares.

Sustain Minor: Teleport 1d4 squares at the start of your turn.

If you've reached at least one milestone today, you do not need to use a minor action to sustain the item's effect.

Bone Ring of Better Fortune Level 18

Formed from coated bones cleverly entwined, this tiny circlet fortifies your life force.

Item Slot: Ring 85,000 gp

Property: Reduce by half the necrotic damage you take.

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack with the necrotic keyword. After applying any resistance, choose either to take no damage or to ignore an effect imposed by that attack, but not both.

If you've reached at least one milestone today, you take no damage and ignore any effects imposed by that attack.

Bone Ring of Preservation Level 19

This plain, bone ring protects its wearer from life-draining effects.

Item Slot: Ring 105,000 gp

Property: You gain resist 15 necrotic.

Power (Daily): Free Action. Use this power when an effect would make you lose a healing surge. You do not lose the healing surge.

If you've reached at least one milestone today, the source of the effect takes 3d10 damage.

Chameleon Ring Level 16

This lizard skin band is barely visible against your skin and makes you equally hard to discern.

Item Slot: Ring 45,000 gp

Property: Gain a +2 item bonus to Stealth checks. Gain a +4 item bonus instead if you have not moved since the start of your last turn.

Power (Daily): Minor Action. You do not require cover or concealment to make Stealth checks until the end of your next turn.

If you've reached at least one milestone today, this power lasts until the end of the encounter.

Champion's Ring Level 17

A ring of purest silver that glows with arcane light.

Item Slot: Ring 65,000 gp

Property: You gain an item bonus to AC and Reflex while you are bloodied equal to the number of unique items equipped.

Power (Daily): Minor Action. Each enemy within 2 squares of you gains vulnerable 5 acid, cold, fire, lightning, radiant, or thunder (your choice) until the end of your next turn. If you've reached at least one milestone today, this vulnerability lasts until the end of the encounter instead.

Cherished Ring Level 14

You and your words are more alluring when you wear this simple loop of burnished gold.

Item Slot: Ring 21,000 gp

Property: Gain a +2 item bonus to Diplomacy checks.

Power (Daily ♦ Charm): Standard Action. Make an attack: Ranged 10; Charisma vs. Will; on a hit, the target moves its speed toward you.

If you've reached at least one milestone today, the target must spend one move action on each of its turns to move closer to you (save ends).

Cognizance Ring Level 16

Inlaid with tourmaline gems, this electrum trinket strengthens your mind and spirit.

Item Slot: Ring 45,000 gp

Property: Gain a +1 item bonus to saving throws against conditions with the charm, fear, illusion, or psychic keyword.

Power (Daily): Minor Action. Gain a +5 power bonus to saving throws against conditions with the charm, fear, illusion, or psychic keyword until the end of the encounter.

If you've reached at least one milestone today, you also gain a +2 power bonus to Will defense against powers with those keywords.

Crown of the Dream King Level 15

This ornate golden ring looks like a tiny crown, complete with miniature jewels.

Item Slot: Ring 25,000 gp

Property: You gain a +1 item bonus to all defenses against illusion or psychic powers.

Power (Daily): Immediate Interrupt. **Trigger:** You are hit by an illusion, a psychic, or a sleep power. **Effect:** You gain a +4 bonus to all defenses against the triggering power.

If you've reached at least one milestone today, the bonus to all defenses lasts until the end of your next turn.

Dauntless Champion's Ring Level 30

Supernal, lokharic, and Barazhad characters entwine about this thick mithral band, rearranging themselves when the ring's magic is activated.

Item Slot: Ring 3,125,000 gp

Property: You gain a +4 item bonus to your healing surge value.

Power (Daily): Minor Action. If you have expended all of your encounter attack powers, you regain the use of one of them, determined randomly.

If you've reached at least one milestone today and have expended all of your daily attack powers, you regain the use of one of them, determined randomly.

Rings



Death Song Ring Level 19

The soft songs chanted by this ring in times of need are of those buried alive, hummed with fading breath to hold off the final night.

Item Slot: Ring 105,000 gp

Property: When you make a death saving throw, each enemy within 3 squares of you takes 5 necrotic damage.

Power (Encounter ♦ Necrotic): Immediate Reaction.

Trigger: An ally makes a death saving throw. **Effect:** One enemy within 3 squares of that ally takes 10 necrotic damage.

If you've reached at least one milestone today, each enemy, instead of one, within 3 squares of that ally takes 10 necrotic damage.

Death Spiral Ring Level 16

This ring's dizzying black spirals seem to bend space and time.

Item Slot: Ring 45,000 gp

Property: You gain resist 5 necrotic.

Power (Daily ♦ Teleportation): Immediate Reaction.

Trigger: A creature within 10 squares of you drops to 0 hit points or fewer. **Effect:** You teleport into the creature's space or to a square adjacent to it.

If you've reached at least one milestone today, you can use the power a second time during this encounter.

This second use doesn't count as a use of a daily magic item power.

Eladrin Ring of Passage Level 14

This mithral ring enhances your teleportation abilities.

Item Slot: Ring 21,000 gp

Property: When you teleport, increase the distance of your teleport by 1. If you are an eladrin, increase the distance of your teleport by 2.

Power (Daily ♦ Teleportation): Move Action. You teleport 6 squares (not including additional distance gained from this item's property).

If you have reached at least one milestone today, you do not need line of sight for this teleport. However, if you attempt to teleport to an occupied space, this power fails to function and is expended.

Face-Stealing Ring Level 18

This wearer of this ivory ring sees the faces of others as potential disguises.

Item Slot: Ring 85,000 gp

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

Power (Daily ♦ Illusion): Standard Action. You assume the exact appearance of an adjacent humanoid creature. You also gain the creature's mannerisms, voice, and speech patterns. This effect lasts for 1 hour or until you dismiss it (a free action). You gain a +5 power bonus to Bluff checks to pass yourself off as the creature you're imitating.

If you've reached at least one milestone today, the effect lasts for one day and you can use a standard action to recall the effect after dismissing it.

Foe Binder Ring Level 19

This hefty iron ring earns you greater enmity from all whom you challenge. Such a burden falls heavy on all but the stoutest heart.

Item Slot: Ring 105,000 gp

Property: When you mark an enemy, the enemy takes the -2 penalty to attack rolls against other creatures even when you are included in the attack.

Power (Daily): Minor Action. Until the end of the encounter, any enemy you mark takes a -3 penalty to attack rolls that don't target you instead of the normal -2 penalty. If you've reached at least one milestone today, this effect lasts until you take an extended rest instead.

Gargoyle Ring Level 25

Wearing this ring of rough stone allows you to adopt a rocky form.

Item Slot: Ring 625,000 gp

Property: While you are petrified, you can make a saving throw at the end of your turn to remove the effect.

Power (Daily): Standard Action. You become a stone statue, gaining resist 25 to all damage and tremorsense 10. You lose all other senses and can take no actions in this form other than a minor action to resume your normal form.

If you've reached at least one milestone today, you can spend a healing surge to regain hit points equal to your surge value at the same time you turn into a statue or resume your normal form.

Grace Ring of Lightning Level 14

The gold and silver weave of this ring is cut with sparkling channels. Lightning arcs from it to protect you when you're incapacitated.

Item Slot: Ring 21,000 gp

Property: You gain a +1 item bonus to saving throws against dazing or stunning effects.

Power (Encounter): No Action. **Trigger:** You are conscious and end your turn without having made an attack during it. **Effect:** One creature within 5 squares of you takes lightning damage equal to your highest ability modifier.

Grace Ring of Prowess Level 19

The magic within this ring is visible as a gold and silver spiral, swirling around your hand until it's released.

Item Slot: Ring 105,000 gp

Property: You gain a +1 item bonus to saving throws against dazing or stunning effects.

Power (Encounter): No Action. **Trigger:** You are conscious and end your turn without having made an attack during it. **Effect:** You gain a +2 power bonus to attack rolls during your next turn.

Grace Ring of Salvation Level 14

When hope has fled, this ring's pulsing blue sapphire might recapture it.

Item Slot: Ring 21,000 gp

Property: You gain a +1 item bonus to saving throws against dazing or stunning effects.

Power (Encounter): No Action. **Trigger:** You are conscious and end your turn without having made an attack during it. **Effect:** You gain a +5 power bonus to your next saving throw before the end of the encounter.

Grace Ward Ring Level 14

This understated gold and silver weave holds a sliver of ivory carved into a ram's head.

Item Slot: Ring 21,000 gp

Property: You gain a +1 item bonus to saving throws against dazing or stunning effects.

Power (Encounter): No Action. **Trigger:** You are conscious and end your turn without having made an attack during it. **Effect:** You push one creature adjacent to you 1 square.

Greater Ring of Invisibility Level 23

This onyx band makes it easier for you to conceal your comings and goings.

Item Slot: Ring 425,000 gp

Property: You gain a +5 item bonus to Stealth checks.

Power (Encounter ♦ Illusion): Minor Action. You become invisible until the end of your next turn.

If you've reached at least one milestone today, you also gain concealment until the end of the encounter.

Iron Ring of the Dwarf Lords Level 14

This solid iron ring bears the geometric patterns of the dwarf lords.

Item Slot: Ring 21,000 gp

Property: Gain one healing surge.

Power (Daily): Immediate Interrupt. You can use this power when you are hit by a power that has a pull, a push, or a slide effect. You negate the forced movement.

If you've reached at least one milestone today, you also gain immunity to pull, push, and slide effects (unless you are willing to be moved) until the end of your next turn.

Luminary Ring Level 22

You are more able to aid your allies with this gold ring, which bears a faintly glowing sigil signifying your ideals.

Item Slot: Ring 325,000 gp

Property: Increase the range of powers that restore hit points or provide a bonus to your allies by a number of squares equal to your Charisma modifier.

Power (Daily): Free Action. Use this power when you grant one or more allies a power bonus. Increase that bonus by 1 for all targets for the duration of that power.

If you've reached at least one milestone today, increase the affected bonus by 2.

Magician's Ring Level 14

Tricksters and hedge wizards everywhere love this cheap-looking gold ring.

Item Slot: Ring 21,000 gp

Property: Double the ranges of your ghost sound and prestidigitation powers.

Power (At-Will): Standard Action. Use ghost sound as the wizard's power (PH 158).

Power (At-Will): Standard Action. Use prestidigitation as the wizard's power (PH 159).

If you've reached at least one milestone today, double the duration of effects created using this ring.

Rings



Magrathar's Ring Level 18

This platinum band, inset with six small diamonds, has a single word etched into its inside surface over and over in a variety of languages—"soul." When worn, the ring alternates between being extremely warm when the wearer is healthy and icy cold when the wearer is sick or injured.

Item Slot: Ring 85,000 gp

Property: Requires the wearer to be attuned to *Magrathar's Ring*. You can pass through one of the five entrances to Urishtar's Keep. Up to ten allies within 10 squares of you can enter Urishtar's Keep with you.

Power (At-Will): Standard Action. Target a creature wearing a soul ring within 5 squares. That target spends a healing surge but regains no hit points. Instead, it becomes attuned to the soul ring it is wearing.

Power (Daily + Healing): Free action, when you take psychic damage. Spend a healing surge.

Power (Daily + Healing): Free action, when an enemy within 5 squares of you becomes bloodied. Spend a healing surge.

Power (Daily): Standard Action. Spend a healing surge but regain no hit points. Instead, you become attuned to this ring.

Nullifying Ring Level 30

Formed from a metal as black as a starless night, this band counters attacks made against you.

Item Slot: Ring 3,125,000 gp

Property: Gain a +3 item bonus to saving throws.

Power (Daily): Immediate Interrupt. Use this power when you would be hit by an attack. Gain a +6 power bonus to all defenses against that attack. A critical hit scored against you with that attack is instead considered a normal hit.

If you've reached at least one milestone today, the attack automatically misses and you take no damage from it.

Opal Ring of Remembrance Level 29

The large fire opal set into this bauble flares brightly when it bestows mental clarity.

Item Slot: Ring 2,625,000 gp

Property: Gain a +2 item bonus to Intelligence attacks, and a +4 item bonus to Intelligence checks and Intelligence-based skill checks.

Power (Daily): Minor Action. Regain the use of an arcane encounter utility power that you have already used (as if you hadn't used it this encounter).

If you've reached at least one milestone today, you can instead regain the use of an arcane daily utility power (as if you hadn't used it today).

Premonition Ring Level 15

With this dark obsidian ring on your finger, you act quickly when faced with danger.

Item Slot: Ring 25,000 gp

Property: Gain a +2 item bonus to initiative and passive Perception checks.

Power (Daily): No Action. Use this power when you are surprised. You are not surprised.

If you've reached at least one milestone today, you also move 3 squares and take a minor action.

Primordial Ring Level 14

This ring consists of twisted metal bands whose colors shift before your eyes.

Item Slot: Ring 21,000 gp

Property: You are treated as an elemental creature (MM 281) as long as the ring is worn.

Power (Daily): Minor Action. Gain resistance 10 variable (MM 282) until the end of the encounter or for 5 minutes. You cannot use this power to resist a damage type to which you have a vulnerability.

If you've reached at least one milestone today, your resistance 10 variable becomes (2/encounter).

Psychic's Ring Level 12

This crystalline ring glitters with psionic energy, allowing you to communicate telepathically.

Item Slot: Ring 13,000 gp

Power (Encounter): Free Action. You use the psion's send thoughts power (page 82).

If you have reached at least one milestone today, the messages that you and the target exchange can be up to 50 words long.

Purple Dragon Commander's Ring Level 13

This silver ring is engraved with the Purple Dragon signet of the Obarskyr royal family.

Item Slot: Ring **Price:** 17,000 gp

Power (Daily + Arcane): Standard Action. *Detect Magic and Poison:* Activated by command word (usually inscribed on the inside of the ring, and typically "Bonthar". When the power is activated and the ring touched to food or drink, it glows with an eerie gold-green if the substance is poisonous and bright blue if it is enchanted (including potions), although the ring cannot identify what sort of poison or magic is present.

Power (Daily + Arcane): Immediate Interrupt. You can use this power when you fall. You take no damage from the fall, regardless of its distance, and you do not fall prone at the end of the fall.

Lore (Arcana DC 15): These rings are normally found only in the hands of the Purple Dragons of Cormyr (of Ornrion rank or higher), the royal family of that nation, or by individuals performing special missions on behalf of the crown. The Purple Dragons use them to protect the royal family from assassination attempts by poison, and also to verify that merchants claiming the sale of magic potions are not being fraudulent.

Ring of Action Reversal Level 20

This golden band holds a small diamond hourglass, which inverts each time the ring is used.

Item Slot: Ring 125,000 gp

Property: You gain a +4 item bonus to initiative checks.

Power (Daily): Free Action. If the next encounter attack power you use this turn misses all its targets, you regain the use of that power.

If you've reached at least one milestone today, you can apply this power to the last encounter attack power you used this turn, rather than the next.

Ring of Adaptation Level 23

This silvery metal loop is engraved with Primordial runes, protecting you from elemental effects.

Item Slot: Ring 425,000 gp

Property: Gain a +5 item bonus to Endurance checks to endure extreme weather.

Power (Daily): Immediate Interrupt. Use this power when you would take acid, cold, fire, lightning, or thunder damage. Take half damage from that damage type until the end of your next turn.

If you've reached at least one milestone today, this power lasts until the end of the encounter.

Ring of Agile Thought Level 20

While you wear this ring, your thoughts seem clearer, and you recover from mental attacks quickly.

Item Slot: Ring 125,000 gp

Property: You gain a +4 item bonus to Diplomacy checks. In addition, you gain an item bonus to Will equal to the number of milestones you've reached today.

Power (Daily): No Action. *Trigger:* An attack hits your Will and dazes or stuns you. *Effect:* You make a saving throw against the effect that dazed or stunned you, even if a save can't normally end that effect. The effect ends if you save.

Ring of Aquatic Ability Level 15

While you wear this aquamarine jeweled band, breathing and moving underwater comes as naturally to you as breathing air and walking on land.

Item Slot: Ring 25,000 gp

Property: Gain a swim speed equal to your speed. You can breathe underwater.

If you've reached at least one milestone today, gain a swim speed equal to twice your speed.

Ring of Arcane Information Level 17

This ring helps you discern the nature of arcane phenomena.

Item Slot: Ring 65,000 gp

Property: You gain a +5 item bonus to Arcana checks made to detect magic.

Power (Daily): Minor Action. You detect magic within 20 squares of you in every direction, and you can ignore any sources of magical energy you're already aware of. Ignore all barriers; you can detect magic through walls, doors, and such.

If you've reached at least one milestone today, you also learn the name, power source, and keywords of any magical effects in the area.

Rings



Ring of Battlements Level 24

This steel band is carved to suggest crenellations—a sign of its protective magic.

Item Slot: Ring 525,000 gp

Property: When you have cover, attackers take a -3 penalty to attack rolls against you instead of a -2 penalty.

Power (Daily ♦ Zone): Minor Action. You create a zone of protection in a close burst 2. The zone lasts until the end of your next turn. While within the zone, you and your allies have cover against enemies outside the zone and can move 1 extra square when they shift. *Sustain Minor:* The zone persists.

If you've reached at least one milestone today, you can increase the size of the zone by 1.

Ring of Brotherhood Level 14

These platinum rings come in pairs and are shared only by the closest companions.

Item Slot: Ring 21,000 gp

Property: Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

- ♦ The current hit points and general status (alive, dying, or dead) of the other ring wearer
- ♦ The number of healing surges the other ring wearer has remaining
- ♦ Any effects currently affecting the other ring wearer
- ♦ The current emotional state of the other ring wearer
- ♦ The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

Special: These rings come in pairs. If one ring is disenchanting, the other loses all its magic. The cost covers a set of rings.

Power (Daily): Free Action. Transfer a single healing surge to the wearer of the other ring. This cannot bring the recipient above his or her total healing surges. If you've reached at least one milestone today, transfer two healing surges.

Ring of Calling Level 14

This mithral ring brings you and your allies closer together in times of need.

Item Slot: Ring 21,000 gp

Property: When an ally adjacent to you uses a teleport power, he or she can increase the distance teleported by 4 squares.

Power (Daily ♦ Teleportation): Minor Action. Choose one ally within 20 squares of you and within line of sight. That ally is teleported to any unoccupied square adjacent to you. If you've reached at least one milestone today, you can instead teleport to a square adjacent to an ally within 20 squares of you.

Ring of Dimensional Escape Level 20

You might escape death, but only if you have friends nearby.

Item Slot: Ring 125,000 gp

Property: Add 1 square to the maximum distance of any teleport you make.

Power (Daily ♦ Teleportation): No Action. Use this power when an attack drops you to 0 hit points or fewer. Teleport 20 squares.

If you've reached at least one milestone today, you also stabilize. You don't make death saving throws unless you take more damage.

Ring of Draconic Zeal Level 18

This platinum ring gleams with crimson light.

Item Slot: Ring 85,000 gp

Property: Gain a +2 item bonus to Intimidate checks.

Power (Daily): Free Action. Make one basic attack.

Ring of Dread Level 18

This rough iron ring heightens your enemies' fears and weakens their defenses.

Item Slot: Ring 85,000 gp

Property: Gain a +2 item bonus to Intimidate checks.

Power (Daily ♦ Fear): Standard Action. Make an Intimidate check against an enemy within 5 squares of you, and compare the result to each of the target's defenses (AC, Fortitude, Reflex, and Will). The target takes a -2 penalty to any defense your check equals or exceeds (save ends all).

If you've reached at least one milestone today, the target must make a separate saving throw for each defense penalized.

Ring of Eladrin Grace Level 16

The silver and gold weave of this grace ring recalls the heraldry of the Spiral Tower.

Item Slot: Ring 45,000 gp

Property: You gain a +1 item bonus to saving throws against dazing or stunning effects.

Power (Encounter ♦ Teleportation): No Action. *Trigger:* You are conscious and end your turn without having made an attack during it. *Effect:* You teleport 5 squares.

Ring of Elemental Mastery Level 28

Forged from elemental air, earth, fire, and water, this ring gives its wearer the durability to withstand the harshest climates and to bypass the toughest resistances.

Item Slot: Ring 2,125,000 gp

Property: You do not need to breathe. Also, you and your equipment suffer no ill effects from precipitation, high pressure, and ambient temperatures between -50 and 140 degrees Fahrenheit.

Power (Encounter): Minor Action. Choose one of the following damage types: acid, cold, fire, or lightning. Until the end of the encounter, your attacks ignore 5 resistance of that type.

If you've reached at least one milestone today, your attacks ignore resistance of the chosen type.

Ring of Enduring Earth Level 20

While you wear this ring, your hand takes on the appearance of stone, signifying that you possess the durability of earth.

Item Slot: Ring 125,000 gp

Property: You gain a +4 item bonus to Endurance checks. In addition, you gain an item bonus to Fortitude equal to the number of milestones you've reached today.

Power (Daily): Free Action. *Trigger:* You're pulled, pushed, slid, or knocked prone. *Effect:* You ignore the forced movement and aren't knocked prone.

Ring of Feather Fall Level 14

With this airy mithral filigree band, you and sometimes your allies need not fear a fall even from the highest cliff.

Item Slot: Ring 21,000 gp

Property: You take no damage from a fall and always land on your feet.

Power (Daily): Minor Action. Allies within 5 squares of you also benefit from this ring's property until the end of the encounter.

If you've reached at least one milestone today, allies within 10 squares of you also benefit.

Ring of Fey Travel Level 22

Wearing this shimmering feywood ring, you move with otherworldly speed, seemingly out of phase at times.

Item Slot: Ring 325,000 gp

Property: Gain a +1 item bonus to speed while wearing light armor or no armor.

Power (Daily ♦ Teleportation): Minor Action. Teleport your speed.

If you've reached at least one milestone today, this power lasts until the end of your next turn.

Ring of Fireblazing Level 14

Fire springs from the hand that bears this red steel ring.

Item Slot: Ring 21,000 gp

Property: As a standard action, ignite any unattended combustible object (such as cloth, oil, paper, tinder, or a torch) that you touch.

Power (Daily ♦ Fire): Standard Action. Make an attack: Close blast 3; Constitution + 4 or Charisma + 4 vs.

Reflex; on a hit, the target takes 1d10 + Constitution modifier or Charisma modifier fire damage and ongoing 5 fire damage (save ends); on a miss, the target takes half damage and no ongoing damage.

If you've reached at least one milestone today, a hit deals 1d10 + Constitution modifier or Charisma modifier fire damage and ongoing 10 fire damage (save ends). On a miss, deal half damage and ongoing 5 fire damage (save ends).

Rings



Ring of Flight Level 20

This delicate silver ring bears a feathery pattern.

Item Slot: Ring 125,000 gp

Property: You take no damage from a fall and always land on your feet.

Power (Daily): Minor Action. Gain a fly speed equal to your speed until the end of your turn.

If you've reached at least one milestone today, this lasts until the end of your next turn instead.

Ring of Focus Level 24

This ornate platinum and gold band is dotted with seven different gems.

Item Slot: Ring 525,000 gp

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

Power (Daily): Minor Action. Once per round until the end of the encounter, you can use a free action on your turn to sustain an effect of yours that requires a minor action to sustain.

If you've reached at least one milestone today, you can sustain a power once per round on your turn using no action, rather than a free action.

Ring of Forgetful Touch Level 16

This unassuming copper band makes your words more convincing, and even temporarily erases the memory of an unwitting target.

Item Slot: Ring 45,000 gp

Property: Gain a +1 item bonus to Bluff checks.

Power (Daily ♦ Charm): Standard Action. Make an attack: Melee 1; Dexterity + 4 vs. Will; on a hit, the target forgets everything that took place in the last minute and is surprised until the end of your next turn.

If you've reached at least one milestone today, the subject does not notice the memory loss and does not regain the memory until 1 minute has passed.

Ring of Freedom of Movement Level 15

This sky blue band seems to shimmer and move around your finger.

Item Slot: Ring 25,000 gp

Property: Gain a +2 item bonus to Acrobatics checks.

Power (Daily): Minor Action. Until the end of the encounter, gain a +5 power bonus to checks made to escape a grab and a +5 power bonus to saving throws to end the immobilized, restrained, or slowed conditions.

If you've reached at least one milestone today, you can also move across difficult terrain as if it were normal until the end of the encounter.

Ring of Fury Level 14

This ring gleams with hate.

Item Slot: Ring 21,000 gp

Property: Gain a +2 item bonus to Intimidate checks.

Power (Daily): Free Action. When you are first bloodied, make two basic attacks.

Special: If worn with the *belt of fiends*, you gain a +2 item bonus to Diplomacy, Insight, Bluff, and Religion checks when dealing with devils.

Ring of Giants Level 13

Your limbs are infused with the strength of a creature much larger than yourself.

Item Slot: Ring 17,000 gp

Property: Gain a +2 bonus to critical hit damage per enhancement bonus of the weapon you wield.

Power (Daily): Free Action. Use this power when you hit with a primal attack power. In addition to the power's normal effect, you also push the target 2 squares and knock it prone.

Ring of Guarded Will Level 26

This band is made of sculpted force. It occasionally hums faintly in your mind.

Item Slot: Ring 1,125,000 gp

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

Power (Daily ♦ Psychic): Immediate Reaction. **Trigger:** An enemy hits you with an attack that targets Will. **Effect:** The triggering enemy takes ongoing 10 psychic damage (save ends).

If you've reached at least one milestone today, the triggering enemy instead takes ongoing 15 psychic damage (save ends).

Ring of Heroic Health Level 21

This heavy gold ring is set with a large amethyst, which shimmers faintly with healing magic.

Item Slot: Ring 225,000 gp

Property: When you spend an action point, you regain hit points equal to your Constitution modifier.

Power (Daily ♦ Healing): Standard Action. You spend a healing surge.

If you've reached at least one milestone today, you don't spend a healing surge. You instead regain hit points as if you had spent one.

Ring of Heroic Insight Level 21

While wearing this scored adamantine trinket, you more easily notice weaknesses—mental, physical, or social.

Item Slot: Ring 225,000 gp

Property: Gain a +3 item bonus to Insight checks.

Power (Daily): Minor Action. Choose a target. Gain a +2 power bonus to attack rolls and a +6 power bonus to damage rolls against that target until the end of your next turn. If the target is an object, instead apply a +6 power bonus to Strength checks to break it.

If you've reached at least one milestone today, instead gain a +3 power bonus to attack rolls, and a +8 bonus to damage rolls, or to Strength checks to break.

Ring of Influence Level 21

This ornate white gold and sapphire ring grants you sway over the minds of others.

Item Slot: Ring 225,000 gp

Property: You gain a +2 item bonus to Charisma-based skill checks and ability checks.

Power (Daily): Minor Action. Until the end of your next turn, you gain a +2 power bonus to attack rolls against Will.

If you've reached at least one milestone today, the bonus to attack rolls increases to +4.

Ring of Invigoration Level 14

This dull iron ring is engraved with what appear to be a dire bear's paw print.

Body Slot: Ring 13,000 gp

Property: Gain a +2 item bonus to Endurance checks

Power (Daily; Healing): Not an action. When you're reduced to 0 hit points, you can spend a healing surge and regain your surge value in hit points.

Ring of Invisibility Level 18

This simple golden ring bears Elven runes etched lightly across its surface.

Item Slot: Ring 85,000 gp

Property: Gain a +2 item bonus to Stealth checks.

Power (Daily ♦ Illusion): Standard Action. Become invisible until the end of your next turn.

If you've reached at least one milestone today, using this power requires only a minor action.

Ring of Mental Power Level 14

This brushed silver band pulses with a catalyst for psionic minds, allowing you to expend energy when your reserves are gone.

Item Slot: Ring 21,000 gp

Power (Encounter): Free Action. **Trigger:** You have no power points remaining. **Effect:** You regain 1 power point.

Power (Daily): Free Action. **Trigger:** You miss with an augmented psionic attack power. **Effect:** You regain the power points you spent to augment the power.

If you have reached at least one milestone today, you can instead reroll the attack roll and use either result.

Ring of Perfect Grip Level 14

This rough alloy band gives you a grip of steel when you are about to fall.

Item Slot: Ring 21,000 gp

Property: Gain a +5 item bonus to saving throws to catch yourself from falling.

Power (Daily): Immediate Interrupt. Use this power when you would be forced over a precipice or into a pit. You automatically succeed on the saving throw to catch yourself from falling.

If you've reached at least one milestone today, you do not fall prone when you catch yourself from falling.

Ring of Personal Gravity Level 16

This gray metal band keeps your enemies within reach.

Item Slot: Ring 45,000 gp

Property: When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies.

Power (Daily): Minor Action. You and enemies adjacent to you or marked by you are either slowed or immobilized (your choice). For marked enemies, save ends. For adjacent enemies, no saving throw is allowed. As a free action, you can end the effect of this power on you and all affected creatures.

If you've reached at least one milestone today, while you are under the effect of this power's condition, any newly marked enemies or enemies that move adjacent to you are also affected by the chosen condition.

Rings



Ring of Protection Level 17

This simple ring of white gold is engraved with a tiny shield.

Item Slot: Ring 65,000 gp
Property: Gain a +1 item bonus to saving throws.

Power (Daily): Immediate Interrupt. You can use this power when you are hit by an attack. Gain a +2 power bonus to a single defense score against the attack.
If you've reached at least one milestone today, this bonus lasts until the start of your next turn instead.

Ring of Ramming Level 18

This iron ring is inlaid with the image of a ram's head.

Item Slot: Ring 85,000 gp
Property: When you push a target, you can increase the distance pushed by 1 square.

Power (Daily ♦ Force): Standard Action. Make an attack: Ranged 10; +21 vs. Fortitude; on a hit, the target takes 3d10 force damage and is pushed 1 square (this distance can be increased by the ring's property). You can instead use this power to make a Strength attack to break down a door or other object using the same attack bonus.
If you've reached at least one milestone today, a hit deals 5d10 force damage and pushes the target 3 squares (which can be increased by the ring's property).

Ring of Regeneration Level 24

This ring of plain silver is adorned with a blood red ruby.

Item Slot: Ring 525,000 gp
Property: Gain a +3 item bonus to your healing surge value.

Power (Daily ♦ Healing): Minor Action. Regain one healing surge you've already used today.
If you've reached at least one milestone today, you also gain regeneration 10 until the end of the encounter or until you spend a healing surge.

Ring of Retreat Level 17

This silver ring allows you to teleport farther. It can also transport you and your allies to a distant redoubt.

Item Slot: Ring 65,000 gp
Property: When you use a teleport power, you can increase the distance teleported by 1 square.

Power (Daily ♦ Teleportation): Standard Action. You teleport to a predetermined location, set into the ring at its creation. This location cannot be determined through examination of the ring. For up to ten hours after, you can spend another standard action to teleport back to your original location. You can reset a ring's target location with the Enchant Magic Item ritual. The component cost to perform the ritual for this purpose is 32,500 gp.
If you've reached at least two milestones today, teleport yourself and up to 7 allies.

Ring of Shadow Guard Level 18

While wearing this dark iron ring, your shadow is infused with black tendrils from the Shadowfell.

Item Slot: Ring 85,000 gp
Property: Gain resist 10 cold and resist 10 necrotic.

Power (Daily ♦ Cold, Necrotic): Standard Action. You infuse your shadow with the essence of the Shadowfell. Until the end of your next turn, any enemy that starts its turn or moves adjacent to you takes 2d10 cold and necrotic damage.
If you've reached at least one milestone today, you also gain 15 temporary hit points. This benefit lasts until none of these temporary hit points remain or until you take an extended rest.

Ring of Shadow Travel Level 15

This dark iron ring lets you disappear into the shadows.

Item Slot: Ring 25,000 gp
Property: Gain a +2 item bonus to Stealth checks.

Power (Daily ♦ Teleportation): Move Action. Teleport 4 squares. If the space you teleport from is not brightly lit, you can teleport 8 squares. You cannot teleport to a brightly lit space. If you've reached at least one milestone today, double all teleport distances of this power.

Ring of Spell Storing Level 20

This intricate wooden ring stores a measure of arcane power that can be unlocked in a time of need.

Item Slot: Ring 125,000 gp
Property: During an extended rest, you can store one at-will or encounter arcane power in this ring for future use. You can place a power that you know into the ring as long as the power's level is no higher than the ring's level. The name of the power currently contained in the ring appears in etched Elven script on the inside of the band.

Power (Daily ♦ Arcane): Standard Action. Use the arcane power stored in the ring as long as the stored power's level is no higher than your level. If the stored arcane power is an encounter power, you must expend an action point to unlock it. Use the stored arcane power as normal, but replace any required implement and its enhancement bonus with this ring and a +4 enhancement bonus.
Once the stored arcane power is used, another arcane power must be stored in the ring before it can be used again. If a new arcane power is stored before a previously stored one is used, the previously stored power is lost.
If you've reached at least one milestone today, gain a +1 bonus to the attack roll of the stored power.

Ring of Spell Storing, Greater Level 30

This handsome gold ring contains a measure of arcane power that can be unlocked in a time of need.

Item Slot: Ring 3,125,000 gp
Property: During an extended rest, you can store one at-will or encounter arcane power that you know in this ring for future use. The name of the power currently contained in the ring appears in luminous Elven script on the inside of the band.

Power (Daily ♦ Arcane): Standard Action. Use the arcane power stored in the ring as long as the stored power's level is no higher than your level. If the stored arcane power is an encounter power, you must expend an action point to unlock it. Use the stored arcane power as normal, but replace any required implement and its enhancement bonus with this ring and a +6 enhancement bonus.
Once the stored arcane power is used, another arcane power must be stored in the ring before it can be used again. If a new arcane power is stored before a previously stored one is used, the previously stored power is lost.
If you've reached at least one milestone today, gain a +1 bonus to the attack roll of the stored power.

Ring of Tenacious Will Level 21

Striped with platinum and amber, this band allows you to survive on force of personality rather than toughness of body.

Item Slot: Ring 225,000 gp
Property: Use Charisma instead of Constitution to determine the number of healing surges you possess.

Power (Daily ♦ Healing): No Action. Use this power when you would be reduced to 0 hit points or fewer. You are reduced to 1 hit point instead.
If you've reached at least one milestone today, you also regain a number of hit points equal to your level.

Ring of the Dragonborn Emperor Level 15

Modelled after the signet rings worn by the dragonborn emperors of Arkhosia, this item enhances your attacks, particularly if you are a dragonborn.

Item Slot: Ring 25,000 gp
Property: Gain a +3 item bonus to damage rolls with close attacks. If you are dragonborn, gain a +5 item bonus to damage rolls with your *dragon breath*.

Power (Daily): Immediate Reaction. Use this power when you become bloodied. Use one of your encounter powers. If you've reached at least one milestone today, you can use an encounter power that you have already expended. If you use a power that has not already been expended, you don't expend the use of that power.

Rings



Ring of the Fallen Level 18

This gold ring is engraved with the crossed-axes symbol of a long-dead army.

Item Slot: Ring 85,000 gp

Property: When you use your second wind, you regain additional hit points equal to your Constitution modifier. In addition, you regain additional hit points equal to your Constitution modifier for each healing surge you spend at the end of a short rest.

Power (Daily ♦ Healing): Free Action. Use this power during a short rest. You and each ally within your line of sight regain additional hit points equal to one-half your level when you spend healing surges during that rest. If you've reached at least one milestone today, the number of additional hit points equals your level + your Constitution modifier.

Ring of the Ghost Knight Level 24

This silver ring is inscribed with symbols of good gods.

Item Slot: Ring 525,000 gp

Property: Gain a +5 item bonus to saving throws against fear.

Power (Daily ♦ Conjuration, Fear): Standard Action. You gain concealment as billowing clouds of mist emerge from the ring. From these mists, you conjure the ghost knight. It occupies 1 square adjacent to you and moves with you. As a minor action, you can move the ghost knight to another adjacent square. The ghost knight (and the concealment) lasts until the end of the encounter. As a minor action, you can direct the knight to make a melee attack against a target adjacent to it. The attack bonus is equal to your level + 5 vs. Fortitude. On a hit, the attack deals 10 damage and pushes the target 1 square.

Ring of the Phoenix Level 27

This red and gold ring is etched with the symbol of a fiery bird.

Item Slot: Ring 1,625,000 gp

Property: You gain resist 15 fire.

Power (Daily ♦ Fire): No Action. Use this power when you die or when you are dying. Your body burns away to ash. On the start of your next turn, you appear in a burst of flame within 5 squares of your last location with a number of hit points equal to your healing surge value. If you've reached at least one milestone today, the burst of flame surrounding your return is treated as an attack: Close burst 2; Constitution + 6 or Charisma + 6 vs. Reflex; the target takes 4d10 + Constitution modifier or Charisma modifier fire damage on a hit, or half damage on a miss.

Ring of the Protector Level 18

Creations of the eladrin, these paired mithral and jade rings bond you to another.

Item Slot: Ring 85,000 gp

Property: Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

- ♦ The current hit points and general status (alive, dying, or dead) of the other ring wearer
- ♦ The number of healing surges the other ring wearer has remaining
- ♦ Any effects currently affecting the other ring wearer
- ♦ The current emotional state of the other ring wearer
- ♦ The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

Special: These rings come in pairs. If one ring is disenchanting, the other loses all its magic. The cost covers a set of rings.

Power (Daily ♦ Teleportation): Standard Action. Teleport to a square adjacent to the wearer of the other ring, regardless of distance. If you've reached at least one milestone today, this power uses a minor action.

Ring of the Risen Level 23

This simple silver ring makes it easier for your allies to revive you.

Item Slot: Ring 425,000 gp

Property: When you have 0 hit points or fewer and spend a healing surge, you regain 2d6 additional hit points.

Power (Daily ♦ Healing): No Action. **Trigger:** You spend a healing surge as a result of an ally's action. **Effect:** You spend another healing surge. If you've reached at least one milestone today, you don't spend another healing surge. You instead regain hit points as if you had spent one.

Ring of the Spectral Hand Level 19

With a silent command, this onyx band conjures a translucent hand, and sometimes a spectral eye as well.

Item Slot: Ring 105,000 gp

Property: Gain resist 10 radiant.

Power (Daily ♦ Conjuration): Free Action. A spectral hand appears in any square you can see within 6 squares of you and casts a power with the implement keyword that you know. Use the square occupied by the spectral hand to determine line of effect and cover for your attack. You expend the power as normal. If you've reached at least one milestone today, a spectral eye also appears in the same square. Use that square to determine line of sight and concealment for your attack.

Ring of the Warforged Level 17+

Decorated with dragonshards, this ring allows a wearer to grow to resemble a living construct.

Item Slot: Ring 65,000 gp

Property: You are able to attach (but not embed) warforged components as if you were a warforged.

Property (Daily): Immediate interrupt. Use this power when an attack would bloody you. You gain 10 temporary hit points. If you have reached a milestone today, you instead gain 20 temporary hit points.

Ring of the Zealous Level 15

This gold ring is inlaid with mother-of-pearl blessed by priests of old.

Item Slot: Ring 25,000 gp

Property: When you use the *turn undead* power, you can increase the size of the burst by 1.

Power (Daily): Free Action. **Trigger:** You use *turn undead*. **Effect:** Each target you hit with that power is restrained instead of immobilized. If you've reached at least one milestone today, you can increase the size of the burst by 1 (in addition to the increase from the ring's property).

Ring of Traded Knowledge Level 21

The knowledge seems as if it has always been within you, instead of gathered in the slim rune-carved band on your finger.

Item Slot: Ring 225,000 gp

Property: This ring contains one at-will attack power from your class. You choose this power when you acquire the ring and can't change it later.

Power (Daily): Minor Action. Until the end of the encounter, you can use the at-will attack power contained in the ring. If you do so, choose one of your other at-will attack powers from your class. You can't use that power during the encounter. If you've reached at least one milestone today, you gain a +2 power bonus to attack rolls and damage rolls when you use the power contained in the ring.

Ring of True Seeing Level 19

This gold band sports a white pearl that appears like an eye upon your finger.

Item Slot: Ring 105,000 gp

Property: Gain a +2 item bonus to Perception checks.

Power (Daily): Minor Action. Until the end of your turn, you can see invisible creatures as if they were visible. You also ignore the attack penalty for concealment or total concealment. If you've reached at least one milestone today, this lasts until the end of your next turn instead.

Ring of Uncanny Judgment Level 13

This ring resembles the scales of justice bent in a circle, and it broadens your judgment of your surroundings.

Item Slot: Ring 17,000 gp

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

Property: When you mark an enemy, you automatically know the distance and direction to that enemy at all times while the mark persists.

Rings



Ring of Unfettered Motion Level 20

When you use this ring, you move so quickly that you're a blur.

Item Slot: Ring 125,000 gp

Property: You gain a +4 item bonus to Acrobatics checks. In addition, you gain an item bonus to Reflex equal to the number of milestones you've reached today.

Power (Daily): Immediate Reaction. **Trigger:** An attack hits your Reflex and immobilizes, restrains, or slows you. **Effect:** You make a saving throw against the effect that immobilized, restrained, or slowed you, even if a save can't normally end that effect. The effect ends if you save.

Ring of Unwelcome Gifting Level 17

This gold band feeds on things that assail you, spitting them out on your enemy.

Item Slot: Ring 65,000 gp

Property: You gain resist 3 against ongoing damage.

Power (Daily): Free Action. **Trigger:** You hit an enemy with a basic attack. **Effect:** You transfer one ongoing damage effect from yourself to that enemy.

If you've reached at least one milestone today, you can use this power after hitting with an at-will attack that isn't a basic attack.

Ring of Vigilant Defense Level 17

This large ring is composed of overlapping miniature iron, steel, mithral, and adamantite shields.

Item Slot: Ring 65,000 gp

Property: Gain a +4 item bonus to all defenses when using total defense.

Power (Daily): Minor Action. Gain a +2 bonus to all defenses until the start of your next turn.

If you've reached at least one milestone today, gain a +3 power bonus to all defenses until the end of your next turn.

Ring of Windows Level 28

This simple wooden ring allows you to go places no one else can, and you can use it to open and close dimensional windows.

Item Slot: Ring 2,125,000 gp

Property: When you teleport and no creature automatically moves into the space you left, that space is filled with a spatial flux that prevents any creature from entering it until the end of your next turn.

Power (Daily ♦ Teleportation): Free Action. **Trigger:** You use a teleportation power. **Effect:** You don't need line of sight to the destination space.

If you've reached at least one milestone today, the distance of the teleportation increases by 4.

Ring of Wizardry Level 21

This silver band is engraved with powerful arcane symbols.

Item Slot: Ring 225,000 gp

Property: Gain a +3 item bonus to Arcana checks.

Power (Daily): Minor Action. Regain the use of an arcane encounter utility power that you've already used (as if you hadn't used it this encounter).

If you've reached at least one milestone today, you can instead regain the use of an arcane encounter attack power.

Ring of Fearlessness Level 28

This thin ivory band wards your mind from fear.

Item Slot: Ring 2,125,000 gp

Property: You gain a +4 bonus to all defenses against fear attacks.

Power (Daily): Immediate Interrupt. **Trigger:** An enemy within your line of sight makes a fear attack. **Effect:** Each ally within 5 squares of you gains a +4 power bonus to all defenses against that attack.

If you've reached at least one milestone today, each ally within 10 squares of you gains the bonus instead.

Ritualist's Ring Level 24

This engraved mahogany ring allows you to cast rituals more quickly and easily.

Item Slot: Ring 525,000 gp

Property: Gain a +2 item bonus to checks to perform rituals.

Power (Daily): Free Action. Reduce by half the time necessary to perform a ritual.

If you've reached at least one milestone today, also reduce the component cost by half.

Ring of Sympathy Level 15

These copper rings are shared by those who work well together.

Item Slot: Ring 25,000 gp

Property: Once per round, when you save, one ally within 5 squares of you who is also wearing a ring of sympathy can make a saving throw.

Power (Daily): Minor Action. One ally within 10 squares of you can make a saving throw. If that ally is wearing a ring of sympathy, he or she gains a +2 power bonus to the saving throw.

If you've reached at least one milestone today, you can instead use this power to grant an ally within 10 squares who is wearing a ring of sympathy a saving throw (including the +2 power bonus) against each effect on him or her that a save can end.

Shadow Band Level 27

This smoky obsidian ring envelops you in shadows, making you difficult to discern.

Item Slot: Ring 1,625,000 gp

Property: Gain concealment.

Power (Daily): Minor Action. Gain total concealment until the end of your next turn.

If you've reached at least one milestone today, this benefit lasts until the end of the encounter.

Shadowfell Signet Level 19

This black ring of unknown metal bears the symbol of the Raven Queen in silver.

Item Slot: Ring 105,000 gp

Property: You gain resist 10 necrotic, and if an enemy's attack causes you to lose a healing surge, you can take 10 damage instead of losing that healing surge.

Power (Daily ♦ Stance): Minor Action. Until the stance ends, you gain a +4 bonus to all defenses against opportunity attacks from undead creatures, and you don't grant combat advantage when flanked by undead.

If you've reached at least one milestone today, you don't provoke opportunity attacks from undead creatures.

Sorrowsworn Ring Level 25

You can siphon life force from those you kill using this loop of black feathers bearing two gleaming jet gems.

Item Slot: Ring 625,000 gp

Property: Gain darkvision and a +4 item bonus to Intimidate checks.

Power (Daily): Immediate Reaction. Use this power when you reduce a creature to 0 or fewer hit points. That creature dies and you gain a number of temporary hit points equal to your healing surge value.

If you've reached at least one milestone today, this power can be used as an immediate interrupt when you would be reduced to 0 or fewer hit points. Gain a number of temporary hit points equal to your healing surge value.

Soul Ring Level 15

This platinum band, inset with a sparkling point of light, has a single word etched into its inside surface over and over in a variety of languages—"soul."

Item Slot: Ring 25,000 gp

Property: Requires the wearer to be attuned to the ring (see *Magrathar's Ring*, above). You can pass through one of the five entrances to Urishtar's Keep. Up to ten allies within 10 squares of you can enter Urishtar's Keep with you.

Star Opal Ring Level 26

This black band sports a star opal that glows softly.

Item Slot: Ring 1,125,000 gp

Property: Gain a +1 item bonus to speed.

Power (Daily ♦ Radiant, Teleportation): Move Action. Teleport up to 10 squares.

If you've reached at least one milestone today, a brilliant explosion bursts from your starting square after you complete the teleport: Close burst 3; Charisma attack (with a +5 bonus) vs. Reflex; 4d8 + Charisma modifier radiant damage (half on a miss).

Star Ruby Ring Level 19

This handsome ruby ring is favored by courtiers who rise and fall by the favor they earn with their honeyed words.

Item Slot: Ring 105,000 gp

Property: Gain a +2 item bonus to Diplomacy checks.

Power (Daily): Free Action. Use this power when making a Charisma-based skill check during a skill challenge. You can roll twice and take the better result.

If you've reached at least one milestone today, a successful roll on the skill challenge counts for two victories.

Stone Band Level 17

This ring of basalt becomes more polished and intricately carved each time you use it.

Item Slot: Ring 65,000 gp

Property: You gain resist 5 against critical hits. If you've reached at least one milestone today, you gain resist 10 instead.

Power (Daily): Minor Action. You gain resist 5 to all damage until the end of your next turn. **Sustain Minor:** The effect persists.

Rings



Stormcatcher Ring Level 17

This copper ring has a setting but no gemstone. When you use the ring, sparks fill the setting.

Item Slot: Ring 65,000 gp

Property: You gain resist 10 lightning and resist 10 thunder.

Power (Daily): Immediate Interrupt. **Trigger:** An enemy hits you with a lightning attack. **Effect:** The triggering enemy makes the attack again, but against itself.

If you've reached at least one milestone today, you can pick a second enemy within 5 squares of you. The triggering enemy makes the attack against the second enemy too.

Traveler's Ring Level 18

This tarnished silver ring set with a muddied stone looks mundane. When you wear it, it tugs you in the right direction.

Item Slot: Ring 85,000 gp

Property: You gain a +4 item bonus to Streetwise checks.

Power (Daily): Free Action. You gain a success in a skill challenge in which Streetwise is a primary or secondary skill.

If you've reached at least one milestone today, you also gain a +5 power bonus on your next Streetwise check before the end of the day.

Unvanquished Grace Ring Level 14

The distinctive gold and silver weave of this grace ring is carved with feathers.

Item Slot: Ring 21,000 gp

Property: You gain a +1 item bonus to saving throws against dazing or stunning effects.

Power (Encounter): No Action. **Trigger:** You are conscious and end your turn without having made an attack during it. **Effect:** You or an ally within 5 squares of you can stand up as a free action.

War Ring Level 16

This steel band, emblazoned with a stylized sword, makes your attacks even more lethal.

Item Slot: Ring 45,000 gp

Property: When you score a critical hit, deal 1 extra die of critical hit damage, based on the weapon or implement you wield. If your weapon or implement deals no extra damage when you score a critical hit, deal an extra 1d6 damage when you score a critical hit.

Power (Daily): Free Action. Use this power when you score a critical hit with a weapon or implement. Add 2 extra dice of critical hit damage based on the weapon or implement. If your weapon or implement deals no extra damage when you score a critical hit, deal an extra 2d6 damage when you score a critical hit.

If you've reached at least one milestone today, instead of rolling the extra dice of critical hit damage, deal extra damage equal to the maximum value of those dice.

Watcher's Signet Level 11

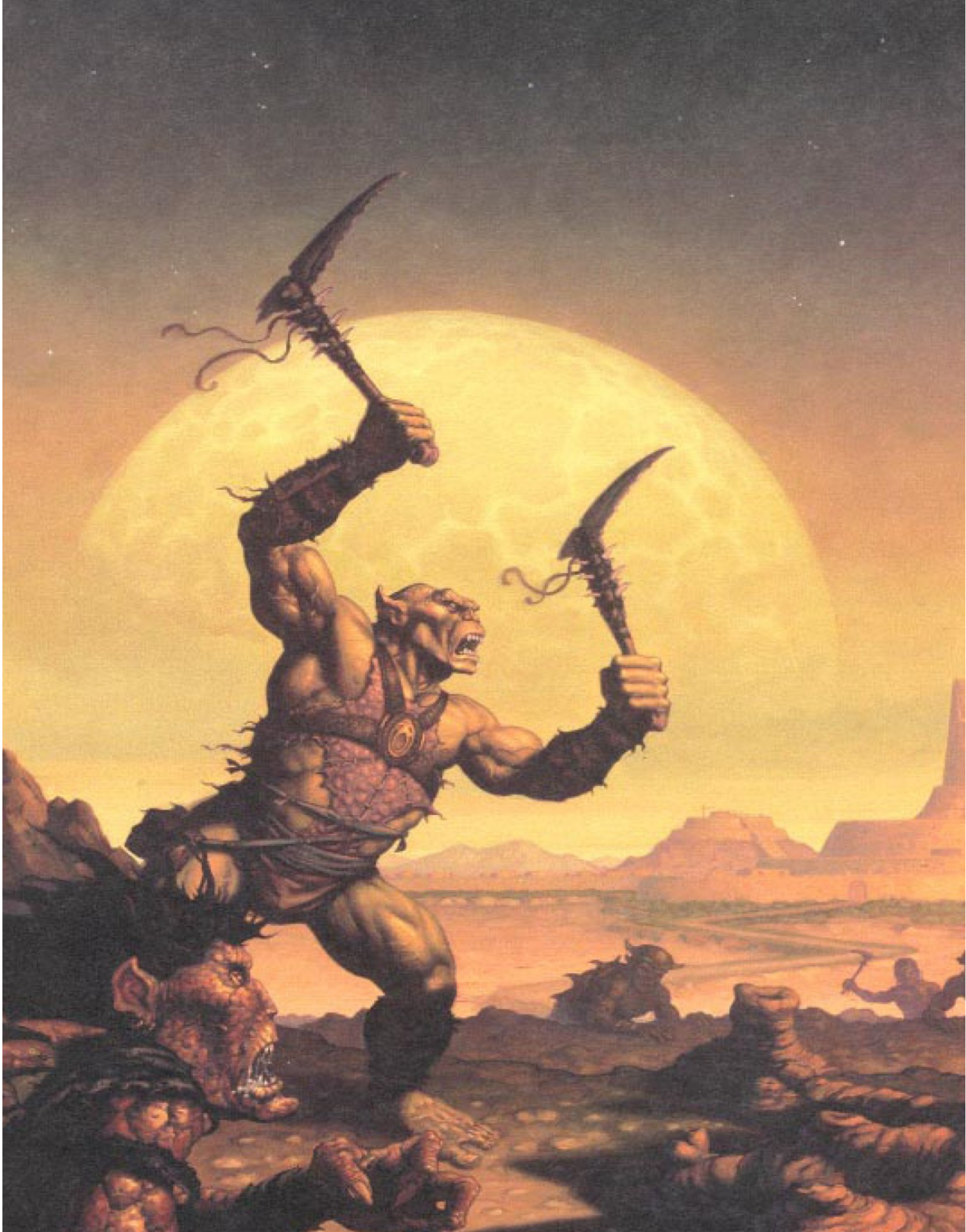
This white gold ring takes the shape of a dagger that curls around the wearer's finger—the dagger being the closest thing the Watchers have to an official symbol.

Item Slot: Ring 9,000 gp

Property: You can use powers with illusion keyword within the radius of a revelation sphere, and your illusion power duration does not end when you enter the radius of a revelation sphere.

Power (Encounter ♦ Illusion): Minor Action. Gain a +5 power bonus to Stealth checks until the end of your next turn.







Adamantine Rod Level 14+

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

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d10 radiant damage per plus
Property: Radiant damage dealt by this rod ignores a number of points of radiant resist equal to twice the implement's enhancement bonus.

Arkhosian Scepter Level 12+

This silver scepter has a dragon's head carved at one end. Its magic focuses and enhances the power of your dragon breath.

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You can apply the enhancement bonus of this item to the attack rolls and damage rolls of your dragon breath power, even if you can't normally use rods as implements.
Power (Daily): Free Action. Use this power as you use your dragon breath power. Your dragon breath becomes an area burst 1 within 10 squares for this attack.
 Level 25 or 30: Area burst 2.

Arrow of Fate Epic Level

An ancient shard of the fallen dragon god Io's physical form, the Arrow of Fate is a powerful weapon against the primordials and their servants. As a fragment of a greater god, the artifact is equally effective against the divine, for what better to harm a god with than a piece of another? The Arrow, created from the essence of the one that gave rise to them, also holds great power over the children of Io.

The Arrow of Fate can function as a rod, staff, or wand, as any weapon of the spear group, or as ammunition for a crossbow, longbow, or shortbow (in which case it overrides any enchantment the bow or crossbow may carry). Whatever its form, it is a +6 weapon of that type.

Enhancement: Attack rolls and damage rolls
Critical: +6d8 damage, or +6d12 damage against dragons and creatures with the elemental or immortal origin
Property: Attacks using the Arrow of Fate ignore the first 5 points of resistance a dragon or creature with the elemental or immortal origin has, if any, to the damage.
Power (At-will): Minor Action: The Arrow of Fate transforms from its current form into one of the other implements, weapons, or ammunitions listed above.
Power (Daily ♦ Fire, Radiant): Standard Action. You breathe forth a blast of fire charged with the energy of the astral sea: Close blast 3; Constitution + 6 vs. Reflex; 4d12 + 8 fire and radiant damage. Miss: Half damage.

Battle-Pact Rod Level 18+

This heavy cudgel can be used as both a warlock's rod and a weapon.

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: This rod can be used as a melee weapon, functioning as a mace. You add its enhancement bonus to attack rolls and damage rolls of melee weapon attacks.
Power (Daily): Free Action. *Trigger:* You place your Warlock's Curse on an enemy. *Effect:* That enemy is also marked until the end of the encounter. When a creature marked by you in this way makes an attack that doesn't include you as a target, it takes your Warlock's Curse extra damage.

Bloodcurse Rod Level 4+

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

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

Bloodiron Rod Level 14+

Channel your fury at being wounded through this potent device.

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 (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Immediate Reaction. Use this power when you take damage. Make a ranged basic attack that uses this implement against the source of the damage. If the attack hits, gain 10 temporary hit points.
 Level 24 or 29: 15 temporary hit points.



Chaos Shard Implement Level 5+

This glowing lump of blue crystal can be fitted to a rod, staff, or wand, allowing its user to channel the power for the Far Realm to smite enemies.

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 (Rod, Staff, or Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 psychic damage per plus
Property: When you use this implement to attack with an arcane power with the psychic keyword, you can gain an item bonus to damage rolls on that attack equal to this implement's enhancement bonus. When you gain the damage bonus, you also gain vulnerable 5 psychic damage until the start of your next turn. If you are a warlock with the star pact or a sorcerer with the Wild Magic class feature, you do not gain the vulnerable psychic.
Power (Daily ♦ Psychic): Free Action: Use this power when you hit with an arcane power with the psychic keyword. The power deals an additional 1d10 psychic damage.
 Level 15 or 20: 2d10 psychic damage.
 Level 25 or 30: 3d10 psychic damage.
Chaos Shard Attack (Charm): *Trigger:* The Chaos Shard's wielder uses its daily power to add extra psychic damage to an attack. *Attack:* +8 vs Will; *Hit:* the wielder makes an immediate attack with an at-will arcane power as a free action against its nearest ally.
 Level 10: +13 vs. Will
 Level 15: +18 vs. Will
 Level 20: +23 vs. Will
 Level 25: +28 vs. Will
 Level 30: +33 vs. Will

Darkspiral Rod Level 4+

The darkspiral aura that exemplifies your devotion to the dark pact coalesces into a black cloud around this 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 (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 necrotic and psychic damage per plus
Property: When you hit an enemy affected by your Warlock's Curse with a warlock attack power using this rod, you deal extra damage equal to the value of your Darkspiral Aura class feature to the enemy.

Feyrod Level 18+

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

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 psychic damage per plus
Power (Daily): Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the fey pact, you gain the benefit even if you don't have the fey pact.



Hellrod Level 18+

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

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 fire damage per plus
Power (Daily): Minor Action. Until the end of the encounter, when you use a warlock power that has an additional effect if you have the infernal pact, you gain the benefit even if you don't have the infernal pact.

Hexer's Rod Level 3+

Crafted by goblins, this rod channels their tricky, underhanded magic.

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 (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. *Trigger:* You hit an enemy with an attack power using this rod. *Effect:* The next time that enemy misses you with an attack, you can shift 3 squares as an immediate reaction, and you gain concealment against that enemy until the end of your next turn.

Ingot Liberatis Level 19+

An entwining runic pattern covers this heavy metal bar, which aids in freeing your allies from adverse effects.

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Encounter): Free action. Use this power when you hit with an attack using this rod. An ally within 10 squares of you can make a saving throw against an effect that a save can end. If the effect has the charm, fear, or polymorph keywords, the ally gains a +2 bonus to the saving throw.

Ironscar Rod Level 3+

This heavy iron rod, shaped like two twisting serpents, scours enemies with acid.

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 (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 acid damage per plus
Property: This rod functions as a mace as well as an implement. When used as a weapon, it applies its enhancement bonus to attack rolls and damage rolls.
Power (Daily ♦ Acid): Free Action. *Trigger:* You hit a target with an attack using this rod. *Effect:* The target takes 1d8 extra acid damage and a -2 penalty to attack rolls until the end of your next turn.
 Level 13: 2d8 extra acid damage.
 Level 23: 3d8 extra acid damage.

Lifesapper Rod Level 9+

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

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you place a Warlock's Curse on a target. The target gains ongoing 3 damage (save ends). Each time the enemy takes ongoing damage from this power, you or one ally within 5 squares of you regains that amount of hit points.
 Level 14: Ongoing 5 damage.
 Level 19: Ongoing 8 damage.
 Level 24: Ongoing 10 damage.
 Level 29: Ongoing 15 damage.

Magic Rod Level 1+

A standard rod, enchanted so as to channel arcane energy.

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Mercurial Rod Level 6+

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

Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp
Lvl 16	+4	45,000 gp			

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: None
Power (Daily): Free Action. Use this power when you deal your Warlock's Curse damage. Deal an additional two dice of damage, but after the attack, the target is no longer cursed by you. You can curse the target again normally. If this attack drops the target to 0 or fewer hit points, your pact boon triggers normally.

Quickcurse Rod Level 2+

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

Lvl 2	+1	520 gp	Lvl 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 damage per plus
Power (Encounter): Free Action. Place a Warlock's Curse on any target in sight.

Rod of Avernus Level 3+

This brass rod is tipped with a gleaming, red jewel that glows with a yellow aura. As you grasp it, your enemies instinctively cower before you.

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 (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you gain the benefit of your warlock's pact boon, you can slide each enemy affected by your Warlock's Curse 1 square.
Power (Daily): Minor Action. Until the end of the encounter, any enemy that ends its turn adjacent to you takes 5 psychic damage.
 Level 13 or 18: The damage increases to 10.
 Level 23 or 28: The damage increases to 15.

Rod of Baleful Geas Level 11+

This bronze rod has a greenish hue.

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily ♦ Charm): Free Action. Choose one creature under your Warlock's Curse. Slide the target a number of squares equal to the rod's enhancement bonus and the target takes damage equal to your Warlock's Curse's extra damage.

Rod of Binding Awe Level 7+

Divine power channeled through this rod overwhelms your foe with awe, rooting it in place.

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 (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. *Trigger:* You hit an enemy with a divine attack power using this rod. *Effect:* That enemy is immobilized until the end of its next turn.

Rod of Blasting Level 3+

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

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 (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you use eldritch blast with this implement. Target one or two creatures with the attack.
 Level 18, 23, or 28: Target one, two, or three creatures.



Rod of Brilliant Wrath Level 14+

When you invoke radiant power with this rod, you can intensify its power to daze or blind your foes.

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 (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 radiant damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy and deal radiant damage to it using this rod. *Effect:* That enemy and any creature adjacent to it are dazed until the end of your next turn.

Level 24 or 29: That enemy and any creature adjacent to it are also blinded until the end of your next turn.

Rod of Brutality Level 9+

This glass rod brutally punishes those you curse.

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

Implement (Rod)

Enhancement: Attack rolls and damage rolls

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

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

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

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

Rod of Burgeoning Memory Level 2+

The astral essence in this rod ties you more tightly to your earlier lives as a deva.

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 damage per plus

Property: When you use your memory of a thousand lifetimes racial power to improve the attack roll of a divine attack power you use through this rod, add +1 to the d6 roll.

Rod of Corruption Level 3+

This rod magnifies and multiplies your Warlock's Curse.

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 (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever your pact boon is triggered, instead of taking its normal benefit you can transfer your Warlock's Curse to each enemy within 5 squares of the original target.

Rod of Cursed Honor Level 2+

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

Lvl 2	+1	520 gp	Lvl 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 damage per plus

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

Rod of Dark Reward Level 2+

This rod channels your Warlock's Curse while adding to your defenses.

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 damage per plus

Property: Whenever you place a Warlock's Curse on an enemy, you gain a +1 power bonus to AC until the start of your next turn.

Rod of Deadly Casting Level 2+

Infused with war magic and covered in death symbols, this rod amplifies lethal magical strikes.

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: +1d10 damage per plus. If you roll a 10, you can roll the die again and add the result.

Rod of Death's Grasp Level 23+

A rod that ripples with necrotic energy.

Lvl 23	+5	425,000 gp	Lvl 28	+6	2,125,000 gp
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Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: Ongoing 10 necrotic damage (save ends), and you gain 10 temporary hit points

Level 28: Ongoing 15 necrotic damage (save ends), and you gain 15 temporary hit points

Power (Daily) (Necrotic): Free Action. Use this power when you place your Warlock's Curse on a target. The target takes ongoing 10 necrotic damage (save ends). Each time this damage is dealt, you gain 10 temporary hit points.

Level 28: Ongoing 15 necrotic damage (save ends), and you gain 15 temporary hit points.

Rod of Devilry Level 10+

Infernal power flows through this rod, scouring your foes with hellfire.

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 fire damage per plus, or +1d10 fire damage per plus against a bloodied target

Property: If you're a tiefling, when you use an attack power through this rod, your bonus to attack rolls from your bloodhunt racial trait increases by 1.

Property: When you hit a bloodied enemy affected by your Warlock's Curse with an attack power using this rod, it takes extra fire damage equal to this rod's enhancement bonus.

Rod of Dispatser Level 28

A symbol of Dispatser's authority, this adamantine rod is shaped like two serpents entwined together. It grants the power to scour foes with acid.

Implement (Rod) 2,125,000 gp

Enhancement: Attack rolls and damage rolls

Critical: +6d8 per plus

Property: The rod functions as a +6 mace as well as an implement.

Power (At-Will): Free Action. *Trigger:* You hit with a melee attack using the rod. *Effect:* The target is pushed 2 squares and dazed (save ends).

Power (At-Will) (Acid, Implement): Standard Action. *Effect:* Make a ranged 20 attack; Intelligence vs. Reflex; 2d8 + Intelligence modifier acid damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Rod of Divine Retribution Level 9+

This rod, adorned with Torm's gauntlets at either end, separates the pure from the corrupt.

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: +1d6 radiant damage per plus

Property: You gain a +1 item bonus to attack rolls using this implement against a target that hit you since the end of your last turn.

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

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

Power (Daily): Free Action. *Trigger:* You hit a target that has attacked you since the end of your last turn. *Effect:* The target is stunned until the end of your next turn.

Rod of Divinity Level 3+

This delicate silver rod lets you channel your deity's power back to yourself.

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 (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You hit with a divine attack power using this rod. *Effect:* You gain one extra use of your Channel Divinity class feature during this encounter.



Rod of Draconic Fury Level 4+

This rod was carved from a mighty red dragon's talon.

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 fire damage per plus

Power (Daily): Immediate Reaction. Use this power when an enemy under your Warlock's Curse is reduced to 0 hit points or fewer. Instead of triggering your pact boon, you gain a +1 power bonus to your next attack roll.

Level 14 or 19: Gain a +2 power bonus.

Level 24 or 29: Gain a +3 power bonus.

Rod of Dread Level 7+

This crooked and hooked rod was used in Bael Turath to maintain order among slaves.

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 (Rod)

Enhancement: Attack rolls and damage rolls

Critical (Fear): The target is dazed until the end of your next turn.

Power (Daily + Fear): Free Action. *Trigger:* You attack with an implement power using this implement. *Effect:* The attack gains the fear keyword, and each target of the power that you hit or miss grants combat advantage until the end of your next turn.

Rod of Dual Invocation Level 30

When unleashed, the mighty divine power contained within this rod allows you to echo your first attack with another devastating attack.

Lvl 30 +6 3,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with an Invoker attack power using this rod. *Effect:* You use an Invoker at-will or encounter attack power that must include the triggering enemy as a target.

Rod of Elemental Shielding Level 2+

The gauges on this thick baton are festooned with elemental runes, marking it as an artificer's implement. It augments spells that protect against energy.

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 damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with an implement power using this rod. *Effect:* You and each ally adjacent to you gains resistance equal to 5 + your Constitution modifier against acid, cold, fire, or lightning (you choose one) until the end of your next turn.

Rod of Feythorns Level 7+

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

Lvl 7	+2	2,600 gp	Lvl 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 (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 poison damage per plus

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

Level 18 or 23: Vulnerable 10 poison.

Level 28: Vulnerable 15 poison.

Rod of First Blood Level 8+

This rod demands to strike first in any battle.

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 (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage per plus against creatures that have maximum hit points

Property: When you hit a creature that has maximum hit points with an attack using this rod, deal 1d8 extra damage. Level 13 or 18: 2d8 extra damage.

Level 23 or 28: 3d8 extra damage.

Rod of Flaying Level 24+

A tangle of steel wires and barbed hooks extend from one end of this crimson rod.

Lvl 24 +5 525,000 gp Lvl 29 +6 2,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

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

Power (Daily): Free Action. Use this power whenever you hit a target affected by your Warlock's Curse. The target takes ongoing 10 damage and is dazed (save ends both).

Level 29: Ongoing 15 damage and the target is dazed (save ends both).

Rod of Forceful Invocation Level 4+

When your prayer smites your foes, they stagger backward under the weight of this rod's power.

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

Power (Daily): Free Action. *Trigger:* You hit an enemy with a divine attack power using this rod. *Effect:* You push that enemy 2 squares and knock it prone. If the triggering attack already pushes the target, you apply this push after that.

Level 14 or 19: Push 4 squares.

Level 24 or 29: Push 6 squares.

Rod of Harvest Level 14+

This rod stores the power of your pact boon so that you can unleash it when you want to.

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 (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When your pact boon is triggered, you can store its effect within your rod instead of using it immediately. Your rod can hold only one pact boon effect at a time.

Power (Encounter): Minor Action. Use the pact boon effect stored within your rod.

Rod of Hope Triumphant Level 2+

As your foe falls, the divine power of this rod invigorates you, for justice has been served.

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 damage per plus

Property: When you reduce any enemy to 0 hit points with a divine attack power using this rod, you gain temporary hit points equal to the rod's enhancement bonus.

Rod of Malign Conveyance Level 3+

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

Lvl 3	+1	680 gp	Lvl 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 (Rod)

Enhancement: Attack rolls and damage rolls

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

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

Rod of Mindbending Level 10+

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

Lvl 10	+2	5,000 gp	Lvl 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 psychic damage per plus

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



Rod of Obliterating Wrath Level 9+

Crafted to create as much destruction as possible, this rod lets you pierce your foes' defenses and destroy groups of enemies.

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: +1d6 damage per plus

Property: When an enemy's resistances reduce the damage of any invoker attack power you use through this rod, that enemy's resistance to that attack is reduced by an amount equal to this rod's enhancement bonus until the end of your next turn.

Power (Daily): Minor Action. You gain a +2 power bonus to attack rolls with the next invoker attack power you use through this rod.

Rod of Reaving Level 5+

This rod enhances the damage dealt to those suffering your Warlock's Curse.

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 (Rod)

Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus

Property: When you place your Warlock's Curse on a target, the creature takes damage equal to the rod's enhancement bonus.

Rod of Repair Level 2+

This rod's wielder shares in the benefits he or she grants to an ally.

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 damage per plus

Power (At-Will): Free Action. **Trigger:** You hit an enemy with an implement power using this rod. **Effect:** Until the end of your next turn, whenever you use an artificer healing power on an ally, you regain hit points equal to this rod's enhancement bonus.

Rod of Resurgent Valor Level 8+

Divine wrath channeled through this rod empowers your prayers against those who dare to attack you.

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 (Rod)

Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Property: When any creature attacks you, you gain a +1 item bonus to attack rolls with this rod against that creature until the end of your next turn.

Rod of Retributive Justice Level 20+

As you clutch this rod, words of divine power spring to your lips to smite those who harm you.

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

Implement (Rod)

Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and the target takes a -1 penalty to all defenses until the end of your next turn.

Power (Daily): Immediate Reaction. **Trigger:** An enemy hits you. **Effect:** You use an Invoker at-will or encounter attack power that must include the triggering enemy as a target.

Rod of Runic Resistance Level 2+

The elemental runes on this thick baton mark it as an artificer's implement. It augments spells that protect against energy.

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 (Rod)

Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Property: Affects artificers only. Resistance granted by your artificer powers that lasts until the end of your next turn instead lasts an extra round (until the end of your turn on the subsequent round).

Power (Daily): Minor Action. Area burst 1 within 10 squares. You and each ally in the burst chooses a damage type—acid, cold, fire, or lightning—and gains resist equal to 5 + your Constitution modifier against that damage type until the end of your next turn.

Rod of Scouring Justice Level 13+

The divine wrath channeled through this rod cascades doom upon your foe.

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 (Rod)

Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Daily): Free Action. **Trigger:** You hit an enemy with a divine attack power using this rod. **Effect:** That enemy takes a -2 penalty to saving throws and ongoing 5 damage (save ends both).
Level 23 or 28: Ongoing 10 damage.

Rod of Shadow's Caress Level 15+

This rod summons tentacles of shadowy energy to impede your foes.

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

Implement (Rod)

Enhancement: Attack rolls and damage rolls
Critical: +1d6 necrotic damage per plus

Power (Daily ♦ Conjunction, Zone): Standard Action. You evoke the essence of the Shadowfell in an area burst 1 within 10 squares. The burst creates a zone of grasping tentacles. Any enemy that starts its turn within the zone is slowed until the start of its next turn. In the Shadowfell, the power has an area burst 2 within 10 squares. A minor action sustains the zone.

Rod of Silver Rain Level 15+

This rod appears to be made from molten silver. It can create clouds that rain silver upon the battlefield.

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

Implement (Rod)

Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d12 damage per plus against fey creatures

Power (Daily): Minor Action. Make an attack: Area burst 3 within 20 squares. Each enemy in the burst that is affected by your Warlock's Curse takes ongoing 10 damage and grants combat advantage (save ends both). If the target is a fey creature, add your Charisma modifier to the ongoing damage.
Level 25 or 30: Ongoing 15 damage.

Rod of Star's Descent Level 20+

This rod tears a hole into the Far Realm, allowing maddening light to slip out and instill blinding insanity in your foes.

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

Implement (Rod)

Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus

Power (Daily ♦ Conjunction): Standard Action. You create a rift to the Far Realm that causes maddening light to spill out in an area burst 3 within 10 squares. Any enemy in the burst is blinded until the end of its next turn.

Rod of Starlight Level 10+

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

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 radiant damage per plus

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

Rod of Stolen Starlight Level 7+

At your command, this rod infuses your spell with light from mysterious stars.

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 (Rod)

Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant and necrotic damage per plus

Property: When you hit an undead enemy affected by your Warlock's Curse with an attack power using this rod, you deal an extra die of Warlock's Curse damage against that enemy.

Power (At-Will ♦ Radiant): Minor Action. The next necrotic or poison power you use through this rod deals radiant damage instead of necrotic damage or poison damage.



Rod of Sylvan Trickery Level 15+

You can use this rod to distort space, disorienting your enemy as you relocate the creature on the battlefield.

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Daily ♦ Teleportation): Free Action. Use this power when you place your Warlock's Curse on a creature. While that creature is under your curse, teleport the target 3 squares when you hit it with a power that has the arcane keyword and uses this implement. The effect lasts until the end of the encounter. If you are in the Feywild, you can teleport the target 6 squares instead of 3 squares.

Rod of the Bloodthorn Level 17+

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

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d10 damage per plus if you or the target is bloodied.

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

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

Rod of the Churning Inferno Level 12+

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

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

Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 fire damage per plus

Power (Daily ♦ Fire): Free Action. Use this power when you deal fire damage with an arcane attack power that uses this rod. The target also takes ongoing 5 fire damage (save ends). When the target takes this ongoing damage, creatures adjacent to it take an equal amount of fire damage.
 Level 17 or 22: Ongoing 10 fire damage (save ends)
 Level 27: Ongoing 15 fire damage (save ends)

Rod of the Dragon's Heart Level 23+

An iron rod fitted with a small cage contains a glowing purple stone cut in the shape of a dragon's heart.

Lvl 23 +5	425,000 gp	Lvl 28 +6	2,125,000 gp
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Implement (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Daily ♦ Fear): Immediate Reaction. Use this power when an enemy under your Warlock's Curse is reduced to 0 hit points or fewer. You push all enemies adjacent to the triggering target a number of squares equal to the rod's enhancement bonus.

Rod of the Dragonborn Level 4+

A fierce dragon head tops this scaly scepter.

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

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

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

Rod of the Feywild Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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 (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d10 damage per plus with powers of the fey pact.

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

Power (Encounter ♦ Teleportation): Move Action. Teleport a number of squares equal to 3 + the enhancement bonus of the rod.

Rod of the Fickle Servant Level 2+

This special rod gives you access to a different vestige when you need it.

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 damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy affected by your Warlock's Curse with an attack power using this rod. *Effect:* You make one of your primary vestiges your active vestige (Arcane Power, page 72).

Rod of the Hidden Star Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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 (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 damage per plus with powers of the star pact.

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

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

Rod of the Infernal Level 8+

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

Lvl 8 +2	3,400 gp	Lvl 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 (Rod)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d10 damage per plus with powers of the infernal pact.

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

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

Rod of the Pyre Level 10+

This rod crackles with arcane fire.

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 fire damage per plus

Power (Daily): Free Action. When you place your Warlock's Curse on a target, the creature gains vulnerability 2 fire until the end of your next turn.
 Level 15: Vulnerability 3 fire.
 Level 20: Vulnerability 4 fire.
 Level 25: Vulnerability 5 fire.
 Level 30: Vulnerability 6 fire.



Rod of the Risen Dead Level 27

This delicate crystal rod allows you to take control of the mind and body of a slain foe.

Lvl 27 +6 1,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (Daily ♦ Charm): Free Action. *Trigger:* You use this rod to reduce an enemy affected by your Warlock's Curse to 0 hit points. *Effect:* That enemy is dominated until the end of its next turn. After that, the enemy is killed or knocked unconscious, as normal.

Rod of the Shadow Walker Level 4+

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

Lvl 4 +1 840 gp Lvl 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

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

Rod of the Sorrowsworn Level 14+

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

Lvl 14 +3 21,000 gp Lvl 24 +5 525,000 gp

Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

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

Rod of the Star Spawn Level 22+

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

Lvl 22 +5 325,000 gp Lvl 27 +6 1,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

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

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

Rod of Time Distortion Level 3+

This crystal rod allows you to distort time as you cast a spell, depriving an enemy of the opportunity to retaliate.

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: +1d6 damage per plus

Power (Encounter): Free Action. Use this power when you make a ranged attack using this implement. The attack does not provoke an opportunity attack.

Rod of Vulnerability Level 15+

This rod adapts to the weaknesses of those you curse.

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

Implement (Rod)

Enhancement: Attack rolls and damage rolls

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

Power (Daily): Free Action. Use this power when you use Warlock's Curse on a target. Until the end of your next turn, the target gains vulnerable 10 to all of your attacks. *Level 25 or 30:* Vulnerable 15.

Rod of Wrathful Dismissal Level 4+

This rod's power lets you move a foe into a position where your allies can deal with 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 (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Reaction. *Trigger:* An enemy hits you. *Effect:* You slide the triggering enemy 3 squares to a space that must be adjacent to one of your allies.

Rod of the Hag Level 14+

This slender obsidian rod is topped with a hag's eye that opens when you use your powers, terrifying your foe.

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 (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy affected by your Warlock's Curse with an attack power using this rod. *Effect:* That enemy takes extra damage equal to this rod's enhancement bonus and is dazed until the end of your next turn.

Rod of the Pactbinder Level 4+

An oath inscribed on this rod gives you quick access to one of your vestige patrons.

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

Property: When you acquire a rod of this sort, choose one daily power you know that has a vestige pact entry; this choice can't be changed later. The vestige associated with that power becomes bound to this rod.

Power (Daily): Free Action. *Trigger:* You hit an enemy affected by your Warlock's Curse with an attack power using this rod. *Effect:* The vestige bound to the rod becomes your active vestige.

Spider Rod Level 13+

This gray metal rod is covered with a web of mithral studded with black onyx spiders.

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 (Rod)

Enhancement: Attack rolls and damage rolls

Critical: Ongoing 10 poison damage (save ends)

Level 23 or 28: Ongoing 15 poison damage (save ends)

Property: When you hit with an attack that deals ongoing necrotic or ongoing poison damage using this rod, the ongoing damage increases by an amount equal to the rod's enhancement bonus.

Power (Daily ♦ Poison): Minor Action. You choose an enemy within 20 squares of you that is affected by an effect you created that a save can end. The effect gains "Aftereffect: The target takes ongoing 5 poison damage (save ends)."

Level 23 or 28: Ongoing 10 poison damage (save ends).

Star Rod Level 18+

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

Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp

Lvl 23 +5 425,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

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

Torch of Misery Level 10+

Flames encircle the end of this black and gold wand.

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 fire damage per plus

Property: When you hit an enemy with a fire or radiant attack power using this rod and deal damage to it, that enemy grants combat advantage to you on your next attack against it.

Power (At-Will): Minor Action. Green flame bursts from the end of the rod, illuminating the area around you like a torch. You can end this effect as a free action.

Vicious Rod Level 3+

This rod enhances the deadliness of your curse.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp

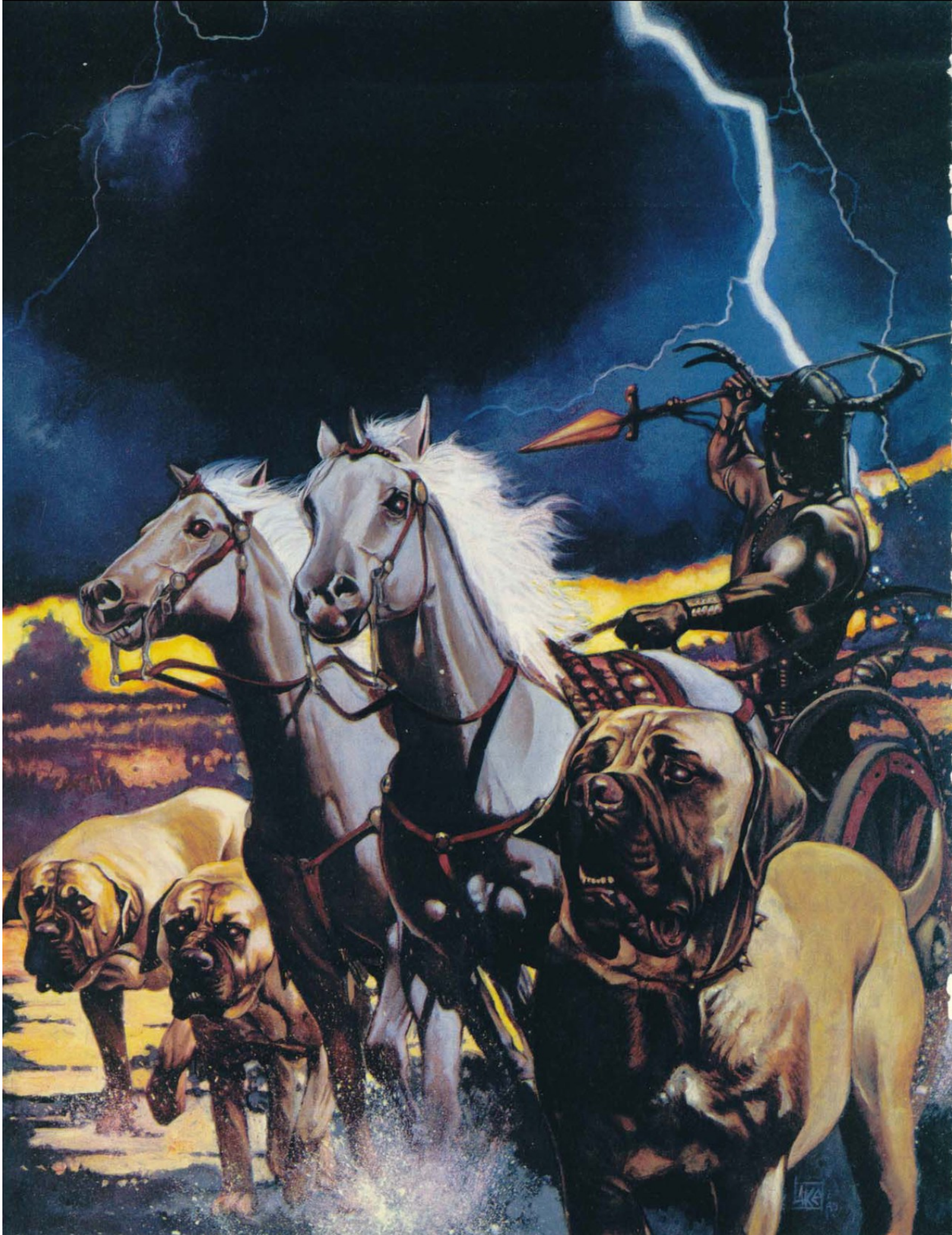
Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

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





Architect's Staff Level 5+

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

Lvl 5 +1	1,000 gp	Lvl 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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

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

Arrow of Fate Epic Level

An ancient shard of the fallen dragon god Io's physical form, the Arrow of Fate is a powerful weapon against the primordials and their servants. As a fragment of a greater god, the artifact is equally effective against the divine, for what better to harm a god with than a piece of another? The Arrow, created from the essence of the one that gave rise to them, also holds great power over the children of Io.

The Arrow of Fate can function as a rod, staff, or wand, as any weapon of the spear group, or as ammunition for a crossbow, longbow, or shortbow (in which case it overrides any enchantment the bow or crossbow may carry). Whatever its form, it is a +6 weapon of that type.

Enhancement: Attack rolls and damage rolls

Critical: +6d8 damage, or +6d12 damage against dragons and creatures with the elemental or immortal origin

Property: Attacks using the Arrow of Fate ignore the first 5 points of resistance a dragon or creature with the elemental or immortal origin has, if any, to the damage.

Power (At-will): Minor Action: The Arrow of Fate transforms from its current form into one of the other implements, weapons, or ammunitions listed above.

Power (Daily ♦ Fire, Radiant): Standard Action. You breathe forth a blast of fire charged with the energy of the astral sea: Close blast 3; Constitution + 6 vs. Reflex; 4d12 + 8 fire and radiant damage. Miss: Half damage.

Audaviator Epic Level

Ghostly rings hover and shimmer around the length of this crystalline staff. Through these rings, scenes of other worlds are visible.

Implement (Staff)

Property: When an enemy slides, pushes, or pulls you, you can choose to move 1 less square.

Property: When you attempt to teleport, your level is considered 2 higher for the purpose of overcoming Forbiddance effects.

Property: You gain a +2 bonus to Arcana checks when performing travel rituals.

Property: Audaviator is connected to one permanent teleportation circle. As a standard action, you can create a portal that links to the preconfigured teleportation circle as if you successfully performed the True Portal ritual (an Arcana check still determines the portal's duration). You can change the permanent teleportation circle to which the staff is linked with a standard action while standing in the new circle.

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

Aversion Staff Level 2+

While you wield this staff, any foe afflicted by your powers is reluctant to attack 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	Lvl 27 +6	1,625,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: You gain a +2 bonus to all defenses against attacks from enemies that are subject to effects caused by you.

Battle Staff Level 4+

This steel-shod staff is useful for staff wielders who prefer to get into the thick of battle.

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: Whenever you make a weapon attack with this staff, you can score a critical hit on a roll of 19-20.

Power (Daily): Free Action. **Trigger:** You miss with a melee attack using this staff. **Effect:** Reroll the attack roll and use the second result, even if it is lower than the first.

Blastwarp Staff Level 10+

The crownpiece of silver and gold that tops this staff extends arcane power around its wielder.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus

Property: When you hit at least three targets with a close attack power using this staff, you gain combat advantage on your next attack before the end of your next turn.

Power (Daily): Free Action. **Trigger:** You use an arcane close blast attack power through this staff. **Effect:** The attack becomes a close burst 2 squares smaller than the blast, to a minimum of 1 (for example, a close blast 5 becomes a close burst 3).



Chaos Shard Implement Level 5+

This glowing lump of blue crystal can be fitted to a rod, staff, or wand, allowing its user to channel the power for the Far Realm to smite enemies.

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 (Rod, Staff, or Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: When you use this implement to attack with an arcane power with the psychic keyword, you can gain an item bonus to damage rolls on that attack equal to this implement's enhancement bonus. When you gain the damage bonus, you also gain vulnerable 5 psychic damage until the start of your next turn. If you are a warlock with the star pact or a sorcerer with the Wild Magic class feature, you do not gain the vulnerable psychic.

Power (Daily ♦ Psychic): Free Action: Use this power when you hit with an arcane power with the psychic keyword. The power deals an additional 1d10 psychic damage. Level 15 or 20: 2d10 psychic damage. Level 25 or 30: 3d10 psychic damage.

Chaos Shard Attack (Charm): **Trigger:** The Chaos Shard's wielder uses its daily power to add extra psychic damage to an attack. **Attack:** +8 vs Will; **Hit:** the wielder makes an immediate attack with an at-will arcane power as a free action against its nearest ally.

Level 10: +13 vs. Will

Level 15: +18 vs. Will

Level 20: +23 vs. Will

Level 25: +28 vs. Will

Level 30: +33 vs. Will

Crook of Remembrance Level 18+

Burned into this wooden shepherd's crook is an endless litany recounting the crimes against mortals.

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain an item bonus to Insight and Intimidate checks equal to the item's enhancement bonus.

Power (Daily): Immediate Reaction. **Trigger:** An enemy reduces an ally you can see to 0 hit points or fewer. **Effect:** You push each enemy adjacent to that ally 3 squares away from the ally.

Defensive Staff Level 2+

This staff increases your resistance to all types of attacks.

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

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



Destiny Staff Level 25+

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

Lvl 25 +5	625,000 gp	Lvl 30 +6	3,125,000 gp
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Implement (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: When one of your attacks cast through this staff reduces a target to 0 hit points, you can spend a healing surge.
Power (Daily): Free Action. Use this power when one of your attacks reduces a target to 0 hit points. Take a standard action.

Earthroot Staff Level 3+

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

Lvl 3 +1	680 gp	Lvl 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: The target is restrained until the end of your next turn.
Property: Against your attacks that impose immobilized, petrified, restrained, or slowed conditions, enemies take a saving throw penalty equal to this staff's enhancement bonus.

Earthshaker Staff Level 14+

This staff, topped with a shard of darkest obsidian, appears solid and unbending, like the ground itself.

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 (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 force damage per plus
Power (Daily): Free Action. Use this power when using a power with the force keyword. That power gains a push 1 effect. If the affected power already has a push effect, increase the distance pushed by 1 square.

Feyswarm Staff Level 4+

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

Lvl 4 +1	840 gp	Lvl 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: The target is dazed by stinging magical insects until the end of your next turn.
Power (Daily): Free Action. Use this power when an attack made with this implement hits. Magical stinging insects daze the target until the end of your next turn.

Force Staff Level 3+

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

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 force damage per plus, and the target is knocked prone.
Power (Daily + Force): Free Action. Use this power when you hit with a power that has the force keyword. You can slide the target a number of squares equal to this staff's enhancement bonus.

Harvester's Staff Level 5+

This bone staff converts the life energy of your comrades into psionic energy.

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 (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d10 necrotic damage per plus
Property: You gain a +3 item bonus to Intimidate checks.
Power (Daily): Standard Action. One ally adjacent to you loses a healing surge, and you regain 2 power points.
Level 15 or 20: Regain 4 power points.
Level 25 or 30: Regain 6 power points.

Hellfire Staff Level 4+

This imposing staff of flame and bone burns the flesh and soul of your enemies.

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: Regain an encounter power with the fire or fear keyword that you have expended in this encounter.
Power (At-Will + Fire): Minor Action. The staff sheds bright light in your square and each square within 5 squares of you, and melee and close attacks with the staff deal fire damage instead of their normal damage type and have the fire keyword. You can end this effect as a free action.
Power (Daily + Fear, Fire): Free Action. *Trigger:* You hit an enemy with an attack power using this staff. *Effect:* That enemy takes 1d8 extra fire damage, and you push the enemy 3 squares.
Level 14: 2d8 extra fire damage.
Level 24: 3d8 extra fire damage.

Magic Staff Level 1+

A basic staff, enchanted to channel arcane energy.

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

Implement (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Mnemonic Staff Level 2+

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

Lvl 2 +1	520 gp	Lvl 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: Gain a +2 item bonus to any monster knowledge skill check.
Power (Daily): Minor Action. Swap a power you've prepared for another power in your spellbook of equal or lower level. Each power must also be of equal or lower level than the level of the staff.

Moonsilver Staff Level 7+

This pale wood staff is topped with a moonstone sphere. It harms lycanthropes with radiant energy.

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 (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus
Property: Treat this staff as silvered (*Player's Handbook*, page 220) for the purpose of implement and weapon attack powers made using it.
Power (Daily): Free Action. *Trigger:* You hit an enemy with an arcane radiant power and deal damage to it using this staff. *Effect:* That enemy takes extra radiant damage equal to 5 + the staff's enhancement bonus.

Quickening Staff Level 14+

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

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

Implement (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you hit with a daily power. You can use an at-will power.

Reliable Staff Level 13+

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

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: +1d6 damage per plus
Power (Daily): Free Action. Use this power after you hit no target with an encounter attack power cast through this implement. That power is not expended.



Spellshaper's Staff Level 18+

This mahogany staff ends in a complex series of precisely angled bends.

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You use an arcane area burst attack power through this staff. *Effect:* The attack becomes an area wall in a number of squares equal to the burst's size + 5 (for example, an area burst 2 within 20 becomes an area wall 7 within 20). The wall is 2 squares high. This effect doesn't change the duration or other attributes of the power.

Staff of Acid and Flame Level 10+

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

Lvl 10 +2 5,000 gp Lvl 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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 acid and fire damage per plus

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

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

Staff of Artifice Level 5+

Mechanical parts swirl around the end of this segmented steel shaft. When you infuse an artifice with creation, the staff gives a slight hum.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (At-Will): Free Action. *Trigger:* You hit an enemy with an implement power using this staff. *Effect:* Until the end of your next turn, creatures summoned by your artificer powers gain a +2 bonus to attack rolls and damage rolls.

Staff of Corrosion Level 18+

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

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 acid damage per plus

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

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

Staff of Distant Shielding Level 7+

With a word, you ward an ally against a foe's attack, promising swift retribution if harm comes to your companion.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Radiant): Minor Action. Choose one ally within 10 squares of you. The next enemy to make an attack roll against that ally before the end of the encounter takes 10 radiant damage.

Level 12 or 17: 15 radiant damage.

Level 22 or 27: 20 radiant damage.

Staff of Divinity Level 2+

The glowing symbol of a deity rests atop this majestic staff.

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

Property: Divine characters can use this staff as a holy symbol implement for divine powers.

Staff of Draconic Power Level 5+

Razor sharp teeth emerge all along the length of this staff of fire-scorched wood.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily ♦ Fire): Free Action. Use this power when you would use a power with the fire keyword. You gain resist 10 fire until the end of the encounter. After resolving the attack, you deal 1d8 fire damage to all creatures in a close burst 1.

Level 15 or 20: 2d8 fire damage.

Level 25 or 30: 3d8 fire damage.

Staff of Earthen Might Level 3+

This staff channels the power of the earth to add strength to your limbs and weight to your blows.

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 damage and the target is knocked prone.

Property: When you are standing on a surface of stone or earth, you gain a +2 item bonus to Athletics checks and Strength ability checks (but not Strength-based attacks).

Power (Daily): Free Action. Use this power when an attack with this implement hits. The target feels as if its weight has tripled, and it is slowed until the end of your next turn.

Staff of Elemental Prowess Level 9+

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

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 (Staff)

Enhancement: Attack rolls and damage rolls

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

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

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

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

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

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

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

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

Staff of Expansion Level 2+

This collapsible pole is fashioned from a corroded copper pipe.

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: +1d4 damage per plus

Power (Daily): Minor Action. Before the end of your next turn, the next close or area attack you make that has a burst area of effect gains a 1 square increase to the size of its burst.

Level 12 or 17: Increase the burst by 2.

Level 22 or 27: Increase the burst by 3.

Staff of Fiery Might Level 2+

This staff is engraved with fire symbols and is warm to the touch. It makes fire spells more potent.

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 fire damage per plus

Power (Daily): Free Action. Use this power when using a power that has the fire keyword. After rolling damage, you can reroll a number of damage dice equal to or less than the staff's enhancement bonus. You must keep the new results, and you can't reroll any die more than once.



Staff of Forceful Rebuking Level 4+

Your foes can't resist the power of this crystal-capped staff when you forcibly move them.

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 force damage per plus

Property: When you pull or push a creature with a power using this staff, the forced movement increases by 1 square.

Power (Daily): Free Action. **Trigger:** You hit an enemy with a force attack using this staff. **Effect:** The enemy falls prone.

Staff of Gathering Level 10+

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

Lvl 10	+2	5,000 gp	Lvl 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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

Staff of Iron Infusion Level 4+

With the aid of this iron staff, your healing artifices also toughen your ally's skin, making it resistant to damage.

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: +1d6 damage per plus

Property: When you use your Healing Infusion class feature on an ally, that ally gains resistance to all damage equal to the staff's enhancement bonus until the end of your next turn.

Power (Daily): Minor Action. An ally within 10 squares of you gains resistance to all damage equal to your Wisdom modifier + the staff's enhancement bonus until the end of your next turn.

Staff of Knives Level 2+

This steel-gray wooden staff transforms into a steel-hard wooden dagger on command.

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, or +1d12 damage per plus when used as a melee weapon

Power (At-Will): Minor Action. You transform this item from a staff into a dagger or from a dagger into a staff.

Staff of Light Level 4+

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

Lvl 4	+1	840 gp	Lvl 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: +1d6 radiant damage per plus

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

Staff of Missile Mastery Level 2+

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

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

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

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

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

Staff of Portals Level 14+

Topping this black staff is a crystal sphere that enhances your powers of teleportation.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and teleport the target 1 square per plus.

Power (Daily ♦ Teleportation): Free Action. Use this power after you use a power that has the teleportation keyword. You and all allies within 2 squares of you can teleport 5 squares.

Staff of Power Level 19+

This staff, topped by a clawed hand holding a blue crystal, allows you to cast a spell twice.

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Power (Daily): Free Action. Use this power when you score a critical hit using an encounter power or a daily power. That power is not expended.

Staff of Provocation Level 8+

The enemy you smite with your attack is momentarily marked as anathema, provoking even its own allies to bring it down.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Charm): Free Action. **Trigger:** You hit an enemy with an attack power using this staff. **Effect:** One creature of your choice makes a melee basic attack against that enemy as a free action. The attacking creature gains a bonus to the attack roll and the damage roll equal to your Intelligence modifier.

Staff of Psicraft Level 5+

This crystal staff shapes psionic energy and reveals arcane secrets. By channeling energy into the staff, you can recover your own expended psionic energy.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: You gain a +1 item bonus to Arcana checks. **Level 15 or 20:** +2 item bonus. **Level 25 or 30:** +3 item bonus.

Power (Daily ♦ Augmentable): Free Action. **Trigger:** You make a psionic area or close attack using this staff. **Effect:** The size of the attack's blast or burst increases by 1. **Augment 2:** You regain the use of this power.

Staff of Psychic Knives Level 4+

This light metal staff lets you form a mental link to your foe. Through this connection, you can disorient the foe by sending jolts of pain into its mind.

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: +1d6 psychic damage per plus

Property: You gain a +1 item bonus to Intimidate checks. **Level 14 or 19:** +2 item bonus. **Level 24 or 29:** +3 item bonus.

Power (Daily ♦ Fear): Free Action. **Trigger:** You hit an enemy with a psionic attack using this staff. **Effect:** You slide the enemy 1 square. Until the end of your next turn, whenever the enemy takes damage from an attack, you can slide it 1 square as a free action.

Staff of Resilience Level 3+

This black ash staff can absorb some of your life force and turn it into a protective aura.

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 damage per plus

Power (Daily): Minor Action. You spend a healing surge but regain no hit points. Instead, you gain temporary hit points equal to twice your healing surge value.



Staff of Ruin Level 3+

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

Lvl 3 +1	680 gp	Lvl 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: +1d10 damage per plus

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

Staff of Searing Death Level 12+

This staff causes your fiery attacks to burn even hotter.

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

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

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

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

Staff of Sleep and Charm Level 3+

The crystal eye atop this dusky birch staff enhances spells that target 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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to attack rolls with arcane charm or sleep attack powers.

Level 13 or 18: +2 item bonus.

Level 23 or 28: +3 item bonus.

Staff of Spectral Hands Level 3+

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

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 damage per plus

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

Staff of Spell Blasting Level 14+

Bound in silver, this polished pale elm staff violently channels arcane energy.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use an arcane ranged or area attack power through this staff, you don't provoke opportunity attacks from enemies adjacent to you that are targeted by the attack.

Power (Daily): Free Action. **Trigger:** You use an at-will arcane ranged attack power. **Effect:** The attack becomes a close blast 3 instead.

Staff of Storms Level 5+

This staff, covered in lightning runes, enhances the power of lightning and thunder spells.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 lightning or thunder damage per plus

Power (Daily ♦ Lightning, Thunder): Free Action. Use this power when using a power that has the lightning or the thunder keyword. After resolving the power, deal 1d8 lightning and thunder damage to every creature in a close blast 3.

Level 15 or 20: 2d8 lightning and thunder damage.

Level 25 or 30: 3d8 lightning and thunder damage.

Staff of the Adaptable Mind Level 4+

This staff lets your body move at the instant you perceive a threat, allowing you and your friends to avoid harm.

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: You gain a +1 item bonus to Perception checks.

Level 14 or 19: +2 item bonus.

Level 24 or 29: +3 item bonus.

Power (Daily ♦ Augmentable): Immediate Interrupt.

Trigger: An enemy hits you. **Effect:** You gain resistance to all damage equal to 5 + the staff's enhancement bonus until the start of your next turn.

Augment 1: Each ally adjacent to you also gains the resistance until the start of your next turn.

Staff of the Blinking Artifice Level 8+

Artifices created with this staff flicker from one place to the next across the battlefield.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (At-Will): Free Action. **Trigger:** You hit an enemy with an implement power using this staff. **Effect:** Until the end of your next turn, creatures summoned by your artificer powers can shift 2 squares as an immediate interrupt action triggered by being hit by a melee or ranged attack.

Staff of the Discerning Watcher Level 2+

This crystalline staff focuses your senses to help you perceive your surroundings better.

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 (Daily): Free Action. **Trigger:** You roll initiative. **Effect:** You and each ally within 5 squares of you can take 10 on the initiative check.

Staff of the Evader Level 3+

This green wooden staff ensures that you can slip out of harm's way when you're held in place.

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 damage per plus

Property: You gain a +2 item bonus to saving throws against being immobilized or slowed.

Power (Daily ♦ Teleportation): Immediate Reaction.

Trigger: You are immobilized by an attack. **Effect:** The effect that immobilized you ends, and you teleport 5 squares.

Staff of the Faithful Arcanist Level 8+

This alabaster staff is topped with a deity's symbol for those who consider their powers to be a gift from their god.

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 (Staff)

Prerequisite: You must have the Initiate of the Faith feat.

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Divine, Healing): Minor Action. As the cleric's *healing word* power (*Player's Handbook*, page 62).

Staff of the Impregnable Mind Level 3+

This adamantite staff protects you from mental attacks. By channeling power into it, you can increase the protection it offers to include all attacks.

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: +1d8 psychic damage per plus

Property: You gain resist 5 psychic.

Level 13 or 18: Resist 10 psychic.

Level 23 or 28: Resist 15 psychic.

Power (Daily ♦ Augmentable): Immediate Interrupt.

Trigger: An enemy targets you with an attack against Will.

Effect: Until the start of your next turn, you gain a bonus to Will equal to the staff's enhancement bonus.

Augment 1: You instead gain the bonus to all defenses.



Staff of the Iron Tower Level 22+

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

Lvl 22 +5	325,000 gp	Lvl 27 +6	1,625,000 gp
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Implement (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 psychic damage per plus
Power (Daily): Free Action. Use this power when you use a power that has the psychic keyword with this staff. You and all allies within 5 squares of you can each make a saving throw against one effect that has the charm, fear, illusion, or sleep keyword that a save can end.

Staff of the Lich Level 13+

The pale wood of this staff resembles polished bone.

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

Implement (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 necrotic damage per plus
Power (Encounter): Free action. Use this power when using a power that has the necrotic keyword. After you resolve the power effect, choose a single target of the power. That target is immobilized until the end of your next turn.

Staff of the Renewing Source Level 5+

This staff draws on residual psionic energy, allowing you to expend less energy when you strike a foe.

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 (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. **Trigger:** You hit an enemy with an augmented psionic attack power. **Effect:** You regain 2 power points.
 Level 15 to 20: Regain 4 power points.
 Level 25 to 30: Regain 6 power points.

Staff of the Serpent Level 7+

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

Lvl 7 +2	2,600 gp	Lvl 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 poison damage per plus
Property: Any melee attack made with this staff deals +1d6 poison damage.
Power (Daily + Poison): Free Action. Use this power when you deal poison damage with a power cast through this implement. The target takes ongoing poison damage equal to the enhancement bonus of the staff (save ends). If the power already deals ongoing poison damage, add the enhancement bonus of the staff as an item bonus to that damage each round.

Staff of the Sunburst Level 14+

Adorned with a gleaming solar disk, this staff can erupt with radiant power when you are hit.

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 (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily + Radiant): Immediate Reaction. **Trigger:** An enemy damages you with an attack. **Effect:** Each enemy within 5 squares of you takes 5 radiant damage and is knocked prone.
 Level 24 or 29: 10 radiant damage.

Staff of the Temporal Juggler Level 4+

This multicolored staff allows you to steal bits of time from your enemies to accomplish more than you normally could.

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: +1d6 damage per plus
Property: You gain a +1 item bonus to History checks.
 Level 14 or 19: +2 item bonus.
 Level 24 or 29: +3 item bonus.
Power (Daily): Free Action. **Trigger:** You daze or stun an enemy with a psionic attack using this staff. **Effect:** You can take an additional move action or minor action during this turn.

Staff of the Third Eye Level 4+

This staff has a capstone carved to resemble a closed eye. The eye opens when you channel a power through an ally's location.

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
Power (Encounter): Free Action. **Trigger:** You make a ranged attack using this staff. **Effect:** Choose an ally within 5 squares of you. You use a square in that ally's space as the attack's origin square.

Staff of the War Mage Level 3+

This staff, topped with a red crystal, enhances the size of your blast and burst spells.

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: +1d8 damage per plus
Power (Daily): Free Action. Use this power when using a power that has a blast or a burst effect. Increase the size of the blast or the burst by 1.

Staff of Tongues Level 2+

Language is no barrier while you wield this staff.

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: +1d10 damage per plus
Property: You gain a +1 item bonus to Diplomacy checks.
 Level 12 or 17: +2 item bonus.
 Level 22 or 27: +3 item bonus.
Property: You can speak, read, and write Supernal.

Staff of Transposition Level 14+

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

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

Implement (Staff)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily + Teleportation): Free Action. Use this power when you use a close or area power. Any allies in the area of effect, rather than being affected by the power, are teleported to the nearest unaffected square of your choice.

Staff of Ultimate Defense Level 3+

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

Lvl 3 +1	680 gp	Lvl 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 damage per plus
Property: When you use the staff of defense form of the Arcane Implement Mastery class feature, increase the bonus to defense by an amount equal to the enhancement bonus of this staff.

Staff of Unfailing Talent Level 2+

This staff is charged with psychic energy as long it remains in contact with you while you have a reserve of psionic energy.

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 psychic damage per plus, or +1d10 psychic damage per plus if you have at least 1 power point



Staff of Unparalleled Vision Level 4+

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

Lvl 4 +1	840 gp	Lvl 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: +1d6 damage per plus

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

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

Staff of Verdant Growth Level 3+

This gnarled wooden staff grows leafy tendrils along its length when activated.

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 damage per plus

Power (Daily ♦ Paralysis): Free Action. Use this power when you would use an area power. All creatures (including flying creatures) in the area of the power are slowed until the end of your next turn.

Staff of Wind Level 5+

This feather-light staff of cloudy crystal allows you to command the air.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. Make an attack: Close blast 5; targets each creature in blast; Intelligence or Charisma vs. Fortitude; on a hit, the target is pushed a number of squares equal to the enhancement bonus of the staff and knocked prone.

Staff of Winter Level 4+

This staff is engraved with winter symbols and is cold to the touch. It adds to the effect of your cold spells.

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: +1d6 cold damage per plus

Power (Daily): Free Action. Use this power when using a power that has the cold keyword. After you resolve the power, all enemies within 3 squares of you are immobilized (save ends).

Staff of Luck and Skill Level 23+

Whoever wields this blond yew staff capitalizes on both luck and skill.

Lvl 23 +5	425,000 gp	Lvl 28 +6	2,125,000 gp
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Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and you gain a cumulative +1 bonus (up to a maximum of the staff's enhancement bonus) to all defenses each time you score a critical hit until the end of the encounter.

Power (Daily): Minor Action. The first time you roll an attack roll of 17 or higher with an attack power using this staff before the end of the encounter, you score a critical hit with that attack.

Staff of the Traveler Level 5+

This ruddy staff looks as if it has seen many lands and many times, and it offers you the same opportunities for travel.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: You teleport the target 2 squares per plus

Property: Whenever you shift, you can instead teleport the number of squares you would have shifted.

Power (Encounter ♦ Teleportation): Free Action. **Trigger:** You teleport using a psionic teleportation power. **Effect:** You teleport the same number of squares that you teleported using the triggering power.

Staff of Insightful Detection Level 2+

Armed with this delicate staff, you can intuit secrets and perceive those who wish to remain hidden.

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 gain a +1 item bonus to Insight checks.
Level 12 or 17: +2 item bonus.
Level 22 or 27: +3 item bonus.

Power (Encounter): Minor Action. Until the end of your next turn, enemies don't benefit from concealment or total concealment against your attacks.

Sustain Minor: The effect persists if you spend 1 power point.

Striking Staff Level 15+

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

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

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

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

Summoner's Staff Level 7+

This hawthorn staff is engraved with the images of dozens of different creatures.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus if a creature you summoned scored the critical hit

Property: When an enemy attacks a creature you summoned and misses, you or an ally within 5 squares of the summoned creature gains temporary hit points equal to 5 + the staff's enhancement bonus.

Power (Daily): Immediate Interrupt. **Trigger:** An enemy hits a creature you summoned. **Effect:** The triggering enemy rerolls the attack roll and must use the second result.

The Scrolls of Ummanabora (Mnemonic Staff)

Adventurer's Vault 104 Level 27

Thousands of lines of runic text spiral around the entire length of this staff.

You feel the presence of great knowledge when you are near the object.

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

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

Communication Speech, touch telepathy

Persona The scrolls have little in the way of a personality, and they approach everything analytically. The scrolls do not offer information that is not requested. The intelligence of the staff is essentially an interface between the wielder and the information therein, not an organic consciousness.

Alignment Unaligned **Languages** All

Skills The Scrolls of Ummanabora grant a +2 bonus to checks made when doing research from books or other documents.

Thunderwave Staff Level 8+

This rune-covered staff emits waves of thunder that deal damage and knock enemies prone.

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 (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 thunder damage per plus

Power (Daily ♦ Thunder): Free Action. Use this power when you would push one or more creatures with one of your powers. Instead of pushing those creatures, knock them prone and deal x d6 thunder damage to each one, where x equals the number of squares you would normally push each one.

Level 13 or 18: x d8 thunder damage.

Level 23 or 28: x d10 thunder damage.



Utility Staff Level 2+

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

Lvl 2	+1	520 gp	Lvl 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: Increase the range of your arcane utility powers by a number of squares equal to this staff's enhancement bonus.

Verdant Staff Level 2+

This writhing staff is composed of thin vines that constantly flourish and wither.

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

Property: Primal characters can use this staff as a totem implement for primal powers.

Wyrmspike Level 13

This wooden staff is twisted and gnarled. It is blacked as if it was once cast into a great fire. If it didn't glow with a light-blue aura, it would appear to be a worthless piece of debris.

Lvl 13	+3	17,000 gp
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Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, +1d12 per plus against dragons

Property: You gain resist 5 against all close and area attacks.

Property: You gain an additional +2 bonus to attack rolls against the dragon Calastryx.

Power (Daily): Immediate Interrupt. *Trigger:* You are the target of an area or a close attack. *Effect:* You and your allies gain resist 20 against the triggering attack.



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Book of Undeniable Fire Level 5+

The pages of this tome have scorch marks along the edges.

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: +1d8 fire damage per plus
Property: When you use a wizard fire power through this tome, the target's resistance to fire (if any) against that attack is reduced by 10.
 Level 15 or 20: The resistance is reduced by 20.
 Level 25 or 30: The resistance is reduced by 30.
Property: This tome contains two wizard daily fire powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
Power (Daily ♦ Arcane, Fire, Implement): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

Confounding Tome Level 28

The cloth cover of this tome is inscribed with a repeating maze-like pattern.

Lvl 28 +6 2,125,000 gp

Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 psychic damage per plus
Property: When you use the maze power through this tome, the target rolls twice when making Intelligence checks to escape the maze and can escape only if both checks succeed.
Power (Daily): Free Action. You expend an unused wizard daily attack power of level 25 or higher and gain the use of the maze power (*Player's Handbook*, page 168). The power is lost if you don't use it before the end of the encounter.

Deck of Spells Level 14+

All your spells are written on these cards, whose illustrations depict you crushing foes with your potent arcane arsenal.

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 (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Wizards can use this tome as a spellbook.
Property: When you prepare your arcane powers, you can choose one wizard daily attack power from your spellbook at random. You must prepare the randomly chosen power before you prepare any others. You gain a +2 bonus to attack rolls with that power until you take an extended rest.
Power (Daily): Free Action. You choose a wizard daily attack power in your spellbook that you didn't prepare today and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power, with a +2 bonus to attack rolls with that power, until the end of the encounter. The power is lost if you don't use it before the end of the encounter.

Dispelling Tome Level 7+

This thin tome helps you unbind magical creations.

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 (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you use the *dispel magic* power through this tome, you can target two conjurations or zones instead of one, and you gain a +2 item bonus to attack rolls to destroy them.
Power (Daily): Free Action. You expend an unused wizard utility power of level 6 or higher and gain the use of the *dispel magic* power (*Player's Handbook*, page 162). The power is lost if you don't use it before the end of the encounter.

Frozen Tome Level 18+

The cover of this thick tome appears to be made from solid ice. It's cool to the touch but doesn't melt.

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

Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 cold damage per plus
Property: When you use the *wall of ice* power through this tome, the wall can be up to 15 squares long and 10 squares high.
Power (Daily): Free Action. You expend an unused wizard utility power of level 15 or higher and gain the use of the *wall of ice* power (*Player's Handbook*, page 165). The power is lost if you don't use it before the end of the encounter.

Gossamer Tome Level 8+

This tome is covered in webs infested by myriad tiny spiders that swarm over your hands but never bite.

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 (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you use the *web* power through this tome, any creature that ends its move in the zone of webs is restrained instead of immobilized.
Power (Daily): Free Action. You expend an unused wizard utility power of level 5 or higher and gain the use of the *web* power (*Player's Handbook*, page 161). The power is lost if you don't use it before the end of the encounter.

Magic Tome Level 1+

A simple tome, enchanted to channel arcane energy.

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

Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Mordenkainen's Tome Level 13+

This tome's cover is inscribed with a shimmering silver sword.

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 (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 force damage per plus
Property: When you use the *Mordenkainen's sword* power through this tome, the sword deals extra force damage equal to the tome's enhancement bonus.
Power (Daily): Free Action. You expend an unused wizard utility power of level 9 or higher and gain the use of the *Mordenkainen's sword* power (*Player's Handbook*, page 163). The power is lost if you don't use it before the end of the encounter.

Summoner's Tome Level 5+

Outlines of creatures are burnt into the cured-hide cover of this book, which holds many summoning secrets.

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: When you hit with an opportunity attack using a conjuration or summoning wizard power through this tome, the target takes extra damage equal to this tome's enhancement bonus.
Property: This tome contains two wizard daily summoning powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
Power (Daily ♦ Arcane, Implement, Summoning): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

Timeless Tome Level 29

This tome enables you to further manipulate the boundaries of time.

Lvl 29 +6 2,625,000 gp

Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you use the *time stop* power, you gain three extra standard actions instead of two. (You still can't use these actions to attack other creatures.)
Power (Daily): Free Action. You expend an unused wizard utility power of level 22 or higher and gain the use of the *time stop* power during this encounter. The power is lost if you do not use it before the end of the encounter.

Tomes



Tome of Arrest Level 4+

This tome's cover is emblazoned with the symbol of a golden clenched fist.

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: +1d8 force damage per plus
Property: When you use a wizard power that immobilizes an enemy through this tome, that enemy also takes extra damage equal to your Constitution modifier.
Power (Daily): Free Action. *Trigger:* You use a wizard summoning power. *Effect:* Until the end of the encounter or until the summoned creature is dismissed, creatures that shift provoke opportunity attacks from the summoned creature when moving out of a square adjacent to the summoned creature.

Tome of Crushing Force Level 9+

This jet black tome is inset with several moonstones and radiates power.

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 (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 force damage per plus
Property: When you use a wizard force power through this tome that attacks Reflex, you can choose to have the power attack Fortitude instead.
Property: This tome contains two wizard daily force powers. Both powers must be of a level equal to or lower than that of the tome. You must choose these powers when you acquire the tome; they can't be changed later. You can add these powers to your spellbook.
Power (Daily): Free Action. You choose a power contained in the tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power. The power is lost if you don't use it before the end of the encounter.

Tome of Enduring Creation Level 14+

Your summoned creatures are more durable when you wield this leather-bound tome.

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 (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you hit with a wizard attack power using this tome, a creature you summoned gains temporary hit points equal to 2 + the tome's enhancement bonus.
Power (Daily): Free Action. *Trigger:* You use a wizard summoning power. *Effect:* A creature you summoned gains a +2 power bonus to all defenses until the end of the encounter or until the creature is dismissed.

Tome of Forty Steps Level 3+

Included within this curious tome are a number of arcane formulas for manipulating speed and time.

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: Your summoned creatures gain a +1 item bonus to speed.
Power (Daily): Free Action. *Trigger:* You use a wizard summoning power. *Effect:* Each round while the summoned creature exists, you gain an additional move action that you can use only to command the creature.

Tome of Striking Lightning Level 4+

Sparks leap between the covers of this copper-bound tome.

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 lightning damage per plus
Property: When you use a wizard lightning attack power through this tome, you can score a critical hit on a roll of 19–20.
Property: This tome contains two wizard daily lightning powers. Both powers must be of a level equal to or lower than that of the tome. You must choose these powers when you acquire the tome; they can't be changed later. You can add these powers to your spellbook.
Power (Daily): Free Action. You choose a power contained in the tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power. The power is lost if you don't use it before the end of the encounter.

Tome of the North Wind Level 3+

Covered in a thin patina of frost even in blazing heat, this tome unlocks the secrets of ice magic.

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: +1d8 cold damage per plus
Property: When you use a wizard cold power through this tome, and the target of the power is slowed, that target takes damage equal to your Constitution modifier if it moves while slowed.
Property: This tome contains two wizard daily cold powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
Power (Daily) (Arcane, Cold, Implement): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

Tome of the Replenishing Flame Level 2+

This tome's copper binding is pleasantly warm to the touch.

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 (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d10 fire damage per plus
Property: When you use a wizard fire power that can be sustained through this tome, you regain hit points equal to the tome's enhancement bonus each round that you sustain the power while bloodied. For example, if you used the *flaming sphere* power with a *tome of the replenishing flame* +2, you would regain 2 hit points each round you sustain the *flaming sphere* while you are bloodied.
Property: This tome contains two wizard daily fire powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
Power (Daily) (Arcane, Fire, Implement): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

Toxic Tome Level 24+

This snakeskin-bound tome gives off a slight acrid scent.

Lvl 24 +5	525,000 gp	Lvl 29 +6	2,625,000 gp
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Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 poison damage per plus
Property: When you use the *cloudkill* power through this tome, you can move the cloud 3 squares as part of the minor action to sustain the power.
Power (Daily): Free Action. You expend an unused wizard utility power of level 19 or higher and gain the use of the *cloudkill* power (*Player's Handbook*, page 166). The power is lost if you don't use it before the end of the encounter.

Wailing Tome Level 5+

The hideous faces whose skin forms the binding for this book wail like tortured souls each time it is used.

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: When you use a wizard psychic or teleportation power, you gain a number of temporary hit points equal to the tome's enhancement bonus. When this occurs, you can instead elect to be dazed until the end of your next turn. If you do so, you gain a number of temporary hit points equal to twice the sum of the tome's enhancement bonus and your choice of your Charisma, Intelligence, or Wisdom modifier.
Property: This tome contains two wizard daily psychic or teleportation powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
Power (Daily) (Arcane, Implement, Psychic or Teleportation): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack or utility power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.



Totem



Astral Redoubt Totem Level 4+

Each string of this dream-catcher totem records a leg of Rolant's journey across the Astral Sea, including a refuge along the path.

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 damage per plus, and you regain hit points equal to twice the totem's enhancement bonus.

Power (Daily ♦ Healing, Teleportation): Free Action. *Trigger:* You hit an enemy with a primal attack power using this totem. *Effect:* Any ally within 5 squares regains hit points equal to twice the totem's enhancement bonus and can disappear to a place of safety in the Astral Sea until the start of his or her next turn. While there, the ally has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to the ally.

Autumn Harvest Totem Level 2+

This totem is fashioned from leaves and bone shards. It embodies the spirit of autumn and the inevitability of death.

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 damage per plus against a bloodied creature

Property: Attacks made through this totem deal extra damage against bloodied creatures equal to 1 + one-half the totem's enhancement bonus.

Avalanche's Wake Totem Level 19+

Your spirit companion draws power from this jagged stone totem to become as unstoppable as a landslide.

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

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and you push the target 1 square per plus.

Property: Your spirit companion ignores difficult terrain when it moves.

Power (Daily): Free Action. *Trigger:* You hit with an attack through your spirit companion using this totem. *Effect:* Each enemy adjacent to your spirit companion is slowed until the end of your next turn.



Avenging Ash Totem Level 2+

The ashes staining the totem remind you of civilization's ravages against nature.

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 fire damage per plus

Property: Constructs take 1 extra damage from primal implement powers that use this totem.

Level 12: 2 extra damage.

Level 22: 5 extra damage.

Power (Daily ♦ Fire): Free Action. *Trigger:* You hit an enemy with a primal implement power using this totem. *Effect:* The enemy you hit takes 5 extra fire damage.

Level 12: 10 extra fire damage.

Level 22: 20 extra fire damage.

Bloodhunter Totem Level 5+

This totem is carved from a petrified heart, which beats when the totem is close to wounded prey.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus against a bloodied target

Property: You gain a +1 bonus to attack rolls using this totem against bloodied creatures.

Boar's Charge Totem Level 3+

When you grasp this boar's tusk, your heart races with feral excitement and you throw yourself headlong into battle.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When charging while you are in beast form, you gain a +1 bonus to speed.

Power (Daily): Free Action. *Trigger:* You hit an enemy with a charge attack using this totem while you are in beast form. *Effect:* You push that enemy 1 square and can shift into the space it vacated.

Bronzewood Coils Totem Level 13+

With this knotted serpent totem crafted of bronzewood, you can grant your spirit companion an aspect of the World Serpent.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with the spirit's fangs power (Player's Handbook 2, page 120) using this totem. *Effect:* That enemy is grabbed by your spirit companion. When the enemy attempts to escape the grab, you can have it make the Acrobatics check or Athletics check against your Will instead of your Fortitude or Reflex.

Dire Totem Level 10+

As you undergo the transformation into beast form, your body grows larger, heavier, and far more dangerous.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. *Trigger:* You use your wild shape power (Player's Handbook 2, page 84) to assume your beast form. *Effect:* While you are in beast form, your size is Large, and you gain a power bonus to damage rolls using beast form powers through this totem equal to the totem's enhancement bonus.

Earthfall Totem Level 7+

Attacks with this rough-hewn stone totem pack a powerful punch.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you use a primal attack power through this totem that pushes or slides a creature or knocks a creature prone, you deal 1d6 extra damage to each creature that was pushed, slid, or knocked prone.

Level 17, 22, or 27: 2d6 extra damage.

Fell Beast Totem Level 3+

This totem is infused with venom extracted from corrupt predators of the swamp.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 poison damage per plus

Power (Daily ♦ Poison): Free Action. The next time you use a primal attack power through this totem during this turn, each creature hit by the attack takes ongoing 5 poison damage (save ends).

Level 13 or 18: Ongoing 10 poison damage (save ends).

Level 23 or 28: Ongoing 15 poison damage (save ends).

Feral Spirit Totem Level 8+

When the wild spirits stream forth from their homes to hunt, they won't be satisfied with only one victim.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus to the target or to one enemy adjacent to your spirit companion

Power (Daily): Free Action. *Trigger:* You bloody an enemy with a primal ranged attack power using this totem.

Effect: One enemy adjacent to your spirit companion takes 1d6 damage per plus.

Totem



Fickle Twilight Totem Level 9+

This gray bone, ever shrouded in shadow, symbolizes the ancient truce between the fey and the druids of the Eldeen Reaches.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to Bluff checks and Stealth checks.

Power (Daily ♦ Teleportation): Free Action. *Trigger:* You hit an enemy with a primal implement power using this totem. *Effect:* You teleport a number of squares equal to the totem's enhancement bonus.

Flameheart Totem Level 10+

A constantly smoldering mote of flame dangles from this totem and infuses your evocations with fiery power.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: When you hit a creature that is granting combat advantage to you using a primal attack power through this totem, that creature takes 1d6 extra fire damage.

Power (Daily ♦ Fire): Free Action. The next time you use a primal attack power through this totem during this turn, each creature hit by the attack takes ongoing 5 fire damage (save ends).

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

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

Hungry Spirits Totem Level 2+

The appearance of this totem changes week by week, depending on which spirits are hungriest.

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: +1d10 damage per plus, and you can move your spirit companion to a space adjacent to the target.

Power (Daily ♦ Healing, Spirit): Free Action. *Trigger:* You hit an enemy adjacent to your spirit companion with a primal attack power using this totem. *Effect:* You and one ally within 2 squares of the enemy can spend a healing surge.

Iron Bear Totem Level 8+

This black iron rod, bound with bear fur, empowers your spirit companion to bolster nearby allies.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. Until the end of your next turn, any ally gains a +2 bonus to all defenses while adjacent to your spirit companion.

Life River Totem Level 13+

While you're armed with this green wood totem, your group enjoys great vitality even in the face of deadly adversity.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you hit with a primal attack power using this totem, you or any ally adjacent to you who spends a healing surge before the end of your next turn regains additional hit points equal to the totem's enhancement bonus.

Magic Totem Level 1+

This item is a simple totem that channels primal energy.

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

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Nine Furies Totem Level 20+

This totem is crafted of horn, wood, and sinew. It flares with power as warrior spirits invigorate your comrades in battle.

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

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you grant temporary hit points to your allies with a shaman power, one ally gains additional temporary hit points equal to the totem's enhancement bonus.

Power (Daily): Immediate Reaction. *Trigger:* An ally you can see becomes bloodied. *Effect:* Each ally you can see gains temporary hit points equal to twice the totem's enhancement bonus. These temporary hit points stack with any existing temporary hit points.

Oalian's Balance Totem Level 2+

Reflecting the balance between civilization and the wilderness, half of this totem is carved with runes, and the other half is unshaped except by nature.

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

Property: You gain a +1 item bonus to Diplomacy checks and Nature checks.

Power (Daily ♦ Healing): Free Action. *Trigger:* You hit an enemy with a primal implement power using this totem. *Effect:* An ally adjacent to you or the target enemy can spend a healing surge and regain extra hit points equal to the totem's enhancement bonus.

Panther Totem Level 9+

Carved in the shape of a panther and adorned with fangs, this totem grants its user feline stealth.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus against a target granting combat advantage to you

Power (Daily ♦ Illusion): Minor Action. Until the end of your next turn, you are invisible to enemies more than 5 squares away from you.

Pure Spirit Totem Level 5+

Interwoven vines carved on this totem symbolize the primal magic of healing and growth held within it.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily ♦ Healing): Minor Action. One ally within 5 squares of you regains 1d6 hit points per plus.

Razor Talon Totem Level 14+

Festooned with talons, claws, and fangs, this totem makes your attacks in beast form more dangerous.

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: +1d6 damage per plus, or +1d8 damage per plus while you are in beast form

Property: When you use a beast form attack power through this totem, you can score a critical hit on a roll of 19–20.

Roaring Bear Totem Level 2+

Carved from the great claw of a dire bear, this totem growls like that mighty beast when you channel primal power through it.

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

Power (Daily): Free Action. *Trigger:* You hit an enemy with a primal attack power using this totem. *Effect:* You knock the enemy prone.



Seed of Winter Paragon Level

This outsized, pearlescent acorn is one of the fabled artifacts of the Winter Court of the Feywild. It is a potent reminder of the power the fey can hold over the environment.

The *Seed of Winter* is a +3 implement that acts as either a wand or a totem, and possesses the following properties.

Enhancement: Attack rolls and damage rolls

Critical: +3d6 cold damage, or +3d10 cold damage against creatures with the fire keyword

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

Property: You gain ice walk.

Property: Enemies take a -2 penalty to saving throws against your powers that have the charm or fear keyword.

Power (At-Will ♦ Arcane, Cold, Implement): Standard Action. You can use *ray of frost* (wizard 1). You can use Intelligence, Wisdom, or Charisma for the attack roll.

Power (Encounter ♦ Arcane, Cold, Implement): Standard Action. You can use *winter's wrath* (wizard 7). You can use Intelligence, Wisdom, or Charisma for the attack roll.

Power (Daily ♦ Cold, Implement, Primal, Reliable): Standard Action. You can use *devouring ice* (druid 15). You can use Intelligence, Wisdom, or Charisma for the attack roll.

Spring Renewal Totem Level 5+

This totem carries the primal magic of spring. It represents the power to restore life.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and one ally within 5 squares of you regains hit points equal to twice the totem's enhancement bonus.

Power (Daily ♦ Healing): Free Action. *Trigger:* You hit an enemy with a primal attack power using this totem. *Effect:* One ally within 5 squares of you gains regeneration equal to twice the totem's enhancement bonus until the end of the encounter.

Summer Growth Totem Level 3+

Summer brings growth, and the primal energy channeled through this item helps spawn vines that hinder your foes.

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 (Totem)

Enhancement: Attack rolls and damage rolls

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

Power (Daily): Minor Action. Each square within 5 squares of you is difficult terrain for your enemies until the end of your next turn.

Totem of Enduring Vigilance Level 9+

This totem is carved with eyes big and small to remind you to be watchful against daelkyr aberrations.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to Arcana checks and Perception checks.

Property: Creatures with the aberrant origin take 1 extra damage from primal implement powers using this totem. *Level 14:* 2 extra damage.

Level 24: 5 extra damage.

Power (Daily): Free Action. *Trigger:* You hit an enemy with a primal implement power using this totem. *Effect:* The enemy cannot use teleportation powers or be the target of teleportation powers (save ends).

Totem of Nature's Balm Level 10+

When you wave this totem, decorated with dried herbs, healing light streams from your spirit companion into your allies.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and one ally you can see within 10 squares of you can spend a healing surge.

Power (Daily): Free Action. *Trigger:* You hit with a primal attack power using this totem. *Effect:* Each ally within 2 squares of you or your spirit companion makes a saving throw with a power bonus equal to the totem's enhancement bonus.

Totem of New Beginnings Level 14+

This bone totem gradually changes color in your hands, shifting from green to gray to black to green again.

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: +1d6 damage per plus

Power (Daily): No Action. *Trigger:* You use a primal daily attack power through this totem and miss all targets.

Effect: One ally within 5 squares of you regains the use of an expended encounter power of the totem's level or lower.

Totem of the Awakened Bear Level 13+

Carved in the form of a yawning beast, this totem rouses your spirit companion against opponents that draw your attention.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus while you're bloodied

Power (Daily): Free Action. *Trigger:* You hit an enemy with your spirit's shield power (*Player's Handbook 2*, page 121). *Effect:* That enemy grants combat advantage until the end of your next turn.

Totem of the Crashing Tide Level 15+

Moisture continually beads over the conch shell that forms this totem and then evaporates, reflecting the tides in which it once lived.

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

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and you push the target 1 square per plus.

Property: When you push a creature with a primal attack power using this totem, the distance of the push increases by 1 square.

Power (Daily): Free Action. *Trigger:* You push an enemy with a primal attack power using this totem. *Effect:* That enemy grants combat advantage until the end of your next turn.

Totem of the Harrier's Claws Level 12+

This totem, covered in owl feathers and talons, grants you the ferocity of a hunting bird against weakened prey.

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

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Creatures taking ongoing damage grant combat advantage to you.

Totem of the Night Level 12+

This totem of blackened wood is shaped like a stylized bat and allows you to pierce the veil of night.

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

Implement (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain low-light vision. If you already have low-light vision, you instead gain darkvision.

Power (Daily): Minor Action. Until the end of your turn, your attacks using this totem ignore cover and concealment, but not superior cover or total concealment.

Totem of the Ravenous Beast Level 9+

This hideous bloodstained totem gorges itself on the life energy of your foes.

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 (Totem)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus against a target granting combat advantage to you

Power (Daily): Free Action. *Trigger:* You reduce an enemy to 0 hit points with a primal power using this totem. *Effect:* You take a move action.

Totem



Totem of the Satyr's Dance Level 8+

This gnarled branch, carved to look like a horn, channels the frenetic dance of reveling satyr spirits.

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 (Totem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When an ally regains hit points from a primal power used through this totem, he or she gains a +1 bonus to speed until the end of his or her next turn.
Power (Daily): Free Action. *Trigger:* You hit with a primal attack power using this totem. *Effect:* An ally you can see within 10 squares of you gains a +1 power bonus to speed until the end of the encounter.

Totem of the Scouring Wind Level 15+

Used by desert-dwelling centaur tribes, this totem shaped from sandstone summons the power of the terrible simoom.

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

Implement (Totem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and the target takes ongoing 10 damage (save ends).
 Level 25 or 30: Ongoing 15 damage (save ends).
Power (Daily): Standard Action. You push each creature that is adjacent to you 2 squares. Until the end of your next turn, you gain a +2 power bonus to all defenses against ranged and area attacks.

Totem of the World Tree Level 20+

The rich wood of this totem is warm to the touch. You can feel the life of the world pulsing through it.

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

Implement (Totem)
Enhancement: Attack rolls and damage rolls
Critical: Each ally within 3 squares of you gains 1d6 temporary hit points per plus (roll once and apply the result to each ally).
Power (Daily): Free Action. *Trigger:* You hit an enemy with a primal attack power using this totem. *Effect:* You or an ally within 3 squares of you makes a saving throw with a bonus equal to the totem's enhancement bonus.

Totem of Thunder's Keeper Level 2+

A stylized face carved into this totem animates with an angry growl to rebuff those who harm your allies.

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 thunder damage per plus
Power (Daily ♦ Thunder): Immediate Reaction. *Trigger:* An enemy hits your spirit companion or an ally within 5 squares of you with a melee attack. *Effect:* The triggering enemy takes thunder damage equal to your Wisdom modifier. In addition, you push it a number of squares equal to the totem's enhancement bonus.

Totem of Winter's Scorn Level 9+

Carved from a branch of winterfir tree, this totem channels the bitter cold of the tundra.

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 (Totem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 cold damage per plus, and the target is slowed until the end of your next turn.
Power (Daily): Free Action. *Trigger:* You hit an enemy with a primal cold power using this totem. *Effect:* That enemy is immobilized and grants combat advantage (save ends).

Vengeful Spirit Totem Level 8+

Infused with the rage of a thousand vicious beasts, this totem makes your spirit companion intimidating in battle.

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 (Totem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d10 per plus with a primal spirit attack power
Power (Daily): Minor Action. Until the end of the encounter, each enemy adjacent to your spirit companion takes a -2 penalty to attack rolls.

Watchful Spirit Totem Level 3+

Several animal faces seem to look out from this totem with wide eyes. Its magic, channeled through your spirit companion, lashes out at those who harm your allies.

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 (Totem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d12 damage per plus against a bloodied creature
Property: You gain an item bonus to Perception checks equal to the totem's enhancement bonus.
Power (Daily): Minor Action. Until the end of your next turn, any enemy that damages an ally adjacent to your spirit companion takes damage equal to twice this totem's enhancement bonus.

Wildfire Totem Level 4+

This charred totem grows hot to the touch as your enemy erupts in hungry flames.

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 damage per plus
Property: You gain a +2 bonus to saving throws against ongoing fire damage.
Power (Daily ♦ Fire): Free Action. *Trigger:* You hit an enemy with a primal fire power using this totem. *Effect:* Each enemy adjacent to you takes ongoing 5 fire damage (save ends).
 Level 14 or 19: Ongoing 10 fire damage (save ends).
 Level 24 or 29: Ongoing 15 fire damage (save ends).

Winter's Grasp Totem Level 4+

This totem is fashioned from dry wood and white fur. It embodies the spirit of winter and a time when nature sleeps and life grows weak.

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: +1d10 cold damage per plus
Power (Daily): Free Action. *Trigger:* You hit an enemy with a primal attack power using this totem. *Effect:* That enemy is weakened until the end of your next turn.

Winter's Heart Totem Level 7+

Let your heart of pine badge warn everyone of the coming doom that shall cleanse this world.

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 (Totem)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 necrotic damage per plus
Power (Daily ♦ Necrotic): Free Action. *Trigger:* You hit an enemy with a primal implement power using this totem. *Effect:* The attack's damage type changes to necrotic and the attack deals 2d6 extra necrotic damage.
 Level 17 or 22: 3d6 extra necrotic damage.
 Level 27: 4d6 extra necrotic damage.

Winterwood Totem Level 4+

Fashioned from trees perpetually coated in primal frost, this totem is surrounded by a cloud of freezing mist.

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 cold damage per plus
Power (Daily): Free Action. *Trigger:* You hit an enemy with a primal cold power using this totem and deal damage to it. *Effect:* That enemy gains vulnerable 3 cold until the end of your next turn.
 Level 14 or 19: Vulnerable 5 cold.
 Level 24 or 29: Vulnerable 10 cold.



Waist



Acrobat's Harness Level 14

These cloth straps help you to twist and dive out of dangerous situations.

Item Slot: Waist 21,000 gp

Property: When you make an Acrobatics check, you roll twice and use either result.

Alchemical Failsafe Level 6+

When you become too battered to continue fighting at full strength, this launcher located in your abdomen automatically triggers an alchemical item.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

Item Slot: Waist (embedded component)

Requirement: You must have the living construct racial trait to use this item.

Property: You can stow one consumable alchemical item within this item.

Power (At-Will): When you use your second wind, if you have a consumable alchemical item stowed that is 10th level or lower, you can use the stowed item as a part of the same action without having to draw it or spend an action to use it.

Level 16: You can use the at-will power with alchemical items of 20th level or lower.

Level 26: You can use the at-will power with any alchemical item.

Backbone Belt Level 11

Coupled with your second wind, this belt helps you stay in the fight longer.

Item Slot: Waist 9,000 gp

Property: Gain a +4 bonus (instead of the normal +2 bonus) to all defenses until the start of your next turn after using your second wind.

Baldric of Assault Level 11

This gray leather baldric lets you supplant your enemy when you use your aegis of assault.

Item Slot: Waist 9,000 gp

Property: When an enemy triggers your aegis of assault power, you can slide the enemy 1 square and then teleport into that enemy's space, instead of teleporting to a space adjacent to the enemy.

Baldric of Dividing Ranks Level 7+

Foot soldiers ineffectually stumble aside as you stride through battle wearing this baldric.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp

Item Slot: Waist

Property: You gain a +2 item bonus to AC against the opportunity attacks of minions.

Level 17: +4 item bonus.

Level 27: +6 item bonus.

Power (Daily): Minor Action. You can move through squares occupied by minions until the end of your next turn. Your movement provokes opportunity attacks as normal, and you cannot end your move in an occupied space.

Level 27: Your movement does not provoke opportunity attacks from minions.

Baldric of Shielding Level 19

This marcasite-studded baldric aids you when you use your aegis of shielding.

Item Slot: Waist 105,000 gp

Property: When you use your aegis of shielding power to reduce the damage dealt to an ally, you gain temporary hit points equal to the amount of damage you prevented.

Baldric of Tactical Positioning Level 8+

This belt gives you greater command of the battlefield by helping you keep your enemies off-balance.

Lvl 8 3,400 gp Lvl 18 85,000 gp

Item Slot: Waist

Power (Encounter): Minor Action. Choose one square adjacent to you. That square counts as an ally for the purpose of flanking until the end of your next turn.

Level 18: You can use this power twice per encounter.

Baldric of Time Level 6+

This rough-textured belt seems to be coated in the sands of time.

Lvl 6 1,800 gp Lvl 16 45,000 gp

Item Slot: Waist

Property: When you roll a 20 on your initiative check, you gain an extra move action during the first turn of the encounter.

Level 16: You instead gain an extra standard action.

Baldric of Valor Level 21

This handsome belt rewards decisive action.

Item Slot: Waist 225,000 gp

Property: When you spend an action point, gain a +3 item bonus to saving throws, a +1 item bonus to attack rolls, and a +1 item bonus to all defenses. This benefit lasts until the end of your next turn.

Barbed Baldric Level 5+

Hooked metal barbs spring from this belt on command, making it dangerous for anyone to grab you.

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

Item Slot: Waist

Property: Enemies that are grabbing you take 1d8 damage at the start of your turn.

Level 15: 2d8 damage.

Level 25: 3d8 damage.

Belt of Nourishment Level 7

This comfortable leather belt is worked with images of food-stuffs that nourish you.

Item Slot: Waist 2,600 gp

Property: You gain a +3 item bonus to Endurance checks.

Property: You don't need to eat. You must wear the belt for 24 consecutive hours before this property functions.

Belt of Blood Level 10

This bloodstained belt helps you recover from serious injuries.

Item Slot: Waist 5,000 gp

Property: Your healing surge value increases by your Constitution modifier while you are bloodied.

Belt of Endurance Level 6+

Stitched from the hides of various animals, this belt gives you a beastly endurance.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

Item Slot: Waist

Property: Gain a +2 item bonus to Endurance checks.

Level 16: +4 item bonus.

Level 26: +6 item bonus.

Power (Daily): Free Action. Use this power before you make an Endurance check. Treat that check as though you rolled a natural 20.

Belt of Feral Might Level 3

This belt intensifies the rageblood that flows through your veins.

Item Slot: Waist 680 gp

Property: When you gain temporary hit points from your Rageblood Vigor class feature, you can add your Strength modifier to the temporary hit points gained.

Belt of Fiends Level 15

This belt fills you with hellborn power and protects you from a devil's attacks.

Item Slot: Waist 25,000 gp

Property: Gain a +2 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

Power (Daily): Immediate Interrupt. You can use this power when you are hit by an attack. Gain a +3 power bonus to defense against that attack; you can decide to use the power after the DM tells you the attack die total.

If the attacker is a devil, then it also takes 20 radiant damage.

Special: If worn with the ring of fury, you gain a +2 item bonus to Diplomacy, Insight, Bluff, and Religion checks when dealing with devils.

Belt of Fitness Level 7

This well-made champion's belt lets you use your endurance to resist bodily harm.

Item Slot: Waist 2,600 gp

Power (Daily): Immediate Interrupt. Use this power when you would be hit by an attack against Fortitude defense. Make an Endurance check and use that result in place of your Fortitude defense.



Belt of Fragile Guard Level 9

This wide leather band toughens your skin but weakens your resilience.

Item Slot: Waist 4,200 gp

Power (At-Will): Minor Action. Until the end of your next turn, you gain a +1 power bonus to AC and vulnerability to all damage equal to half your level.

Belt of Giant Strength Level 15

This rugged leather belt is inset with numerous chunks of polished gray stone. It improves your athletic skills and melee damage.

Item Slot: Waist 25,000 gp

Property: Gain a +2 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

Power (Daily): Free Action. Use this power when you hit with a melee attack. Add a +10 power bonus to the damage roll.

Belt of Lucky Strikes Level 8

When wearing this belt, you can hit when you need to.

Item Slot: Waist 3,400 gp

Power (Daily): Free Action. Use this power when you miss with a melee attack. Make a melee basic attack against the same target as the one you selected for the attack that missed.

Belt of Mountain Endurance Level 18

The steel buckle of this leather belt is engraved with the image of a mountain.

Item Slot: Waist 85,000 gp

Property: When you spend a healing surge, you can add your Strength modifier to the surge value.

Power (Daily): Free Action. You can trigger this power when you spend an action point. You gain a +2 bonus to all defenses until the start of your next turn.

Belt of Raging Endurance Level 9+

The amber glow spreading from this behemoth-hide belt swirls into the spirit aura of your rage, shielding you until the glow flares red.

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp

Property: You gain 1 healing surge.

Power (Encounter): Immediate Interrupt. **Trigger:** An enemy hits you and causes damage. **Effect:** You gain resist 15 against that attack, but you also take 10 damage at the end of your next turn.
Level 19: Resist 25 damage; take 15 damage.
Level 29: Resist 40 damage; take 20 damage.

Belt of Recovery Level 7

When you suffer a telling blow, this belt bolsters your defenses, giving you a moment to recover.

Item Slot: Waist 2,600 gp

Property: When a critical hit is scored against you, gain a +2 item bonus to AC until the end of your next turn.

Belt of Resilience Level 1+

This common and well-worn belt aids those who aid you.

Lvl 1 360 gp Lvl 21 225,000 gp
Lvl 11 9,000 gp

Item Slot: Waist

Property: Heal checks made to aid you gain a +2 item bonus.
Level 11: +4 item bonus.
Level 21: +6 item bonus.

Belt of Sacrifice Level 7+

This belt of leather allows you to help others heal.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp

Item Slot: Waist

Property: Each ally within 5 squares of you gains a +1 item bonus to his or her healing surge value.
Level 17: +2 item bonus.
Level 27: +3 item bonus.

Power (Daily ♦ Healing): Minor Action. Lose two healing surges. An ally within 5 squares of you regains one healing surge.

Belt of Sonnlitor Righteousness Level 6+

This iron-plated belt was first crafted by the Sonnlitor to protect against the underhanded tactics of goblins and giants.

Lvl 6 1,800 gp Lvl 26 1,125,000 gp
Lvl 16 45,000 gp

Item Slot: Waist

Property: You gain resist 10 to all damage when you have 0 hit points or fewer.
Level 16: Resist 20.
Level 26: Resist 30.

Power (Daily): No Action. **Trigger:** An attack reduces you to 0 hit points or fewer. **Effect:** The triggering attacker takes damage equal to the damage you took from the triggering attack.

Belt of the Brawler Level 3

Your punch packs a wallop when this belt is about your waist.

Item Slot: Waist 680 gp

Property: Make improvised attacks (included unarmed attacks) as if you were armed with a club.

Belt of the Flanker's Bane Level 6

When wearing this belt, a subtle shift of your weight is all you need to send a flanking enemy scrambling.

Item Slot: Waist 1,800 gp

Power (Encounter): Immediate Interrupt. **Trigger:** When a flanking enemy makes an attack roll against you. **Effect:** You slide the triggering enemy 2 squares to a square adjacent to you.

Belt of the Witch King Level 18

The links of this slim silver chain are separated by small spheres of arcane-enhanced obsidian.

Item Slot: Waist 85,000 gp

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

Power (Daily ♦ Healing): Free Action. **Trigger:** You become bloodied. **Effect:** You regain hit points equal to twice the level of the highest-level arcane power you have not expended.

Belt of Titan Strength Level 25

This rugged leather belt is inset with numerous chunks of polished obsidian. It greatly improves your athletic skills and melee damage.

Item Slot: Waist 625,000 gp

Property: Gain a +3 item bonus to Athletics checks and Strength ability checks (but not Strength attacks).

Power (Daily): Free Action. Gain a +10 power bonus to all melee damage rolls until the start of your next turn.

Belt of Vigor Level 2+

This chain metal belt improves your recuperative abilities.

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp

Item Slot: Waist

Property: You gain a +1 item bonus to your healing surge value.
Level 12: +2 item bonus.
Level 22: +3 item bonus.

Belt of Vim Level 8+

You feel hale and hearty while wearing this wide belt.

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

Item Slot: Waist

Property: Gain a +1 bonus to Fortitude defense.
Level 18: +2 bonus to Fortitude defense.
Level 28: +3 bonus to Fortitude defense.

Belt of Vitality Level 23

This belt helps you keep death at bay.

Item Slot: Waist 425,000 gp

Property: Gain a +2 bonus to Fortitude defense.

Power (Daily ♦ Healing): No Action. Use this power when you make a death saving throw. Spend a healing surge.

Centering Cincture Level 8

With this simple sash, you fend off attacks against your body.

Item Slot: Waist 3,400 gp

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack. Gain a +4 power bonus to your Fortitude defense until the end of your next turn.

Cincture of the Dragon Spirit Level 6

This scaly belt infuses you with the ferocity of a dragon.

Item Slot: Waist 1,800 gp

Property: You can use your Strength modifier instead of your Charisma modifier when making Intimidate checks.

Waist



Cincture of the Githzerai Level 10

This rope cord is woven to enhance the ability of the mind to lend strength to the body.

Item Slot: Waist 5,000 gp

Power (Daily): Immediate Interrupt. Use this power when an attack would hit your Fortitude defense. Use your Will defense in place of your Fortitude defense against the attack.

Cincture of Vivacity Level 14

Wearing this heavy damask wrap, you can exceed your body's normal recuperative ability.

Item Slot: Waist 21,000 gp

Property: When you spend a healing surge and regain hit points above your maximum hit points, you can keep the extra hit points as temporary hit points until the end of the encounter.

Cingulum of Combat Rushing Level 12

This heavily decorated belt pushes you straight through your foes.

Item Slot: Waist 13,000 gp

Power (Daily): Minor Action. You can move into squares occupied by enemies until the end of your next turn. Your movement provokes opportunity attacks as normal, and you cannot end your move in an occupied space.

Contortionist's Cord Level 7

This extremely flexible snakeskin binding allows you to quickly squeeze through even the tightest spots.

Item Slot: Waist 2,600 gp

Property: While squeezing, you move at full speed and do not take penalties to attack rolls, but you still grant combat advantage.

Cord of Divine Favor Level 13

A healer's garment, this cinch lets you tend to yourself as you aid others.

Item Slot: Waist 17,000 gp

Power (Encounter ♦ Healing): Free Action. Use this power when you use *healing word* on an ally or use another power that grants an ally the use of a healing surge. You can spend a healing surge as well and regain hit points equal to your healing surge value.

Cord of Foresight Level 18

With the insight provided by this woven silk belt, you brace your body for physical danger.

Item Slot: Waist 85,000 gp

Property: After each extended rest, deduct 1 healing surge and gain temporary hit points equal to your healing surge value. These temporary hit points remain until lost, or until you take an extended rest.

Diamond Cincture Level 10+

The diamonds on this platinum band grant great fortitude, which you can sacrifice for health.

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

Item Slot: Waist

Property: This belt holds one diamond and you gain a +1 item bonus to Fortitude.
Level 20: Two diamonds, +2 item bonus to Fortitude.
Level 30: Three diamonds, +3 item bonus to Fortitude.

Power (At-Will ♦ Healing): Minor Action. When you use this power, one diamond on the belt cracks and darkens, becoming worthless. You regain hit points as if you had spent a healing surge, and the belt's item bonus is reduced by one. If there are no diamonds on the belt, you can't use this power. After an extended rest, each diamond destroyed by this power is restored.

Dynamic Belt Level 9+

This intricately woven mesh belt improves your acrobatics and athletics skills.

Lvl 9 4,200 gp Lvl 29 2,625,000 gp
Lvl 19 105,000 gp

Item Slot: Waist

Property: Gain a +2 item bonus to Acrobatics checks and Athletics checks.
Level 19: +4 item bonus.
Level 29: +6 item bonus.

Power (Daily): Free Action. Reroll an Acrobatics check or an Athletics check you just rolled. Use the new result.

Girdle of the Dragon Level 16+

The translucent visage of a young dragon surrounds your body as you unleash the draconic spirit embodied in this magic item.

Lvl 16 45,000 gp Lvl 26 1,125,000 gp

Item Slot: Waist

Property: Gain a +2 bonus to Fortitude defense.

Power (Daily): Standard Action. Make two attack rolls: Melee 1; Strength + 3 vs. AC; on a hit, the target takes 3d6 + Strength modifier damage. If both attacks hit the same target, the target is grabbed (until escape).
Level 26: Strength + 6 vs. AC, 3d10 + Strength modifier damage.

Girdle of the Oxen Level 5

With this belt, you can bull rush enemies farther than normal.

Item Slot: Waist 1,000 gp

Property: When you bull rush a target, you push it 1 additional square.

Girdle of the UMBER Hulk Level 15+

This belt, cut from the carapace of an umber hulk, grants you the power to tunnel through the ground.

Lvl 15 25,000 gp Lvl 25 625,000 gp

Item Slot: Waist

Property: Gain a +2 bonus to Fortitude defense.

Power (Daily): Minor Action. Gain a burrow speed equal to half your speed. You cannot dig through solid rock or shift while burrowing. Sustain minor.
Level 25: Gain a burrow speed equal to your speed. You can dig through solid rock at half your burrow speed.

Goliath's Belt Level 9

This hide belt makes it easier for you to push people around.

Item Slot: Waist 4,200 gp

Property: You gain a +2 item bonus on Strength attacks to bull rush or grab a target. In addition, you can attempt to bull rush or grab a target up to two sizes larger than you.

Healer's Sash Level 11+

With this white homespun wrap, you can keep your allies going long after they have exhausted their healing resources.

Lvl 11 9,000 gp Lvl 21 225,000 gp

Item Slot: Waist

Property: This sash can have no more than 5 charges at one time and resets to 1 charge after an extended rest.

Power (At-Will): Standard Action. You or an adjacent ally expends a healing surge but does not regain hit points as normal. Instead, add 1 charge to this sash.

Power (Encounter ♦ Healing): Immediate Reaction. Use this power when an ally within 5 squares of you takes damage. Expend 1 charge from the belt. The ally regains hit points as though he or she had spent a healing surge, and regains an extra 1d6 hit points.
Level 21: +2d6 hit points.

Ironskin Belt Level 5+

The first of these belts of chain links was forged by a dwarf armorsmith enslaved by fire giants. It can be activated to provide protection against weapon attacks.

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

Item Slot: Waist

Power (Daily): Minor Action. Gain resist 5 to all weapon damage until the end of your next turn.
Level 15: Resist 10 to all weapon damage.
Level 25: Resist 15 to all weapon damage.

Lurtaan's Cord Heroic Level

Fashioned of braided mithral and gold, this belt grants protection against supernaturally charged attacks.

Item Slot: Waist

Power (Encounter): Immediate Interrupt. **Trigger:** You are hit by an attack that deals typed nonweapon damage. **Effect:** You gain resist 5 against typed nonweapon damage until the end of your next turn.

Muleback Harness Level 2+

This unadorned leather harness allows you to carry and drag heavier loads.

Lvl 2 520 gp Lvl 22 325,000 gp
Lvl 12 13,000 gp

Item Slot: Waist

Property: When determining your normal load, heavy load, or maximum drag load (PH 222), treat your Strength score as 5 points higher.
Level 12: 10 points higher.
Level 22: 15 points higher.

Waist



Phoenix Sash Level 18

This brilliant orange wrap restores life to the vanquished.

Item Slot: Waist 85,000 gp

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

Power (Daily ♦ Healing): No Action. **Trigger:** An enemy reduces you to 0 hit points or fewer. **Effect:** You spend a healing surge and are dazed until the end of your next turn.

Potion Bandolier Level 8

This wide brown leather baldric keeps potions in easy reach.

Item Slot: Waist 3,400 gp

Property: This belt can hold up to six potions. You can retrieve a potion from the belt as a free action.

Rager's Belt Level 2

This double-thick leather and scale belt might literally be the only thing holding your guts together.

Item Slot: Waist 520 gp

Property: When you drop to 0 hit points or fewer while raging, you gain a +4 bonus to your first death saving throw.

Reality Cord Level 15

First crafted by the gith races, this waistband roots you in a reality that doesn't recognize the place of aberrant creatures.

Item Slot: Waist 25,000 gp

Property: Gain a +1 item bonus to damage rolls, Fortitude defense, and Will defense against aberrant creatures.

Power (Daily): Free Action. Use this power when you fail a saving throw against an effect placed on you by an aberrant creature. Reroll the saving throw with a +5 power bonus, using the second result even if it's lower.

Reinforcing Belt Level 9

This sturdy belt offers magical protection when you need it most.

Item Slot: Waist 4,200 gp

Property: Only the wearer of this belt can remove it. If the wearer is dead, anyone else can remove the belt as a standard action.

Property: Enemies cannot perform a coup de grace against you while you are helpless.

Rogue's Belt Level 11

No one can hold you, no chains can restrain you, and no bars can contain you while you wear this slick belt.

Item Slot: Waist 9,000 gp

Property: You can attempt to escape a grab or restraints as a minor action.

Rope of Slave Fighting Level 7+

You fight as well on your back as on your feet while wearing this frayed rope belt.

Lvl 7	2,600 gp	Lvl 17	65,000 gp
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Item Slot: Waist

Property: You do not take the -2 penalty to attack rolls while prone.

Level 17: You also do not grant combat advantage while prone.

Sash of Ensnarement Level 8

While wearing this long braided wrap, your reach rarely exceeds your grasp.

Item Slot: Waist 3,400 gp

Property: Gain reach 2 for purposes of grab attacks. Also, you do not need a free hand to make a grab attack.

Power (Daily): Free Action. Use this power when you would spend a minor action to sustain a grab. The sash detaches from you and sustains the grab for you. You no longer need to sustain the grab or remain adjacent to the creature. During this time, you do not benefit from the sash's property. The sash uses your Fortitude and Reflex defenses for resisting the creature's escape. It holds the creature in place until you command it to cease or the creature escapes, at which time the sash returns to you.

Sash of Heroic Inspiration Level 28

This flashy, embroidered red sash proclaims your heroism to all.

Item Slot: Waist 2,125,000 gp

Property: When you spend an action point, one ally within your line of sight can spend a healing surge as a free action.

Sash of Regeneration Level 28

While you wear this heavy brown hide sash, you heal at a tremendous rate.

Item Slot: Waist 2,125,000 gp

Property: You gain regeneration 5 while you're bloodied.

Shielding Girdle Level 10

This item helps you turn away physical attacks.

Item Slot: Waist 5,000 gp

Power (Daily): Immediate Interrupt. Use this power when you would be hit by an attack. Gain a +4 power bonus to AC until the end of your next turn.

Silver Sky Tabard Level 16

This rich blue coat carries a silver dragon's head as a crest, and grants you the unstoppable resilience of a dragon.

Item Slot: Waist 45,000 gp

Property: You make saving throws against ongoing damage at the start of your turn as well as the end of your turn.

Stalwart Belt Level 6+

Each time you deal a grievous wound to an enemy, you feel the invigorating power of this belt.

Lvl 6	1,800 gp	Lvl 26	1,125,000 gp
Lvl 16	45,000 gp		

Item Slot: Waist

Property: When you score a critical hit, gain temporary hit points equal to your Constitution modifier.

Level 16: Equal to twice your Constitution modifier.

Level 26: Equal to three times your Constitution modifier.

Stonewall Belt Level 8

This rough gray belt covered in stone plates grants stability to its wearer.

Item Slot: Waist 3,400 gp

Power (Daily): Minor Action. You can ignore push, pull, or slide effects until the end of your next turn.

Survivor's Belt Level 11

This belt gives you the ability to stabilize even when near death.

Item Slot: Waist 9,000 gp

Property: You roll two death saving throws, taking the higher result.

Swimtide Harness Level 8+

More than a few sea captains who have lost their ships in storms have survived due to these blue oilskin straps.

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

Item Slot: Waist

Property: Gain a +2 item bonus to Athletics checks made to swim, and to Endurance checks made to hold your breath, swim, or tread water.

Level 18: +4 item bonus.

Level 28: +6 item bonus.

Totemic Belt Level 11

This colorful hide belt infuses you with the ferocity of a wild beast, augmenting your attacks.

Item Slot: Waist 9,000 gp

Power (Daily): Minor Action. Use this power when you charge. Gain a +1 power bonus to all Strength, Constitution, and Dexterity attack rolls and the subsequent damage rolls until the end of the encounter.

Vengeance Sash Level 23

This dark binding allows you to vent your wrath against those who defeat you in battle.

Item Slot: Waist 425,000 gp

Power (Daily): Immediate Interrupt. Use this power when you are reduced to 0 or fewer hit points. Use any attack power you can perform as a standard action.

Viper Belt Level 4

This snakeskin belt provides modest protection against poison.

Item Slot: Waist 840 gp

Property: Gain resist 5 poison.

Power (Encounter): No Action. Use this power when making a saving throw against ongoing poison damage. Gain a +2 power bonus to the saving throw.

Waistband of the Grappler Level 13

This fur-lined wrap channels the strength and the recklessness of an accomplished wrestler.

Item Slot: Waist 17,000 gp

Power (At-Will): Minor Action. You gain a +5 power bonus to damage rolls and to grab attempts, but take a -2 penalty to attack rolls. You also grant combat advantage to all enemies. This effect lasts until you end it as a minor action.

Wraith's Cord Level 30

You become wraithlike when you wear this worn rope band.

Item Slot: Waist 3,125,000 gp

Property: When you score a critical hit, the target is weakened until the end of your next turn.

Power (Daily ♦ Illusion): Minor Action. Until the end of your next turn, you become invisible and insubstantial and gain phasing.





Arrow of Fate Epic Level

An ancient shard of the fallen dragon god Io's physical form, the Arrow of Fate is a powerful weapon against the primordial and their servants. As a fragment of a greater god, the artifact is equally effective against the divine, for what better to harm a god with than a piece of another? The Arrow, created from the essence of the one that gave rise to them, also holds great power over the children of Io.

The Arrow of Fate can function as a rod, staff, or wand, as any weapon of the spear group, or as ammunition for a crossbow, longbow, or shortbow (in which case it overrides any enchantment the bow or crossbow may carry). Whatever its form, it is a +6 weapon of that type.

Enhancement: Attack rolls and damage rolls

Critical: +6d8 damage, or +6d12 damage against dragons and creatures with the elemental or immortal origin

Property: Attacks using the Arrow of Fate ignore the first 5 points of resistance a dragon or creature with the elemental or immortal origin has, if any, to the damage.

Power (At-will): Minor Action: The Arrow of Fate transforms from its current form into one of the other implements, weapons, or ammunitions listed above.

Power (Daily ♦ Fire, Radiant): Standard Action. You breathe forth a blast of fire charged with the energy of the astral sea: Close blast 3; Constitution + 6 vs. Reflex; 4d12 + 8 fire and radiant damage. Miss: Half damage.

Assured Wand of Frostburn Level 14+

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

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

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

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

Assured Wand of Howl of Doom Level 14+

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

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

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

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

Chaos Shard Implement Level 5+

This glowing lump of blue crystal can be fitted to a rod, staff, or wand, allowing its user to channel the power for the Far Realm to smite enemies.

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 (Rod, Staff, or Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property: When you use this implement to attack with an arcane power with the psychic keyword, you can gain an item bonus to damage rolls on that attack equal to this implement's enhancement bonus. When you gain the damage bonus, you also gain vulnerable 5 psychic damage until the start of your next turn. If you are a warlock with the star pact or a sorcerer with the Wild Magic class feature, you do not gain the vulnerable psychic.

Power (Daily ♦ Psychic): Free Action: Use this power when you hit with an arcane power with the psychic keyword. The power deals an additional 1d10 psychic damage.

Level 15 or 20: 2d10 psychic damage.

Level 25 or 30: 3d10 psychic damage.

Chaos Shard Attack (Charm): Trigger: The Chaos Shard's wielder uses its daily power to add extra psychic damage to an attack. **Attack:** +8 vs Will; **Hit:** the wielder makes an immediate attack with an at-will arcane power as a free action against its nearest ally.

Level 10: +13 vs. Will

Level 15: +18 vs. Will

Level 20: +23 vs. Will

Level 25: +28 vs. Will

Level 30: +33 vs. Will

Cursing Wand Level 14+

You curse your foe when you channel your spite through this dark yew wand.

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 (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you score a critical hit with the unluck power using this wand, the target also takes a -2 penalty to attack rolls, skill checks, ability checks, and saving throws (save ends).

Power (Daily ♦ Arcane, Implement, Necrotic): Standard Action. As the bard's unluck power (Player's Handbook 2, page 72).

Diamond Wand Level 4+

This gem-topped wand's fragile appearance belies its strength.

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 hit an enemy with an arcane force power using this wand, the next attack that hits that enemy deals 1 extra force damage. Level 14 or 19: 2 extra force damage. Level 24 or 29: 3 extra force damage.

Power (Daily): Standard Action. As the artificer's spike wire power (EBERRON Player's Guide, page 48), which is reproduced below.

Spike Wire Artificer Attack 1

You throw a bundle of barbed wire that bites into your enemy's flesh, digging deeper and deeper.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier force damage. Until the end of your next turn, any attack deals extra damage to the target equal to your Wisdom modifier.

Flame Wand Level 3+

Small flames become conflagrations when channeled through this wand.

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: +1d8 fire damage per plus

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

Level 13 or 18: +2 item bonus.

Level 23 or 28: +3 item bonus.

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





Hawthorn Wand Level 9+

This pale wand harnesses fate and makes it your servant.

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 (Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you use an arcane power through this wand to grant yourself or an ally a bonus to saving throws and the saving throw roll is lower than this wand's enhancement bonus, you or the ally can reroll the saving throw and use either result.
Power (Daily): Standard Action. As the artificer's *altered luck* power (EBERRON Player's Guide, page 49), which is reproduced below.

Altered Luck Artificer Attack 3

Your magic blasts an enemy and transfers its luck to a nearby ally.

Encounter ♦ **Arcane, Implement**
Standard Action Area burst 2 within 10 squares
Target: One creature in burst
Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier damage, and the target takes a -2 penalty to saving throws until the end of your next turn.
Effect: One ally within the burst gains temporary hit points equal to 5 + your Wisdom modifier and a +2 bonus to an attack roll, a skill check, an ability check, or a saving throw before the end of your next turn. The ally can use the bonus after determining the result of a roll.

Hellfire Wand Level 3+

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

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: +1d8 fire damage per plus
Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the fire and implement keywords.
Level 13 or 18: +2 item bonus.
Level 23 or 28: +3 item bonus.
Power (Encounter ♦ **Arcane, Force, Implement):** Standard Action. As the warlock's *hellish rebuke* power (PH 132).

Iron Wand Level 24+

This thick pry bar does double duty as a weapon and an implement.

Lvl 24	+5	525,000 gp	Lvl 29	+6	2,625,000 gp
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Implement (Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You gain an item bonus to Strength checks to break open doors or chests equal to the wand's enhancement bonus.
Property: This wand can be used as a melee weapon, functioning as a mace. You can add its enhancement bonus to the attack rolls and damage rolls of melee weapon attacks.
Power (Daily): Minor Action. As the artificer's *iron-hide infusion* power (EBERRON Player's Guide, page 53), which is reproduced below.

Iron-Hide Infusion Artificer Utility 16

You crush a bit of iron in your hand, infusing it with protective magic. You then cast the dust onto your allies' armor.

Encounter ♦ **Arcane**
Minor Action Close burst 5
Target: You and each ally in burst
Effect: Each target gains a +4 bonus to AC until the end of your next turn.

Keen Bite Wand Level 18+

Artifices you create with this wand have a vicious bite.

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

Implement (Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Creatures summoned with your artificer powers using this wand can score a critical hit on a roll of 19-20.
Power (Daily ♦ **Arcane, Conjuration, Implement):** Standard Action. As the artificer's *barbed automaton* power (page 52).

Magic Wand Level 1+

A basic wand, enchanted so as to channel arcane energy.

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

Implement (Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Master's Wand of Cloud of Daggers Level 3+

Your cloud of daggers strikes with deadly accuracy.

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: +1d8 damage per plus
Property: When a creature moves into a *cloud of daggers* you create with this wand, it takes twice your Wisdom modifier in damage (minimum 2) instead of damage equal to your Wisdom modifier.
Power (Encounter ♦ **Arcane, Force, Implement):** Standard Action. As the wizard's *cloud of daggers* power (PH 159).

Master's Wand of Dire Radiance Level 3+

Your dire radiance presses against foes with an invisible force.

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: +1d8 damage per plus
Property: Each square a target affected by your *dire radiance* moves toward you costs 1 extra square of movement.
Power (Encounter ♦ **Arcane, Fear, Implement, Radiant):** Standard Action. As the warlock's *dire radiance* power (PH 131).

Master's Wand of Eldritch Blast Level 3+

Your eldritch blast viciously scours your enemies.

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: +1d8 damage per plus
Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with *eldritch blast*.
Level 13 or 18: +2 item bonus.
Level 23 or 28: +3 item bonus.
Power (Encounter ♦ **Arcane, Implement):** Standard Action. As the warlock's *eldritch blast* power (PH 132).

Master's Wand of Eyebite Level 3+

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

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: +1d8 damage per plus
Property: When you hit a target with *eyebite* using this wand, you gain combat advantage against the target on your first attack next turn.
Power (Encounter ♦ **Arcane, Charm, Implement, Psychic):** Standard Action. As the warlock's *eyebite* power (PH 132).

Master's Wand of Hellish Rebuke Level 3+

Your hellish rebuke consumes your attacker and its nearby allies.

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: +1d8 damage per plus
Property: When *hellish rebuke* causes a target to take damage from attacking you, all of its adjacent allies take damage equal to half that amount.
Power (Encounter ♦ **Arcane, Fire, Implement):** Standard Action. As the warlock's *hellish rebuke* power (PH 132).



Master's Wand of Magic Missile Level 3+

Your magic missiles impact a foe with the force of a bull rush.

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: +1d8 damage per plus
Property: Any target you hit with the magic missile power is pushed 1 square.
Power (Encounter ♦ Arcane, Force, Implement): Standard Action. As the wizard's magic missile power (PH 159).

Master's Wand of Ray of Frost Level 3+

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

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: +1d8 damage per plus
Property: You ignore cover from enemies when you cast ray of frost.
Power (Encounter ♦ Arcane, Cold, Implement): Standard Action. As the wizard's ray of frost power (PH 159).

Master's Wand of Scorching Burst Level 3+

Your scorching burst burns devastatingly hot at its core.

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: +1d8 damage per plus
Property: You deal an additional 1d6 fire damage to a creature occupying the origin square of your scorching burst power.
Power (Encounter ♦ Arcane, Fire, Implement): Standard Action. As the wizard's scorching burst power (PH 159).

Master's Wand of Thunderwave Level 3+

This wand grants the ability to reshape your thunderwave power.

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: +1d8 damage per plus
Property: When you use the thunderwave power, you can make it a close burst 1.
Power (Encounter ♦ Arcane, Implement, Thunder): Standard Action. As the wizard's thunderwave power (PH 161).

Master's Wand of Eyes of the Vestige Level 4+

This ebony wand strikes your targets with devastating power.

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: +1d8 damage per plus
Property: When you hit with the eyes of the vestige power using this wand, the second creature can be within 5 squares of the target instead of 3 squares, and you gain a +1 bonus to your Warlock's Curse extra damage for that attack.
Power (Encounter): Standard Action. As the warlock's eyes of the vestige power (Arcane Power, page 73), which is reproduced below.

Eyes of the Vestige Warlock Attack 1

Your enemy's eyes glow with an eldritch light as your vestige takes hold and scours that foe's mind while you curse another nearby foe.

At-Will ♦ Arcane, Implement, Psychic; Varies
Standard Action **Ranged 10**
Target: One creature
Attack: Constitution vs. Will
Hit: 1d6 + Constitution modifier psychic damage. Choose the target or a creature within 3 squares of the target and within the target's line of sight. You place your Warlock's Curse on that creature; if the creature is already cursed by you, you can deal your Warlock's Curse extra damage to that creature instead of to the target.
Level 21: 2d6 + Constitution modifier psychic damage.

Master's Wand of Illusory Ambush Level 4+

With this red palm wand, your phantoms continue to harass your enemies.

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: +1d8 damage per plus
Property: After you hit an enemy with the illusory ambush power using this wand, when that enemy attacks while it's taking the penalty to attack rolls, it takes psychic damage equal to 3 + this wand's enhancement bonus.
Power (Encounter): Standard Action. As the wizard's illusory ambush power (Arcane Power, page 101), which is reproduced below.

Illusory Ambush Wizard Attack 1

You create an illusion of swirling spectral assailants that swarm over your enemy.

At-Will ♦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged 10**
Target: One creature
Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Level 21: 2d6 + Intelligence modifier psychic damage.

Master's Wand of Misdirected Mark Level 4+

Disaster awaits those beguiled by this crooked hickory wand.

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: +1d8 damage per plus
Property: When you hit with the misdirected mark power using this wand, the ally that marked a target gains a +1 bonus to attack rolls against that target until the end of your next turn.
Power (Encounter ♦ Arcane, Implement): Standard Action. As the bard's misdirected mark power (Player's Handbook 2, page 68).

Master's Wand of Phantom Bolt Level 4+

Your illusory bolts become more ominous with this smoky amber wand.

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: +1d8 damage per plus
Property: When you hit an enemy with the phantom bolt power using this wand, you can slide that enemy 1 extra square.
Power (Encounter): Standard Action. As the wizard's phantom bolt power (Arcane Power, page 101), which is reproduced below.

Phantom Bolt Wizard Attack 1

You wave your hand, and your foe sees a bolt of fire streaking toward it. The enemy dives away from the imagined threat.

At-Will ♦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged 10**
Target: One creature
Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier psychic damage, and you slide the target 1 square.
Level 21: 2d8 + Intelligence modifier psychic damage.





Master's Wand of Spiteful Glamor Level 4+

This wand is especially deadly to creatures you haven't harmed yet.

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: +1d8 psychic damage per plus

Property: When you hit an enemy at maximum hit points that is affected by your Warlock's Curse with the *spiteful glamor* power using this wand, you deal an extra die of Warlock's Curse damage to that enemy.

Power (Encounter): Standard Action. As the warlock's *spiteful glamor* power (FORGOTTEN REALMS Player's Guide, page 35), which is reproduced below.

Spiteful Glamor Warlock (Dark) Attack 1

The mere sight of you is anathema to your enemy.

At-Will ♦ Arcane, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage, or 1d12 + Charisma modifier psychic damage to a target at maximum hit points.

Level 21: 2d8 + Charisma modifier psychic damage, or 2d12 + Charisma modifier psychic damage to a target at maximum hit points.

Master's Wand of Static Shock Level 4+

You have mastered the static shock spell, and you can bind your foes with eldritch chains of lightning.

Lvl 4	+1	840gp	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: +1d8 damage per plus

Property: When your *static shock* using this wand reduces the damage its target would deal, until the end of your next turn all attacks made by your allies adjacent to the target deal extra lightning damage equal to your Constitution modifier.

Power (Encounter ♦ Arcane, Lightning, Implement): Standard Action. As the artificer's *static shock* power (page 47).

Master's Wand of Thundering Armor Level 4+

Your ally's armor rumbles with the dread power of thunder.

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: +1d8 damage per plus

Property: When your *thundering armor* using this wand pushes a target, it pushes the target a number of squares equal to your Wisdom modifier.

Power (Encounter ♦ Arcane, Implement, Thunder): Standard Action. As the artificer's *thundering armor* power (page 47).

Master's Wand of Vicious Mockery Level 4+

Wielding this hackberry wand sharpens your tongue and hones your wit.

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: +1d8 damage per plus

Property: When you hit with the *vicious mockery* power using this wand, choose a different enemy within 2 squares of the target. That enemy takes a penalty to attack rolls equal to your Intelligence modifier until the end of your next turn.

Power (Encounter ♦ Arcane, Charm, Implement, Psychic): Standard Action. As the bard's *vicious mockery* power (Player's Handbook 2, page 69).

Precise Wand of Color Spray Level 10+

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

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 (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

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

Precise Wand of Runic Resistance Level 13+

You are deadly accurate with your runic resistance spell.

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 (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain a +1 item bonus to attack rolls using *runic resistance* using this wand.

Power (Daily ♦ Arcane, Implement; Varies): Standard Action. As the artificer's *runic resistance* power (page 51). If your first attack roll with this power hits, you score a critical hit against that target.

Seed of Winter Paragon Level

This outsized, pearlescent acorn is one of the fabled artifacts of the Winter Court of the Feywild. It is a potent reminder of the power the fey can hold over the environment.

The *Seed of Winter* is a +3 implement that acts as either a wand or a totem, and possesses the following properties.

Enhancement: Attack rolls and damage rolls

Critical: +3d6 cold damage, or +3d10 cold damage against creatures with the fire keyword

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

Property: You gain ice walk.

Property: Enemies take a -2 penalty to saving throws against your powers that have the charm or fear keyword.

Power (At-Will ♦ Arcane, Cold, Implement): Standard Action. You can use *ray of frost* (wizard 1). You can use Intelligence, Wisdom, or Charisma for the attack roll.

Power (Encounter ♦ Arcane, Cold, Implement): Standard Action. You can use *winter's wrath* (wizard 7). You can use Intelligence, Wisdom, or Charisma for the attack roll.

Power (Daily ♦ Cold, Implement, Primal, Reliable): Standard Action. You can use *devouring ice* (druid 15). You can use Intelligence, Wisdom, or Charisma for the attack roll.

Sharpshooter's Wand Level 10+

You can shrink the size of your attack's area with this wand, making it more precise.

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 (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Minor Action. The next area burst attack power you use through this wand has its area changed to 1 square (within the same range), and you gain a +2 power bonus to the attack roll.

Power (Daily ♦ Arcane, Implement, Lightning): Standard Action. As the wizard's *shock sphere* power (Player's Handbook, page 161).





Shielding Wand Level 4+

As your spell obliterates your enemy, this heavy juniper wand creates a shimmering protective shield.

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 score a critical hit with an artificer attack power using this wand, you or one ally within 5 squares of you gains a +2 bonus to AC until the end of your next turn.
Power (Daily): Standard Action. As the artificer's *shielding cube* power (Eberron Player's Guide, page 48), which is reproduced below.

Shielding Cube Artificer Attack 1

You direct a minute cube covered in runes into the fray. Although small, the cube contains a force that bashes foes and shields allies.

Encounter ♦ Arcane, Force, Implement
Standard Action Ranged 10
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier force damage.
Effect: Until the end of your next turn, any ally gains a +1 power bonus to AC while adjacent to the target.

Thunder Wand Level 3+

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

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: +1d8 thunder damage per plus
Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and thunder keywords.
 Level 13 or 18: +2 item bonus.
 Level 23 or 28: +3 item bonus.
Power (Encounter ♦ Arcane, Implement, Thunder): Standard Action. As the wizard's *thunderwave* power (PH 159).

Wand of Allure Level 4+

Charms cast through this twinkling golden wand reach the most distant of foes.

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 use a ranged arcane charm power through this wand, the power's range increases by 2 squares, and you ignore cover and concealment.
 Level 14 or 19: 5 squares.
 Level 24 or 29: 10 squares.
Power (Daily ♦ Arcane, Charm, Implement): Standard Action. As the bard's *fast friends* power (Player's Handbook 2, page 69).

Wand of Aptitude Level 10+

When you direct your allies with this lacewood wand, they reach beyond their normal limitations.

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 (Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you use the *inspire competence* power through this wand, each affected ally adds this wand's enhancement bonus to skill checks made with the skill you selected.
Power (Daily ♦ Arcane): Minor Action. As the bard's *inspire competence* power (Player's Handbook 2, page 70).

Wand of Cold Level 3+

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

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: +1d8 cold damage per plus
Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the cold and implement keywords.
 Level 13 or 18: +2 item bonus.
 Level 23 or 28: +3 item bonus.
Power (Encounter ♦ Arcane, Cold, Implement): Standard Action. As the wizard's *ray of frost* power (PH 159).

Wand of Eldritch Rain Level 8+

This wand carries the warlock spell *eldritch rain*.

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
Power (Daily ♦ Arcane, Implement): Standard Action. As the warlock's *eldritch rain* power.

Wand of Erupting Flame Level 15+

Your mastery over flame increases the more you fight.

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

Implement (Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 fire damage per plus
Power (Daily ♦ Arcane, Fire, Implement): Standard Action. As the wizard's *scorching burst* power (PH 159).
 If you have reached at least one milestone, you can instead use the wizard's *burning hands* power (PH 159).
 If you have reached at least two milestones, you can instead use the wizard's *burning hands* power (PH 159), and you can exclude one ally in the blast from the attack.

Wand of Fiery Bolt Level 8+

This wand carries the warlock spell *fiery bolt*.

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
Power (Daily ♦ Arcane, Fire, Implement): Standard Action. As the warlock's *fiery bolt* power.

Wand of Fire Burst Level 13+

This wand carries the wizard spell *fire burst*.

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 (Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily ♦ Arcane, Fire, Implement): Standard Action. As the wizard's *fire burst* power.

Wand of Icy Rays Level 8+

This wand carries the wizard spell *icy rays*.

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
Power (Daily ♦ Arcane, Cold, Implement): Standard Action. As the wizard's *icy rays* power.

Wand of Psychic Ravaging Level 3+

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

Lvl 3 +1	680 gp	Lvl 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: +1d8 psychic damage per plus
Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and psychic keywords.
 Level 13 or 18: +2 item bonus.
 Level 23 or 28: +3 item bonus.
Power (Encounter ♦ Arcane, Charm, Implement, Psychic): Standard Action. As the warlock's *eyebite* power (PH 132).



Wand of Radiance Level 3+

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

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: +1d8 radiant damage per plus
Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and radiant keywords.
Level 13 or 18: +2 item bonus.
Level 23 or 28: +3 item bonus.
Power (Encounter ♦ Arcane, Fear, Implement, Radiant): Standard Action. As the warlock's *dire radiance* power (PH 131).

Wand of Ray of Enfeeblement Level 3+

This wand carries the wizard spell ray of enfeeblement.

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
Power (Daily ♦ Arcane, Implement, Necrotic): Standard Action. As the wizard's *ray of enfeeblement* power.

Wand of Shield Level 8+

This wand carries the wizard spell shield.

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
Power (Daily ♦ Arcane, Force): Immediate Interrupt. As the wizard's *shield* power.

Wand of Soul Flaying Level 18+

This wand carries the warlock spell soul flaying.

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

Implement (Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily ♦ Arcane, Implement, Necrotic): Standard Action. As the warlock's *soul flaying* power.

Wand of Swarming Force Level 3+

The invisible forces you wield through this wand strike with deadly power.

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: +1d8 force damage per plus
Property: Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the force and implement keywords.
Level 13 or 18: +2 item bonus.
Level 23 or 28: +3 item bonus.
Power (Encounter ♦ Arcane, Force, Implement): Standard Action. As the wizard's *cloud of daggers* power (PH 159).

Wand of Thunderous Anguish Level 14+

After you use this buzzing redwood wand, a crack of thunder indicates that your magical effect remains on an enemy.

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 (Wand)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 thunder damage per plus
Property: When you hit an enemy with a thunder power using this wand, until the end of your next turn that enemy takes thunder damage equal to this wand's enhancement bonus whenever one of your allies hits it.
Power (Daily ♦ Arcane, Implement, Thunder): Standard Action. As the bard's *distracting shout* power (Player's Handbook 2, page 72).

Wand of Witchfire Level 3+

This wand carries the warlock spell witchfire.

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
Power (Daily ♦ Arcane, Fire, Implement): Standard Action. As the warlock's *witchfire* power.





Weapon & Ammunition



Acidic Weapon Level 4+

A stream of acid lashes out from this melee weapon, burning a target who might otherwise be out of reach.

Lvl 4 +1	840 gp	Lvl 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

Weapon: Heavy Blade, Light Blade, Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 acid damage per plus

Power (Encounter ♦ Acid): Standard Action. Make a melee basic attack with the weapon against a target within 5 squares of you. All damage dealt by this basic attack is acid damage.

Power (Daily ♦ Acid): Free Action. Use this power when you hit with the weapon. Deal ongoing 5 acid damage (save ends).

Level 14 or 19: Ongoing 10 acid damage.
 Level 24 or 29: Ongoing 15 acid damage.

Adamantine Weapon Level 8+

This glossy black weapon pierces the toughest shells.

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 melee
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus

Property: Untyped damage done with this weapon ignores a number of points of resistance equal to twice the weapon's enhancement bonus.

Aegis Blade Level 3+

This blade allows you to place your aegis on all nearby foes with a single word of power.

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: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Power (Daily): Minor Action. Mark each enemy within a close burst 3 (save ends). If you have the Swordmage Aegis class feature, treat each mark as if you applied it with your chosen aegis.

Aegis Fang Level 19

This massive and magnificently fashioned dwarven warhammer is wrought from mithral, adamantine, and diamond.

Lvl 19 +4 105,000 gp (unique; this item cannot be purchased or created with the Enchant Magic Item ritual)
Weapon: Craghammer
Enhancement: Attack rolls and damage rolls

Critical: +1d12 damage per plus, and the target is knocked prone
Property: Aegis Fang can be used as a heavy thrown weapon with a range of 5/10.

Power (Encounter): Free Action. *Trigger:* You hit with a ranged weapon attack using Aegis Fang. *Effect:* The target and each creature adjacent to the target is knocked prone.

Aftershock Weapon Level 2+

This weapon sends ripples of force toward nearby foes.

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
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and each enemy adjacent to the target of the critical hit is knocked prone.

Alfsair Spear Level 3+

This spear is a favorite druid weapon.

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: Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d8 psychic and poison damage per plus

Property: You gain an item bonus to Nature checks equal to the spear's enhancement bonus.
Property: Classes that use totems can use this spear as an implement for class powers and paragon path powers.

Power (Daily ♦ Poison, Psychic): No Action. *Trigger:* You score a critical hit against an enemy with this spear. *Effect:* The enemy hit by the triggering attack is dazed until the end of its next turn.

Anathema Weapon Level 3+

This weapon shines in the presence of an aberrant menace, dealing greater damage to such enemies.

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, or +1d8 damage per plus against aberrant creatures

Power (Daily ♦ Augmentable): Minor Action. Before the end of the encounter, your next attack with this weapon that hits an aberrant creature deals 1[W] extra damage to that creature.
Augment 2: The extra damage equals 2[W].

Answerer Level 20+

Its name engraved in the weapon's blade, Answerer ensures you have the last word in battle.

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

Weapon: Heavy blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: While you are bloodied, you gain a +2 bonus to damage rolls with attacks using this weapon.

Power (Daily): Immediate Reaction. *Trigger:* An enemy hits you with a melee attack. *Effect:* You make a melee basic attack against the triggering enemy. On a hit, you also push the enemy 2 squares.

Armsblade Level 2+

This serrated sword blade fits snugly over one of your arms.

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: Heavy blade, light blade (attached component)
Requirement: You must have the living construct racial trait to use this item.

Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You gain a +2 item bonus to opportunity attacks made with this weapon.

Armbow Level 3+

This magic crossbow attaches to your arm as a warforged component.

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: Crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Special: Only a warforged character can use this weapon. It is always a component weapon.

Power (At-will): Free action while the armbow is attached or embedded. The bow creates a bolt. This reduces load time to a free action with this crossbow. The bolt disappears 1 round after it is fired from the armbow or removed from it.

Arrow of Fate Epic Level

An ancient shard of the fallen dragon god Io's physical form, the Arrow of Fate is a powerful weapon against the primordials and their servants. As a fragment of a greater god, the artifact is equally effective against the divine, for what better to harm a god with than a piece of another? The Arrow, created from the essence of the one that gave rise to them, also holds great power over the children of Io.

The Arrow of Fate can function as a rod, staff, or wand, as any weapon of the spear group, or as ammunition for a crossbow, longbow, or shortbow (in which case it overrides any enchantment the bow or crossbow may carry). Whatever its form, it is a +6 weapon of that type.

Enhancement: Attack rolls and damage rolls
Critical: +6d8 damage, or +6d12 damage against dragons and creatures with the elemental or immortal origin

Property: Attacks using the Arrow of Fate ignore the first 5 points of resistance a dragon or creature with the elemental or immortal origin has, if any, to the damage.

Power (At-will): Minor Action: The Arrow of Fate transforms from its current form into one of the other implements, weapons, or ammunitions listed above.

Power (Daily ♦ Fire, Radiant): Standard Action. You breathe forth a blast of fire charged with the energy of the astral sea: Close blast 3; Constitution + 6 vs. Reflex; 4d12 + 8 fire and radiant damage. Miss: Half damage.

Weapon & Ammunition



Arrow of Revelation Level 9+

Tou'n's eye marks this bright yellow arrow.

Lvl 9	+2	160 gp	Lvl 24	+5	21,000 gp
Lvl 14	+3	800 gp	Lvl 29	+6	105,000 gp
Lvl 19	+4	4,200 gp			

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you hit an enemy with an attack using this ammunition, that enemy doesn't benefit from invisibility until the end of your next turn.

Ashurta's Blade Heroic Level

This byeshk spike can change size and shape into several bladed forms. It is deadly against aberrant creatures.

Weapon
Enhancement: +2 to attack rolls and damage rolls
Critical: +2d6 damage, +2d10 damage against aberrant creatures
Property: You gain a +1 item bonus to all defenses against the attacks of aberrant creatures.
Power (At-Will): Minor Action. *Ashurta's blade* takes the shape of a broadsword (*Adventurer's Vault*, page 9), dagger, longsword, shuriken, or short sword. It takes on the statistics normal for that weapon until it changes shape into another weapon.
Power (Daily): Free Action. *Trigger:* You hit with an attack using the weapon. *Effect:* A target of the attack is dazed until the end of your next turn. An aberrant creature is also restrained and cannot teleport until the end of your next turn.

Assassin's Weapon Level 8+

A favored weapon of rogues and assassins, this plain-looking blade contains the power to afflict victims with a deadly poison.

Lvl 8	+2	3,400 gp	Lvl 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: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: Ongoing 5 poison damage (save ends)
 Level 13: Ongoing 7 poison damage (save ends)
 Level 18: Ongoing 10 poison damage (save ends)
 Level 23: Ongoing 12 poison damage (save ends)
 Level 28: Ongoing 15 poison damage (save ends)
Power (Daily ♦ Poison): Free Action. Use this power when you hit with this weapon. The target takes ongoing 5 poison damage and is slowed (save ends both).
 Level 13 or 18: Ongoing 10 poison damage.
 Level 23 or 28: Ongoing 15 poison damage.

Attention-Stealing Bullet Level 3+

This bright red sling stone draws your target's immediate attention.

Lvl 3	+1	30 gp	Lvl 18	+4	3,400 gp
Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	85,000 gp

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you hit an enemy with an attack using this ammunition, you mark that enemy until the end of its next turn. While marked by you in this manner, when the enemy makes an attack that doesn't include you as a target, the ammunition strikes that target again for 1d6 damage per plus.

Aura Killer Weapon Level 3+

The dark purple magic trailing in this weapon's wake shuts down your enemy's subtle spells and instinctive powers.

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
Power (Daily): Free Action. *Trigger:* You use this weapon to hit an enemy that has an aura. *Effect:* The enemy's aura ends, and the enemy can't reactivate it (save ends).

Avalanche Hammer Level 4+

Enchanted with the essence of elemental earth, this hammer strikes foes like an avalanche.

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

Weapon: Hammer
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus, and the target is knocked prone.
Property: When you charge an enemy and hit with a melee basic attack using this weapon, the attack deals 1[W] extra damage.

Avandra's Whisper Level 17+

Followers of Avandra use these blades to channel her powers of luck.

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

Weapon: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: If you worship Avandra, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship Avandra, you do not benefit from this weapon's property and cannot use this weapon's power.
Power (Daily): Free Action. Reroll one attack roll or damage roll made with this weapon. You must use the result of the second roll.

Banishing Spellblade Level 14+

A powerful enchantment placed on this blade allows you to sequester a foe for a short amount of time.

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

Weapon: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 per plus when used as an implement for an arcane power
Power (Daily ♦ Teleportation): Free Action. *Trigger:* Using this weapon, you hit an enemy with an arcane attack power that pulls, pushes, slides, or teleports the target. *Effect:* Instead of being pushed, pulled, slid, or teleported, that enemy disappears. At the end of the enemy's next turn, it reappears in the space it left. If that space is occupied, it appears in the nearest unoccupied space (your choice).

Battering Weapon Level 11+

This hammer rumbles with seismic power.

Lvl 11	+3	9,000 gp	Lvl 21	+5	225,000 gp
Lvl 16	+4	45,000 gp	Lvl 26	+6	1,125,000 gp

Weapon: Hammer
Enhancement: Attack rolls and damage rolls
Critical: None
Power (Daily): Standard Action. Make a melee basic attack with this weapon against all enemies within a close blast 3.

Battle Spirit Weapon Level 15+

Infused with the spirit of a savage warrior, this weapon gives you ghostly powers when charging.

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

Weapon: Axe, flail, hammer, heavy blade, mace, spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d10 damage per plus on a charge
Property: While charging, you are insubstantial and can move through squares occupied by enemies. Your movement provokes opportunity attacks as normal.

Battlecrazed Weapon Level 4+

The weapon seeks blood where it can be found, whether among the enemy or from its wielder.

Lvl 4	+1	840 gp	Lvl 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

Weapon: Axe, Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 per plus
Property: While you are bloodied, you deal +1d6 damage when you hit with this weapon.
 Level 14 or 19: +2d6 damage while bloodied.
 Level 24 or 29: +3d6 damage while bloodied.
Power (Daily): Minor Action. Deal damage to yourself equal to half your level, ignoring any resistances. You are considered bloodied for all purposes (including beneficial effects, such as *Dragonborn Fury* and this weapon's property) until the end of your next turn.

Battlemaster's Weapon Level 14+

This weapon lets you reuse exhausted powers.

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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Minor Action. You regain the use of one encounter power.

Weapon & Ammunition



Bending Bullet Level 5+

Whisper a direction to this warped bullet, and it bends around obstacles.

Lvl 5 +1	50 gp	Lvl 20 +4	5,000 gp
Lvl 10 +2	200 gp	Lvl 25 +5	25,000 gp
Lvl 15 +3	1,000 gp	Lvl 30 +6	125,000 gp

Ammunition
Enhancement: Attack rolls and damage rolls
Property: While you have line of effect to a square adjacent to an enemy, you can attack that enemy using this ammunition. Treat the enemy as having cover.

Berserker Weapon Level 10+

A weapon of pure rage.

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: Axe, Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus
Power (Daily): Minor Action. Gain a +2 power bonus to attack rolls and damage rolls with this weapon and take a -5 penalty to all defenses. You also gain resist 5 to all damage. The effects last until the end of the encounter or until you fall unconscious.
 Level 20 or 25: Resist 10 to all damage.
 Level 30: Resist 15 to all damage.

Bilethorn Weapon Level 14+

Poison covers the sleek surface of this weapon.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 poison damage per plus
Power (Daily + Poison): Free Action. Use this power when you hit with a melee basic attack. At the start of your next turn, your target takes the damage again, but all of the damage is poison.

Blackshroud Weapon Level 10+

Whenever this weapon snuffs out the life force of an enemy, it grants a boon in return.

Lvl 10 +2	5,000 gp	Lvl 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: Axe, Heavy Blade, Light Blade
Enhancement: Attack rolls and damage rolls
Critical: Gain 1d8 temporary hit points per plus.
Property: Whenever an attack with this weapon reduces a target to 0 hit points or fewer, you gain concealment until the end of your next turn.

Blacksmelt Weapon Level 11+

This weapon can break through virtually any material.

Lvl 11 +3	9,000 gp	Lvl 21 +5	225,000 gp
Lvl 16 +4	45,000 gp	Lvl 26 +6	1,125,000 gp

Weapon: Flail, Hammer, Mace
Enhancement: Attack rolls and damage rolls
Critical: None
Power (Daily): Minor Action. Your attacks with this weapon deal extra damage equal to the weapon's enhancement bonus until the end of your next turn.

Blade of Bahamut Level 19+

Emblazoned with the holy symbol of Bahamut, this platinum blade empowers the wielder to unleash divine retribution upon enemies while bolstering his or her allies.

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

Weapon: Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus
Property: If you worship Bahamut, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship Bahamut, you do not benefit from this weapon's property and cannot use this weapon's power.
Power (Daily + Force): Standard Action. Close blast 5; targets enemies; Charisma vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); 2d8 + Charisma modifier force damage. Allies in the blast take no damage and regain hit points equal to your Wisdom modifier + your Charisma modifier.
 Level 29: 3d8 + Charisma modifier force damage.

Blade of Night Level 12+

When the wielder of this blade strikes at an enemy's vulnerable spot, he magically blinds the target as well.

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

Weapon: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: The target is blinded until the end of your next turn.
Power (Daily + Zone): Minor Action. Use this power to create a zone in a close burst 2. The zone blocks line of sight and lasts until the end of your next turn.

Blood Drinker Level 9+

You know when to feed your weapon, because it growls when it's hungry.

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: Axe, heavy blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: If you make an attack using this weapon and miss all targets, the *blood drinker* deals 5 damage to you, and the next attack you make before the end of your next turn deals 2d6 extra damage to the first target it hits.
 Level 14 or 19: The weapon deals 10 damage to you, and your next attack deals 3d6 extra damage.
 Level 24 or 29: The weapon deals 15 damage to you, and your next attack deals 4d8 extra damage.

Blood Fury Weapon Level 3+

Often decorated with bloodstones, these blades or axes are favored by dragonborn barbarians.

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, heavy blade
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d12 damage while you're bloodied
Power (Encounter): Minor Action. You are considered bloodied for all purposes (including beneficial effects such as the Dragonborn Fury racial trait) until the end of your next turn.

Blood Maul Level 7+

This maul's dark red stains never seem to wash off.

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		

Weapon: Mace, hammer
Enhancement: Attack rolls and damage rolls
Critical: +1d6 per plus, or +1d10 per plus against bloodied enemies
Power (Daily): Free Action. *Trigger:* You bloody an enemy with an attack that is not a critical hit with this weapon. *Effect:* You deal extra damage to the target equal to your bonus critical damage with this weapon.

Bloodclaw Weapon Level 2+

The hilt of this weapon digs into its wielder's hand, drawing blood while inflicting a more grievous wound upon an enemy.

Lvl 2 +1	520 gp	Lvl 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 (At-Will): Free Action. Use this power before making a melee attack on your turn. You take damage up to a maximum of the weapon's enhancement bonus (a +3 weapon deals up to 3 damage to its wielder). This damage cannot be reduced or prevented in any way. If you hit, increase the damage your target takes by double the amount of damage you took, triple if you are wielding the weapon in two hands.

Bloodiron Weapon Level 13+

Forged from iron tainted with the ichor of devils, this weapon is cruel.

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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus
Property: When you deal extra critical hit damage with this weapon, deal the extra critical hit damage to the target again at the start of your next turn.

Weapon & Ammunition



Bloodletting Weapon Level 14+

The jagged blade of this oversized sword can inflict a truly horrible wound.

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

Weapon: Heavy blade

Enhancement: Attack rolls and damage rolls

Critical: Ongoing 10 damage (save ends)

Level 24 and 29: Ongoing 20 damage (save ends)

Property: Whenever you use a weapon power that deals ongoing damage or score a critical hit with this weapon, the target takes a -4 penalty to the first saving throw against that ongoing damage.

Level 24 and 29: -6 penalty.

Bloodthirsty Weapon Level 13+

This weapon drinks the blood of its victims.

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

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage per plus

Property: Gain a +1 item bonus to attack rolls against bloodied targets, and add an item bonus equal to the enhancement bonus of this weapon to damage rolls against bloodied targets.

Bloody Maul of Kord Level 20

This mighty warhammer metes out horrible pain to those it strikes.

Lvl 20	+4	125,000 gp
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Weapon: Hammer

Enhancement: Attack rolls and damage rolls

Critical: +4d12 damage

Power (At-Will): Immediate Interrupt. Use this power when you are reduced to 0 hit points or fewer. You can make a melee basic attack.

Power (Daily): Minor Action. Until the end of your next turn, when wielding the *Bloody Maul* against any creature not adjacent to an ally, you gain a +2 power bonus to attack rolls and deal 2d10 extra damage.

Power (Daily ♦ Healing): Minor Action. Until the end of your next turn while wielding the *Bloody Maul*, each time you hit with a melee attack, you can spend a healing surge to regain hit points as a free action.

Bolt of Clumsiness Level 8+

A victim of this malformed quarrel is too ungainly to avoid inviting attacks.

Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	85,000 gp
Lvl 18	+4	3,400 gp			

Ammunition

Enhancement: Attack rolls and damage rolls

Property: When you hit an enemy with an attack using this ammunition, that enemy can't shift until the end of its next turn.

Bolt of Transit Level 8+

Use this lightning-shaped bolt to move closer to your target.

Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	85,000 gp
Lvl 18	+4	3,400 gp			

Ammunition

Enhancement: Attack rolls and damage rolls

Property: When you hit an enemy with an attack using this ammunition, you can teleport to a space adjacent to that enemy.

Boltshard Crossbow Level 7+

You pull the trigger, spraying shards at your foes.

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			

Weapon: Crossbow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Standard Action. Make a ranged basic attack using this crossbow against each creature in a close blast 3.

Level 17 or 22: Close blast 5; a creature hit is also pushed 2 squares.

Level 27: Close blast 7; a creature hit is also pushed 2 squares.

Brilliant Energy Weapon Level 25+

Infused with light, this weapon passes through armor and into flesh.

Lvl 25	+5	625,000 gp	Lvl 30	+6	3,125,000 gp
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Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d10 radiant damage per plus

Property: This weapon gives off bright light in a 5-square radius unless covered and sheathed.

Power (At-Will ♦ Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

Power (Encounter ♦ Radiant): Free Action. Use this power when making an attack that targets AC. The attack targets Reflex defense instead. All damage from the attack is radiant damage.

Bronzewood Weapon Level 8+

Creatures of the Shadowfell react poorly to this hard, red-brown wood.

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 melee

Enhancement: Attack rolls and damage rolls

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

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is outlined by a golden nimbus and does not gain the benefit of concealment or cover (save ends). The target benefits from total concealment or superior cover as normal. If the target is a creature that has the shadow origin, then it also takes a -2 penalty to attack rolls (ends on same save as above).

Cavern Explorer's Weapon Level 3+

The haft of this weapon is scored with notches that count Mal-door's paces and record which way he turned in the Caverns of the Garden.

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, hammer, spear, staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and you push the target 1 square and shift 1 square into a square the target vacated.

Power (Daily): Free Action. **Trigger:** You hit an enemy with a primal attack power using this weapon. **Effect:** You push the target 1 square, and you and each ally within 5 squares of you can shift 1 square as a free action.

Chainreach Weapon Level 5+

This melee weapon sports several smaller chains on its hilt and blade.

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

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus or +1d8 damage per plus if you have combat advantage.

Power (Daily): Minor action. You may make a melee basic attack against a single target up to 5 squares away. On a successful hit, the target is also knocked prone.

Challenge-Seeking Weapon Level 1+

This weapon is always eager to be introduced to a fresh enemy.

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: Any melee

Enhancement: Attack rolls and damage rolls

Critical: None

Property: You deal 1d6 extra damage when you hit enemies that are at maximum hit points with this weapon.

Level 11 or 16: Deal 2d6 extra damage.

Level 21 or 26: Deal 3d6 extra damage.

Chaos Weave Weapon Level 13+

Forged from the quintessence of the Elemental Chaos, this weapon pierces demons' defenses.

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

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 damage per plus against a creature that has variable resistance.

Property: Attacks with this weapon ignore an amount of variable resistance equal to twice the weapon's enhancement bonus.

Weapon & Ammunition



Chill Wind Weapon Level 15+

The weapon seems to radiate an aura of cold, glistening like a razor-sharp icicle.

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

Weapon: Heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 cold damage per plus and ongoing 10 cold damage (save ends)

Level 25-30: Ongoing 20 cold damage (save ends).

Property: You gain resist 15 fire.

Level 25-30: Resist 30 fire.

Power (At-Will ♦ Cold): Free Action. All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Cloaked Weapon Level 8+

This naturally invisible weapon becomes visible when it hits.

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

Property: This weapon is invisible to everyone but the creature possessing it. As the wielder of the weapon, you gain combat advantage with melee attacks made using the weapon until you successfully hit, at which point the weapon becomes visible to everyone.

A cloaked weapon turns invisible again after being sheathed for a short rest (5 minutes).

Cold Iron Weapon Level 8+

Denizens of the Feywild loathe this weapon forged from the coldest, darkest iron.

Lvl 8	+2	3,400 gp	Lvl 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, or +1d10 damage per plus against fey creatures

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is immobilized (save ends). If the target is a creature that has the fey origin, it also takes 1d10 damage.

Level 13 or 18: 2d10 damage.

Level 23 or 28: 3d10 damage.

Communal Weapon Level 4+

Combat can bring some people together, and you can lend aid to your allies with this weapon.

Lvl 4	+1	840 gp	Lvl 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

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (At-Will): Free Action. Use this power after an ally within 5 squares of you makes a d20 roll. Add a +1 power bonus to the result. You can do this a number of times in a day equal to the enhancement bonus of the weapon.

Controlling Weapon Level 8+

Waves of force radiate from this polearm when it hits its target, forcing the creature to move.

Lvl 8	+2	3,400 gp	Lvl 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: Polearm

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you pull or push a target with this weapon, increase the effect by 1 square.

Power (Encounter): Free Action. Use this power when you would pull or push a target with this weapon. You slide the target the same distance instead.

Coverbreaker Weapon Level 13+

Few can hide from the unerring accuracy of this ranged weapon.

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

Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus or +1d8 damage per plus if the target has cover relative to the wielder.

Property: Gain a +2 bonus to hit an enemy with cover or superior cover.

Power (Daily): Free Action. *Trigger:* You hit with an enemy with this weapon. *Effect:* Slide the enemy 3 squares.

Special: If you have the Mark of Finding, slide the enemy 5 squares.

Crashing Weapon Level 9+

This weapon has a heft to it that makes it seem bulky, yet it flies through the air with incredible speed.

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			

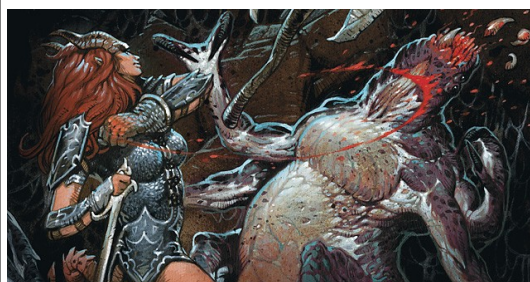
Weapon: Axe, hammer, pick

Enhancement: Attack rolls and damage rolls

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

Property: This weapon can be used as a heavy thrown weapon with a range of 5/10.

Power (Daily): Free Action. *Trigger:* You hit with a ranged weapon attack using this weapon. *Effect:* The target and each creature adjacent to the target is knocked prone.



Crusader's Weapon Level 9+

Those who hunt undead favor this weapon for its ability to strike at the creatures' vulnerabilities.

Lvl 9	+2	4,200 gp	Lvl 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: +1d6 per plus, or +1d10 damage per plus against undead creatures.

Property: Half the damage dealt with this weapon is radiant damage.

Property: You can use this weapon as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner.

Power (Daily): Standard Action. Gain one additional use of Channel Divinity for this encounter.

Cunning Weapon Level 8+

Finely crafted and ornately etched, this weapon makes its target succumb more easily to adverse conditions.

Lvl 8	+2	3,400 gp	Lvl 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 melee

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Against any effect delivered with this weapon that a save can end, the target takes a -2 penalty to saving throws.

Level 18 or 23: -3 penalty to saving throws.

Level 28: -4 penalty to saving throws.

Dancing Weapon Level 20+

This blade floats beside you, cutting through the air as a dancer glides across a ballroom.

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

Weapon: Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. You release the dancing weapon, and it hovers near you until the end of your next turn or until you drop to 0 hit points or fewer.

You can deliver basic attacks and attack powers through the dancing weapon as if you were holding it yourself (including all attack and damage modifiers you'd normally apply).

If you do not attack with a dancing weapon before the end of your turn, it makes a melee basic attack against an enemy of your choice within 2 squares of you as if you were wielding it. A dancing weapon cannot make opportunity attacks.

Except during brief moments when it is attacking, a dancing weapon remains in your space, even if you move away or are teleported. It automatically resists any attempts by other creatures to take hold of it.

At any time during the encounter, you can take hold of the weapon again. This ends the effect.

Sustain Minor: The sword continues to hover and fight near you until the end of your next turn.

Weapon & Ammunition



Dawn Warrior Weapon Level 20+

This finely wrought weapon glows with an inner radiance that flares even more brilliantly in the presence of elementals.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d8 radiant damage per plus, and you heal 10 hit points
Property: A hit against an elemental or primordial weakens that creature until the end of your next turn.
Power (Daily ♦ Radiant): Standard action. Close burst 1; Strength vs. AC; 3[W] + Strength modifier radiant damage and the target is pushed 1 square.
 Level 25: 4[W] + Strength modifier radiant damage, and the target is pushed 2 squares.
 Level 30: 5[W] + Strength modifier radiant damage, and the target is pushed 3 squares.

Dazzling Weapon Level 15+

This weapon seems to sparkle with radiant light barely contained 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

Weapon: Axe, hammer, heavy blade
Enhancement: Attack rolls and damage rolls
Critical: +1d10 radiant damage per plus
Property: This weapon ignores the first 10 points of radiant resistance.
Power (At-Will ♦ Radiant): Free Action. All damage dealt by this weapon is radiant damage. While this weapon is dealing radiant damage, it also sheds bright light in a 5-square radius. Another free action returns the damage to normal.

Death Mark Weapon Level 23+

This weapon knows when you kill a hated foe, letting you shift away to face a new enemy.

Lvl 23 +5	425,000 gp	Lvl 28 +6	2,125,000 gp
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Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d12 damage per plus against an enemy marked by you
Power (At-Will): Free Action. **Trigger:** You use this weapon to reduce an enemy that is marked by you to 0 hit points. **Effect:** You shift a number of squares up to your speed.

Death Weapon Level 13+

Dark sigils writhe all along the surface of this sinister weapon.

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

Weapon: Pick, Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 necrotic damage per plus
Power (At-Will): Free Action. All damage dealt by this weapon is necrotic damage. Another free action returns the weapon's damage to normal.
Power (Daily): Immediate Reaction. This power triggers when you hit with this weapon. In addition to the weapon's damage, the target is weakened (save ends).

Deathstalker Weapon Level 4+

This weapon leaves a wound that is black and withered, which continues to plague an enemy long after the attack was made.

Lvl 4 +1	840 gp	Lvl 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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 necrotic damage per plus
Power (Daily ♦ Necrotic): Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 necrotic damage (save ends). Saves made to end this effect take a -2 penalty.
 Level 12 or 17: Ongoing 10 necrotic.
 Level 22 or 27: Ongoing 15 necrotic.

Decerebrating Weapon Level 8+

This weapon shatters the mind and batters the senses.

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: Hammer, Mace
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and the target takes a -2 penalty to Will defense until the end of your next turn.
Power (Daily): Free Action. Use this power when you hit with the weapon. Your target takes a -2 penalty to Will defense until the end of your next turn.

Deep Impact Weapon Level 14+

Your attack drives your foe into the ground with the force of a falling star.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 thunder damage per plus
Power (Daily): Free Action. **Trigger:** You hit with a melee basic attack using this weapon. **Effect:** The target falls prone and is restrained (save ends).

Deep Wounding Weapon Level 10+

This weapon has a thin, serrated blade that punches deeply into an enemy and leaves behind a nasty wound.

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: Heavy blade
Enhancement: Attack rolls and damage rolls
Critical: +1d12 damage per plus
Power (Daily): Free Action. **Trigger:** You hit an enemy with a melee weapon attack using this weapon. **Effect:** The target takes ongoing 10 damage (save ends). If the triggering attack was made using an extra action gained by using an action point, the target takes a -5 penalty to saving throws against this ongoing damage.

Defensive Weapon Level 2+

This weapon glows blue when its wielder takes a second wind or goes on total defense.

Lvl 2 +1	520 gp	Lvl 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
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you take the total defense or second wind action, add the enhancement bonus of this weapon as an item bonus to all of your defenses until the start of your next turn.

Demonbane Weapon Level 9+

This weapon glimmers with white flecks of energy from the Astral Sea that are anathema to demons.

Lvl 9 +2	4,200 gp	Lvl 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: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d10 damage per plus against demons.
Property: You regain resist equal to the enhancement bonus of the weapon to damage dealt by demons.
Power (Daily): Free Action. Use this power when you attack a demon with this weapon. Gain a +5 power bonus to the attack roll and ignore any resist value the demon has.

Demonslayer Weapon Level 9+

Inscribed with holy prayers and runes, this powerful weapon is the bane of all demonkind.

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: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d12 damage per plus against demons.
Power (At-Will): Free Action. Use this power when you hit a creature that has the demon keyword with this weapon. The demon does not benefit from variable resistance until the start of your next turn.
Power (Daily): Minor Action. Your next attack with this weapon against a demon, if made before the end of your next turn, gains a +5 power bonus to the attack roll.

Desiccating Weapon Level 13+

This weapon weakens the body of an enemy with each new strike.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Each time you hit with this weapon, your target takes a cumulative -1 penalty to its Fortitude defense (save ends). One saving throw ends the entire penalty, though the target can receive the penalty again with future attacks.

Weapon & Ammunition



Determined Weapon Level 8+

When you throw this weapon, it continues to attack your foe before returning to you.

Lvl 8	+2	3,400 gp	Lvl 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 thrown
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Increase this item's normal range and long range by your Strength modifier or your Dexterity modifier.
Power (Daily): Free Action. Use this power after you miss with a ranged attack using this weapon. This weapon does not return to you this turn. At the start of the target's next turn, make a ranged basic attack with this weapon against that target. After this attack, the weapon returns to you.

Devil's Tongue Polearm Level 7+

This wicked polearm's red lacquered blade takes the shape of stylized flames atop a pole of burned wood reinforced with black iron.

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

Weapon: Polearm
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: A creature within your melee reach and under the effect of your Infernal Captain's Curses at the start your turn takes fire damage equal to your Intelligence modifier.
Power (Daily): Free Action. Use this power when you hit a creature under your Infernal Captain's Curse. The target grants combat advantage to all creatures (save ends).

Devilblind Weapon Level 5+

This weapon gleams with holy energy that devils find intensely painful.

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			

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus, +1d8 radiant damage per plus against devils.
Property: You gain a bonus to saving throws against the attacks of devils equal to the enhancement bonus of the weapon.
Power (Daily ♦ Radiant): Free Action. Use this power when you hit a devil with the weapon. The target takes an extra 1d8 radiant damage and is blinded (save ends).
 Level 12 or 17: 2d8 radiant damage, and the target is blinded (save ends).
 Level 22 or 27: 3d8 radiant damage, and the target is blinded (save ends, with a -2 penalty to the saving throw).

Dislocation Weapon Level 4+

This weapon flickers as it strikes, transporting your enemy into a disadvantageous position among your allies.

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

Weapon: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (Daily ♦ Augmentable, Teleportation): Free Action. *Trigger:* You hit an enemy with an attack using this weapon. *Effect:* You teleport the enemy to a square adjacent to one of your allies.
Augment 2: The enemy grants combat advantage until the end of your next turn.

Dispelling Bolt Level 8+

This flat-black quarrel extinguishes conjurations and zones.

Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	85,000 gp
Lvl 18	+4	3,400 gp			

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you hit an enemy with an attack using this ammunition, you can end one conjuration or zone that enemy has created.

Disrupting Weapon Level 8+

Created in ancient days by priests of Pelor, this weapon is the bane of undead everywhere.

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

Weapon: Flail, Hammer, Mace
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus, or +1d10 radiant damage per plus against undead
Property: This weapon can be used as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls, and attacks can be augmented by this weapon's power when it is used as an implement. You do not gain your weapon proficiency to an attack roll when using a *disrupting weapon* as an implement.
Power (Daily ♦ Radiant): Free Action. Use this power when you hit an undead creature with this weapon. Deal +1d10 radiant damage per plus.

Distance Weapon Level 1+

This weapon flashes brightly as it hurtles forth, moving with enough force to carry it much farther than normal.

Lvl 1	+1	360 gp	Lvl 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: Any ranged
Enhancement: Attack rolls and damage rolls
Critical: None
Property: Increase the weapon's normal range by 5 squares and the long range by 10 squares.

Dragonscale Dagger Level 3+

The dagger isn't literally a dragon scale, but it's shaped like one and its magic kicks in when your Dragon Magic snarls into force after you are bloodied.

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: Dagger
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When your dragon sorcerer Scales of the Dragon feature triggers, you also get a +1 item bonus to attack rolls with melee and close attacks using this dagger until the end of your next turn.

Dragonlayer Weapon Level 9+

The bane of dragonkind.

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: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d12 damage per plus against dragons
Property: This weapon provides resistance against dragon breath attacks, as shown below.
 Level 9: Resist 5
 Level 14 or 19: Resist 10
 Level 24 or 29: Resist 15
Power (Daily): Minor Action. Your next attack with this weapon against a dragon, if made before the end of your turn, gains a +5 power bonus to the attack roll and automatically ignores any resistance the dragon has.

Dread Weapon Level 8+

Those who suffer a telling blow from this weapon fill with despair, losing all hope.

Lvl 8	+2	3,400 gp	Lvl 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 the target takes the weapon's enhancement bonus as a penalty to defenses and checks until the end of your next turn.
Power (Daily ♦ Fear): Free Action. Use this power when you hit with this weapon. The target takes the weapon's enhancement bonus as a penalty to defenses and checks until the end of your next turn.

Weapon & Ammunition



Dreamstone Weapon Level 12+

This hammer has a brutal head made of black stone veined with dimly glowing light. As you heft it you hear susurrus that you find disturbing despite being unable to discern any meaning.

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

Weapon: Hammer
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus
Property: Anyone who touches a dreamstone weapon hears whispers in Deep Speech that portend the coming of great star entities and the end of the world. When a wielder swings a dreamstone weapon, the weapon audibly gives voice to the wielder's thoughts, which typically means murderous ideas when the wielder is engaged in battle, in the same susurrus voice but in speaker's native tongue.
Power (Daily): Free Action. Use this power when you attack with the weapon. Attack Will instead of the defense the attack normally targets.

Duelist's Bow Level 2+

With this mighty weapon humming as you release arrow after arrow, enemy archers face certain defeat.

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: Bow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you hit an enemy with this weapon, that enemy takes a -2 penalty to ranged and area attack rolls until the end of your next turn.

Duelist's Weapon Level 3+

The favorite weapon of a rogue.

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: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 damage per plus if you have combat advantage
Power (Daily): Minor Action. You have combat advantage against the next creature you attack with this weapon on this turn.

Dwarven Thrower Level 2+

The weighted haft of this mithral weapon is engraved with images of giants being struck down by dwarven throwing hammers.

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: Hammer, axe
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: This weapon can be used as a heavy thrown weapon with a range of 6/12.
Power (Daily): Free Action. *Trigger:* You hit a Large or larger creature with an attack using this weapon. *Effect:* You deal 2 extra damage per plus of the weapon.

Dynamic Weapon Level 6+

This weapon transforms into any other melee weapon that its wielder desires.

Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp
Lvl 16	+4	45,000 gp			

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Encounter ♦ Polymorph): Minor Action. Change the weapon into a different weapon from any melee category (simple, military, or superior). This effect lasts until the end of the encounter, or until you end it as a minor action.

Earthbreaker Weapon Level 8+

Creatures of the earth suffer most at the strike of this weapon.

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: Axe, Flail, Hammer, Mace, Pick, Sling
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and a target that has the earth or plant keyword is also dazed until the end of your next turn.
Power (Daily): Free Action. Use this power when you hit with the weapon. The target is restrained (save ends). If the target has the earth or plant keyword, it takes a -5 penalty to the saving throw.

Earth-Wrought Hammer Level 1+

This hammer appears to be carved from a single piece of stone, though it's no heavier than a normal weapon. But it hits your enemies like a battering ram.

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: Hammer
Enhancement: Attack rolls and damage rolls
Critical: The target is knocked prone.

Echoing Songblade Level 4+

The echoes of your spells reverberate in the blade, hoping to be unleashed.

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

Weapon: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and if the attack was a bard encounter power, you can use that power one more time on your next turn against a single target with a -2 penalty to the attack roll (you must still use the appropriate action to use the power).
Property: Bards can use this weapon as an implement for bard powers and bard paragon path powers.

Elemental Twist Dagger Level 10+

This dagger allows you to twist your foes' resistances to your advantage.

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: Dagger
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When any enemy's resistances or immunities reduce the damage of any sorcerer attack power you use through this dagger, you gain 5 temporary hit points. *Level 15 or 20:* 10 temporary hit points. *Level 25 or 30:* 15 temporary hit points.
Power (Daily): Free Action. *Trigger:* You hit an enemy with a sorcerer attack power using this dagger. *Effect:* Choose a damage type. The triggering enemy loses resistance or immunity to that damage type until the end of the encounter.

Elementalbane Weapon Level 9+

Forged of celestial steel and created to slay archons, this weapon excels at destroying natives of the Elemental Chaos.

Lvl 9	+2	2,600 gp	Lvl 24	+5	325,000 gp
Lvl 14	+3	13,000 gp	Lvl 29	+6	1,625,000 gp
Lvl 19	+4	65,000 gp			

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d12 damage against elementals
Power (Daily): Standard Action. Celestial light blazes from this weapon as you make an attack: Close burst 2; Strength + this weapon's enhancement bonus vs. Reflex; 1[W] damage, and if the target is an elemental, it is blinded (save ends).
Level 24 or 29: Increase damage to 2[W].

Elukian Clay Weapon Level 12+

This stone bow has surprising flexibility.

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

Weapon: Bow, Crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You can draw this weapon as part of the same action used to attack with this weapon.
Power (Daily): Free Action. Use this power when you miss with an attack using this weapon. Reroll the attack with a +2 power bonus. You must take the result of the reroll.

Entrapping Weapon Level 2+

An arrow fired from this weapon keeps your enemy from wandering off.

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: Bow, crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or the target is restrained until the end of your next turn.

Weapon & Ammunition



Entreri's Jeweled Dagger Level 25

This exquisitely wrought dagger is set with large emeralds.

Lvl 25 +5 625,000 gp (unique; this item cannot be purchased or created with the Enchant Magic Item ritual)

Weapon: Dagger

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic and psychic damage per plus, and you regain 1 healing surge.

Property (Healing): When you reduce a creature to 0 hit points, you regain 5 hit points.

Power (Daily ♦ Healing, Necrotic): Free Action. *Trigger:* You hit an enemy with a melee weapon attack using Entreri's jeweled dagger. *Effect:* The target is immobilized, weakened, and takes ongoing 15 necrotic damage (save ends all). Each time the target takes this necrotic damage, you heal 5 hit points.

Eremann, Speaker of the Dead (Shadowfell Gloves) Player's Handbook 247) Level 16+

These supple black gloves, woven with Shadowfell thread, are adorned with the bones of a humanoid's hand, which are stitched onto the backs of the gloves with red thread.

When you look at the gloves, they beckon you.

Lvl 16 45,000 gp Lvl 26 1,125,000 gp

Item Slot: Hands

Power (Daily ♦ Necrotic): Minor Action. Change the damage type dealt by the next arcane power you use to necrotic. Add 2d6 to the damage dealt by that power (if any).

Level 26: Add 3d6 to the damage dealt.

Communication Glyphic, speech

Persona Too much time spent speaking to the dead left Eremann moody and grim, though he is still dedicated to doing good works. His personality has an air of melancholy, or occasionally anger when someone talks about evil necromancers or disrespects the dead. Eremann worships the Raven Queen.

His glyphic communication uses lokharic runes.

Alignment Good **Languages** Common, Supernal

Skills Eremann grants a +2 bonus to skill checks related to undead, the god called the Raven Queen, and to checks made to traverse the Shadowfell (including navigation and detecting hazards).

Farbond Spellblade Level 2+

When bonded to you, this spellblade returns to your hand faster and from further distances.

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: Heavy blade, light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 per plus when used as an implement for an arcane power

Property: This weapon can be used as a heavy thrown weapon with a range of 5/10. If you have the Swordbond class feature, you can call this weapon to your hand from up to a mile away.

Farslayer Weapon Level 13+

As you swing this weapon through the air, wounds magically appear on enemies beyond your normal reach.

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

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (At-Will): Standard Action. Make a melee basic attack with this weapon against a target up to 5 squares away from you.

Fey Strike Weapon Level 5+

Even distant foes must fear a blow from a warrior with this gleaming weapon in hand.

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

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Standard Action. *Effect:* The weapon discharges a shimmering mirror of itself that flies toward your enemy. You make a melee basic attack as a ranged 20 attack with this weapon.

Power (Daily ♦ Teleportation): Free Action. *Trigger:* You hit an enemy with an attack using this weapon. *Effect:* Teleport the target 10 squares to a space adjacent to you.

Feyslaughter Weapon Level 9+

A bane of fey and teleporting creatures, this blackened weapon is favored by many hunters.

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

Weapon: Any

Enhancement: Attack rolls and damage rolls

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

Property: When you hit a creature with this weapon, that creature cannot teleport until the end of your next turn.

Final Word Weapon Level 5+

Etched into the weapon's blade are profound curses and dire threats.

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

Weapon: Axe, Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Make a melee basic attack with this weapon against the target that triggered this power.

Firestorm Arrow Level 3+

The charred wood of this arrow seems to shimmer with heat.

Lvl 3 +1 30 gp Lvl 18 +4 3,400 gp
Lvl 8 +2 125 gp Lvl 23 +5 17,000 gp
Lvl 13 +3 650 gp Lvl 28 +6 85,000 gp

Ammunition

Enhancement: Attack rolls and damage rolls

Property: When you hit an enemy with an attack using this ammunition, that enemy and each creature adjacent to it take 1d6 extra fire damage per plus.

Flameburst Weapon Level 3+

This ranged weapon packs a fiery surprise.

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 ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily ♦ Fire): Minor Action. The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the basic attack, but against Reflex. Instead of normal damage, each target hit takes ongoing 5 fire damage (save ends).
Level 13 or 18: Burst 2; ongoing 10 fire damage.
Level 23 or 28: Burst 3; ongoing 15 fire damage.

Flaming Weapon Level 5+

You can will this weapon to burst into flame.

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

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (At-Will ♦ Fire): Free Action. All damage dealt by this weapon is fire damage. Another free action returns the damage to normal.

Power (Daily ♦ Fire): Free Action. Use this power when you hit with the weapon. Deal an extra 1d6 fire damage, and the target takes ongoing 5 fire damage (save ends).
Level 15 or 20: 2d6 fire damage and ongoing 10 fire damage.
Level 25 or 30: 3d6 fire damage and ongoing 15 fire damage.

Flanking Weapon Level 8+

Your enemies are loath to take their eyes off your weapon in battle, allowing you and your allies to catch them off guard more easily.

Lvl 8 +2 3,400 gp Lvl 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 melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 damage when you are flanking an opponent.

Power (Daily): Minor Action. You are considered to be flanking an enemy anytime both you and an ally are adjacent to that enemy. This power lasts until the end of your next turn.

Weapon & Ammunition



Flensing Weapon Level 5+

Nasty serrations extend from this weapon, perfect for tearing flesh.

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

Weapon: Axe, Light Blade, Heavy Blade, Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d8 damage per plus against bloodied targets
Power (Daily): Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 damage and is considered bloodied even if it has more hit points than its bloodied value (save ends both).
Level 15 or 20: Ongoing 10 damage.
Level 25 or 30: Ongoing 15 damage.

Flesh Grinder Level 3+

This weapon screeches as its serrated edge bites through flesh, bone, and steel.

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, heavy blade, polearm
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus
Power (Daily): Free Action. *Trigger:* You make an attack with this weapon that targets AC. *Effect:* The triggering attack targets Fortitude instead and deals 1d6 extra damage on a hit.
Level 13 or 18: 2d6 extra damage.
Level 23 or 28: 3d6 extra damage.

Flesh Seeker Level 2+

Thinner than most weapons of its type, this weapon slips between armored plates and even magic defenses.

Lvl 2	+1	520 gp	Lvl 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
Critical: +1d6 damage per plus
Power (Encounter): Free Action. Use when you hit an enemy with this weapon. You gain a +1 power bonus on your next attack against that target with this weapon.

Foe Maker Weapon Level 3+

No enemy can look upon this foul weapon and not hate both it and its wielder.

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, or +1d10 per plus against a target marked by you
Power (Daily): Standard Action. Each enemy within 5 squares that you can see is marked until the end of your next turn.

Footpad's Friend Level 10+

When you catch an enemy unaware, this blade is as sharp as your smile.

Lvl 10	+2	5,000 gp	Lvl 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: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you hit with this weapon and deal extra damage from your Sneak Attack class feature, add your Charisma modifier to the damage roll.

Forbiddance Bolt Level 9+

Teleportation becomes more difficult when this bolt strikes its mark.

Lvl 9	+2	160 gp	Lvl 24	+5	21,000 gp
Lvl 14	+3	800 gp	Lvl 29	+6	105,000 gp
Lvl 19	+4	4,200 gp			

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you hit an enemy with an attack using this ammunition, that enemy can't teleport until the end of its next turn, and no creature can teleport to a space within 2 squares of that target until the end of its next turn.

Forbidding Weapon Level 14+

A creature you strike with this weapon cannot teleport.

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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Immediate Reaction. Use this power when a creature teleports into a space adjacent to you. The creature takes 1[W] damage and cannot teleport (save ends).

Force Weapon Level 8+

The business end of this weapon shimmers. With a single attack, the wielder can trap an enemy with bands of force.

Lvl 8	+2	3,400 gp	Lvl 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 force damage per plus
Power (At-Will ♦ Force): Free Action. All damage dealt by this weapon is force damage. Another free action returns the damage to normal.
Power (Daily ♦ Force): Free Action. Use this power when you hit with the weapon. The target is slid 1 square and restrained until the end of your next turn.

Forceful Weapon Level 16+

The extreme curve of this bow makes every shot hit with the force of a charging bull.

Lvl 16	+4	45,000 gp	Lvl 26	+6	1,125,000 gp
Lvl 21	+5	225,000 gp			

Weapon: Bow
Enhancement: Attack rolls and damage rolls
Critical: None
Property: Any arrow fired by this weapon also pushes the target 1 square when it hits.

Forester's Axe Level 2+

This normal looking axe cuts a swath through plant life of all sorts.

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: Axe
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, or +1d10 damage per plus against plant creatures
Power (Daily): Standard Action. *Effect:* You destroy vegetation, changing all difficult terrain made up primarily of flora in a close blast 3 to normal terrain.
Level 12: Close blast 5.
Level 22: All difficult, blocking, and challenging terrain made up primarily of flora in a close blast 5 becomes normal terrain.

Freezing Arrow Level 3+

The shaft of this arrow is shaved from unmelting ice.

Lvl 3	+1	30 gp	Lvl 18	+4	3,400 gp
Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	85,000 gp

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra cold damage per plus and is slowed until the end of its next turn.

Frightful Weapon Level 2+

The blade of this axe is a terror to behold, as are the jagged wounds it causes.

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: Axe
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus
Property: You gain an item bonus to Intimidate checks equal to the enhancement bonus of this weapon.

Weapon & Ammunition



Frost Fury Waraxe Level 3+

When this weapon's wielder is bloodied, the axe blade becomes icy and promises a cold death with each swing.

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
Enhancement: Attack rolls and damage rolls
Critical: +1d6 cold damage per plus, or +1d10 cold damage per plus while you're bloodied
Property: While you're bloodied, this axe deals extra cold damage equal to your Constitution modifier.

Frost Weapon Level 3+

A thin layer of frost coats the business end of this weapon.

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 cold damage per plus
Power (At-Will ♦ Cold): Free Action. All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.
Power (Daily ♦ Cold): Free Action. Use this power when you hit with the weapon. The target takes an extra 1d8 cold damage and is slowed until the end of your next turn.
 Level 13 or 18: 2d8 cold damage.
 Level 23 or 28: 3d8 cold damage.

Gambler's Weapon Level 2+

Favored by scoundrels and rogues, this unpredictable blade is not for the faint of heart.

Lvl 2	+1	520 gp	Lvl 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: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and you can shift 1 square.
Power (Encounter): Free Action. Use this power before you make an attack roll. Roll 1d6 and subtract 3; the result is a power bonus or a penalty to your attack roll.

Ghost Chain Weapon Level 25+

Ghostly chains bind creatures you strike with this weapon and pull them toward you.

Lvl 25	+5	625,000 gp	Lvl 30	+6	3,125,000 gp
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Weapon: Any ranged
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Encounter): Free Action. Use this power when you hit with this weapon. Pull the target a number of squares equal to the enhancement bonus of the weapon.

Githyanki Silver Weapon Level 9+

The rune-engraved weapon assaults a creature's mind and has the power to banish it to another plane.

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: Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d8 psychic damage per plus
Power (At-Will ♦ Psychic): Free Action. All damage dealt by this weapon is psychic damage. Another free action returns the damage to normal.
Power (Daily ♦ Teleportation): Free Action. Use this power when you hit with this weapon. The target is banished to a demiplane (save ends). It disappears from sight, cannot take actions, and cannot be targeted. On a save, the target reappears in the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choosing.

Goblin Totem Level 2+

This crude weapon is carved from bone, its handle wrapped in leather. Holding the totem makes you feel more capable of facing even formidably sized foes.

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
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Your attacks with this weapon against a creature larger than you have an additional bonus to damage rolls equal to the weapon's enhancement bonus.

Graceful Weapon Level 8+

Light and razor-sharp, this weapon responds to even your most intricate movements.

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: Flail, Heavy Blade, Light Blade, Spear
Enhancement: Attack rolls and damage rolls
Critical: + Dexterity modifier damage per plus
Power (Daily): Immediate Reaction. Use this power when an enemy within your reach makes a melee attack against you. Make a melee basic attack against that enemy.

Graefling Level 8

Inky black tendrils spill from the blade, which promises an agonizing end for those who feel its bite.

Lvl 8	+2	3,400 gp
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Weapon: Bastard Sword
Enhancement: Attack rolls and damage rolls
Critical: +2d8 necrotic damage.
Property: When used against bloodied enemies, this weapon gains brutal 1.
Property: When a creature is wielding *Graefling*, that creature has darkvision.
Power (Daily • Necrotic): Free Action. Use this power when you hit with a melee attack. Each creature adjacent to you takes 5 necrotic damage.

Grasping Weapon Level 6+

This malleable weapon not only strikes at enemies but also grasps and holds them in place.

Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp
Lvl 16	+4	45,000 gp			

Weapon: Polearm, Spear
Enhancement: Attack rolls and damage rolls
Critical: None
Property: You can use this weapon to grab targets, adding the weapon's enhancement bonus to your grab attack. You can still use this weapon to attack a target you've grabbed with it.
Power (Encounter): Free Action. Use this power when you hit with the weapon. Pull the target into an unoccupied space adjacent to you. The target is grabbed (until escape).

Great Hunger Weapon Level 3+

This weapon's normal low keening tones build into a great howl when it engages in battle.

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: +1d8 damage per plus
Property: When you score a critical hit using this weapon scores, the damage of the next critical hit you score with this weapon increases by 1[W]. This effect is cumulative until the end of the encounter.
Power (Daily): Immediate Reaction. *Trigger:* An enemy adjacent to you scores a critical hit against you. *Effect:* Roll this weapon's critical damage dice (including any extra damage from the weapon's property) and deal that much damage to the triggering enemy.

Greatsword of Impiltur Level 15

This greatsword is forged of black iron engraved with dead and wailing demons. Its dark pommel and guard look like a balor impaled on the sword's blade. Dark energy plays like lightning over the weapon.

Lvl 15	+3	25,000 gp
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Enhancement: Attack rolls and damage rolls
Critical: +3d10 damage
Power (Daily): Free Action. Use this power when you hit with this weapon. The target is dazed until the end of your next turn.

Weapon & Ammunition



Guardian's Brand Level 3+

This weapon burns white with hatred when it's near a warden's marked enemy.

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 fire damage, or +1d10 fire damage while you're in a guardian form
Power (Daily ♦ Fire): Free Action. *Trigger:* You hit an enemy with your warden's *fury* power using this weapon. *Effect:* That enemy takes ongoing fire damage equal to 5 + your Strength modifier.
 Level 13 or 18: Ongoing fire damage equal to 10 + your Strength modifier.
 Level 23 or 28: Ongoing fire damage equal to 15 + your Strength modifier.

Guardian's Call Level 2+

Decorated with the sigils of the wind and the oak, this weapon increases your defenses while you're in your guardian form.

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, or +1d10 damage per plus while you're in a guardian form
Property: When you assume a guardian form, pick one defense other than AC. You gain a +2 bonus to that defense while you're in that guardian form.

Guarding Weapon Level 10+

This weapon, covered with imagery of shields, lets you make enemies pay dearly when they ignore you and attack your friends.

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, or +1d12 damage per plus with opportunity attacks
Property: While adjacent to you, allies gain a +2 bonus to AC against opportunity attacks.
Power (Daily ♦ Augmentable): Free Action. *Trigger:* You hit an enemy with an opportunity attack using this weapon. *Effect:* The enemy is also dazed until the end of your next turn.
Augment 4: The enemy is stunned until the end of your next turn, instead of dazed.

Gutting Weapon Level 3+

This blade slides easily past armor and through the thickest hide. Pulling it out is not so easy--on the target.

Lvl 3	+1	680 gp	Lvl 18	+4	125,000 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: Light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. *Trigger:* You hit a target with a weapon power using this weapon. *Effect:* Deal extra damage to the target equal to your Strength modifier + the weapon's enhancement bonus.

Harmonic Songblade Level 2+

As well as channeling your bard spells, this blade gives off music that swirls away to encircle and empower one of your allies.

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: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Bards can use this weapon as an implement for bard powers and bard paragon path powers.
Power (Daily): Minor Action. One ally within 5 squares of you gains a +2 power bonus to attack rolls and all defenses until the start of your next turn.

Harsh Songblade Level 3+

As this blade channels your bardic magic, the blade unleashes a wail that leaves your foes senseless.

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: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: Bards can use this blade as an implement for bard powers and bard paragon path powers.
Power (Daily): Free Action. *Trigger:* You hit an enemy with a bard thunder power using this blade. *Effect:* Each enemy within 2 squares of the triggering enemy is dazed until the end of your next turn.

Healing Weapon Level 14+

This bow is strung with what looks like healer's stitch thread, and the wielder can send an arrow of glowing white energy at an ally to heal him or her.

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

Weapon: Any ranged
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily ♦ Healing): Standard Action. One creature within 20 squares of you and in your line of sight can regain hit points as if it had spent a healing surge.

Hestavar Dueling Blade Level 18+

Made with the mithral-infused shimmering steel favored by the greatest of Hestavar sword smiths, this weapon allows its wielder to maneuver like the exalted duelists of the Bright City.

Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 24	+5	525,000 gp			

Weapon: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus
Property: You gain a +2 item bonus when making opportunity attacks and melee attacks as a part of an immediate reaction or immediate interrupt.
Power (Daily ♦ Teleportation): Free Action. After you miss with a melee attack with this weapon. Teleport 3 squares, but adjacent to the target of the triggering attack. Make a melee basic attack against the target.

Hideous Weapon Level 8+

The only thing that looks worse than this ugly weapon is your enemy when you're done with 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			

Weapon: Flail, hammer, pick
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You gain an item bonus to Intimidate checks equal to this weapon's enhancement bonus.
Power (Daily ♦ Fear, Weapon): Free Action. *Trigger:* You use this weapon to reduce an enemy to 0 hit points. *Effect:* You make an attack against each enemy in a close burst 2: Charisma + 2 + the weapon's enhancement bonus vs. Will; on a hit, the target takes a -2 penalty to attack rolls and if the target ends its turn in a square adjacent to you, it becomes dazed until the end of its next turn (save ends both).

Holy Avenger Level 25+

The most prized weapon of any paladin.

Lvl 25	+5	625,000 gp	Lvl 30	+6	3,125,000 gp
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Weapon: Axe, Hammer, Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus, and you can spend a healing surge
Property: A holy avenger deals an extra 1d10 radiant damage when the power you use to make the attack has the radiant keyword.
Power (Daily): Minor Action. You and each ally within 10 squares of you gain a +5 power bonus to Fortitude, Reflex, and Will defenses until the end of your next turn.
Special: A holy avenger can be used as a holy symbol. It adds its enhancement bonus to attack rolls and damage rolls and the extra damage granted by its property (if applicable) when used in this manner. You do not gain your weapon proficiency bonus to an attack roll when using a holy avenger as an implement.

Holy Healer's Weapon Level 2+

Healers who wield this weapon relish combat and enjoy healing their allies while attacking their enemies.

Lvl 2	+1	520 gp	Lvl 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: Mace, Staff
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Add this weapon's enhancement bonus to the amount healed by your healing word.
Power (Daily ♦ Healing): Minor Action. An ally within 5 squares of you can spend a healing surge to regain hit points equal to 5 + your Wisdom modifier.
 Level 7: Regain 10 + Wisdom modifier hit points.
 Level 12: Regain 15 + Wisdom modifier hit points.
 Level 17: Regain 20 + Wisdom modifier hit points.
 Level 22: Regain 25 + Wisdom modifier hit points.
 Level 27: Regain 30 + Wisdom modifier hit points.

Weapon & Ammunition



Homing Weapon Level 7+

A clockwork mechanism fitted with lenses, dials, and levers helps your aim.

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			

Weapon: Bow, Crossbow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Your attacks ignore penalties from concealment, though not from total concealment.

Power (Daily): Free Action. Use this power before making the attack. Your attack ignores concealment and cover, but not total concealment or total cover.

Icingdeath Level 25

Limned in frost and diamond edged, this silver blade can slice through a steel door.

Lvl 25	+5	625,000 gp
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(unique; this item cannot be purchased or created with the Enchant Magic Item ritual)

Weapon: Scimitar

Enhancement: Attack rolls and damage rolls

Critical: +1d6 cold damage per plus and ongoing 10 cold damage (save ends)

Property: You gain resist 30 fire.

Power (At-Will ♦ Cold): Free Action. All damage dealt by *Icingdeath* is cold damage. Another free action returns the damage to normal.

Power (Daily ♦ Cold): Free Action. You can use this power when you hit with the weapon. The target takes 5d8 extra cold damage and is slowed until the end of your next turn.

Impaler's Pick Level 4+

This barbed weapon can leave a short-lived magical replica of itself in your enemy to keep it pinned down.

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

Weapon: Pick

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and the target is restrained by a magical duplicate of this weapon (save ends).

Aftereffect: 10 damage.

Level 14 or 19: Aftereffect: 15 damage.

Level 24 or 29: Aftereffect: 20 damage.

Impaling Weapon Level 18+

This weapon can fire clear through one creature's body and penetrate another creature behind it.

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

Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Once per round, when an attack with this weapon reduces a target to 0 hit points or fewer, you can make a ranged basic attack against another creature adjacent to the target of the first attack.

Impaling Weapon Level 4+

Scored and scratched as it is, the weapon remains serviceable.

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

Weapon: Pick, Spear

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when you hit with a melee attack using this weapon. You and your target are both immobilized until the start of your next turn.

Incisive Dagger Level 9+

You cut through space as easily as you cut through flesh.

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: Dagger

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You can use this weapon as a focus when performing a travel ritual that involves creating and moving through portals. You can add the dagger's enhancement bonus as an item bonus to any skill checks related to the ritual's performance.

Property: When you use a teleportation power, the distance you can teleport increases by a number of squares equal to the dagger's enhancement bonus.

Power (Daily ♦ Teleportation): Minor Action. You teleport 5 squares.

Level 14 or 19: 10 squares.

Level 24 or 29: 10 squares, and you don't need to be able to see the destination square.

Inertial Weapon Level 3+

When you force your foe to move against its will, the solidified energy sheathing this weapon expends itself with an echoing snap, sending other enemies stumbling away.

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: Flail, hammer, mace

Enhancement: Attack rolls and damage rolls

Critical: +1d10 force damage per plus

Power (Daily ♦ Augmentable): Free Action. **Trigger:** You push or slide an enemy with an attack using this weapon. **Effect:** You push each enemy adjacent to you, other than the enemy you pushed or slid, 1 square.

Augment 2 (Force): Your attack deals 1d10 extra force damage.

Inescapable Weapon Level 3+

This weapon grows increasingly eager to strike those you have trouble hitting.

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

Property: Each time you miss a target with this weapon, you gain a cumulative +1 bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target. The bonus ends if you attack a different target or when you hit.

Infectious Flame Weapon Level 3+

Shaped in the form of flickering flames, this devilish weapon causes fire to leap from foe to foe.

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 light blade or heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily ♦ Fire): Free Action. **Trigger:** You hit a target with an attack made with this weapon. **Effect:** The target takes ongoing 5 fire damage (save ends). **Aftereffect:** One enemy within 2 squares of the original target takes ongoing 5 fire damage (save ends).

Level 13: Effect and aftereffect become ongoing 10 fire damage (save ends).

Level 23: Effect and aftereffect become ongoing 15 fire damage (save ends).

Inspiring Weapon Level 3+

Leaders use this weapon to rally allies around them for a powerful attack.

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

Power (Daily): Minor Action. Allies adjacent to you gain a power bonus to damage rolls equal to the enhancement bonus of the weapon until the end of your next turn.

Intensifying Weapon Level 4+

This weapon blazes with inner power that enhances your ongoing effects.

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

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d10 damage per plus on attacks that deal ongoing damage

Property: When you use this weapon to hit with an attack that deals ongoing damage, the ongoing damage increases by an amount equal to the weapon's enhancement bonus.

Weapon & Ammunition



Jagged Weapon Level 12+

This weapon is pitted, scarred, and unadorned, but it deals grievous wounds.

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

Weapon: Axe, Heavy Blade, Light Blade
Enhancement: Attack rolls and damage rolls
Critical: Ongoing 10 damage
Level 22 and 27: Ongoing 20 damage
Property: This weapon scores critical hits on a 19 or 20.

Jarring Weapon Level 20+

This weapon smashes through your enemy's defenses, leaving them rattled from the severe blow of the attack.

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

Weapon: Flail, Hammer, Mace
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you hit with a melee attack. Your target is weakened and dazed (save ends both).

Khazid'hea Level 25

This thin, sharp longsword bears a stylized unicorn pommel of the goddess Mielikki.

Lvl 25 +5 625,000 gp (unique; this item cannot be purchased or created with the Enchant Magic Item ritual)

Weapon: Longsword
Enhancement: Attack rolls and damage rolls
Critical: +1d12 damage per plus, and ongoing 10 damage (save ends)
Power (Daily): Free Action. *Trigger:* You hit an enemy with a melee weapon attack using *Khazid'hea*. *Effect:* The target takes ongoing 10 damage (save ends). If the triggering attack was made using an extra action gained by using an action point, the target takes a -5 penalty to saving throws against this ongoing damage.
Communication: Telepathy
Persona: *Khazid'hea* desires constant battle and bloodshed, and it wants to be wielded by the greatest warrior in the world. It is not happy when idle, so it tries to initiate conflict or find a more suitable owner. Sometimes it does this by dominating the wielder into battle; other times, it lures a weaker mind in the hopes that its target will bring it to a location where it can find a better wielder. It cares not whether its wielder harms friend or foe.
Alignment: Chaotic evil **Languages** –
Skills: *Khazid'hea* grants a +2 bonus to skill checks related to battle strategy and to intrigue.
Special: Once per tenday, *Khazid'hea* can try to dominate a wielder that has not slain another creature in battle. It can dominate the wielder if it is dissatisfied. It makes an attack roll against the wielder's Will with a +28 bonus. If the attack succeeds, the sword controls the target's actions and can make the target perform any actions it chooses, including forcing the wielder to use encounter and daily attack powers (save ends).

Ki Weapon Level 3+

This weapon seems to become one with your body, allowing you to deal more damage when you strike with multiple blows.

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: +1d8 damage per plus
Property: Once per turn, when you use your Flurry of Blows power, it deals 2 extra damage to its targets.

Knockback Weapon Level 4+

This massive hammer can push your enemies back or knock them down—hard.

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

Weapon: Hammer or mace
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and push the target a number of squares equal to the weapon's enhancement bonus.
Property: When you push a target with a weapon power using this weapon, you push the target 1 additional square.
Level 14 or 19: 2 additional squares.
Level 24 or 29: 3 additional squares.
Power (Daily): Free Action. *Trigger:* You push a target with a weapon power or a critical hit using this weapon. *Effect:* The target falls prone at the end of the forced movement.

Learning Weapon Level 5+

This weapon learns as you fight a specific foe, helping you to hit and strike vital spots repeatedly.

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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Each time you miss a target with this weapon, you gain a cumulative +1 power bonus (up to the weapon's enhancement bonus) to your next attack roll with this weapon against the same target before the end of the encounter. This bonus ends when you attack a different target or when you hit.
Property: Each time you hit a target with this weapon, you gain a +2 power bonus to the first damage roll on your next attack with this weapon against the same target before the end of your next turn.
Level 15 or 20: +4 power bonus to the damage roll.
Level 25 or 30: +6 power bonus to the damage roll.

Legendary Weapon Level 25+

Legends are made when heroes do incredible things, and this weapon gives them a few more opportunities.

Lvl 25	+5	625,000 gp	Lvl 30	+6	3,125,000 gp
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Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you score a critical hit. Take a standard action.

Lifebane Weapon Level 15+

This weapon creates a conduit, funneling your foe's weakness into your own strength.

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

Weapon: Heavy Blade, Light Blade, Pick, Spear
Enhancement: Attack rolls and damage rolls
Critical: The target is weakened until the end of your next turn, and you gain 10 temporary hit points. If those temporary hit points haven't already been used, you lose them at the end of your next turn.
Level 25 or 30: You gain 15 temporary hit points.
Power (At-Will ♦ Necrotic): Free Action. Half the damage you deal with this weapon is necrotic damage. Another free action returns the damage to normal.
Power (Daily ♦ Necrotic): Free Action. Activate this power when you hit with the weapon. The target is weakened (save ends), and you gain 10 temporary hit points. If those temporary hit points haven't already been used, you lose them when the target saves against the weakened effect.
Level 25 or 30: You gain 15 temporary hit points.

Lifedrinker Weapon Level 5+

This weapon transfers an enemy's vitality to you.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 necrotic damage per plus
Property: When you drop an enemy to 0 hit points or fewer with a melee attack made with this weapon, gain 5 temporary hit points.
Level 15 or 20: Gain 10 temporary hit points.
Level 25 or 30: Gain 15 temporary hit points.

Lightning Arrow Level 3+

This arrow's blue and white streaks thrum with energy.

Lvl 3	+1	30 gp	Lvl 18	+4	3,400 gp
Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	85,000 gp

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you hit an enemy with an attack using this ammunition, that enemy takes 1d6 extra lightning damage per plus and is dazed until the end of its next turn.

Lightning Strike Bow Level 10+

This weapon appears to be formed out of a solidified silver bolt of lightning.

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: Long bow, short bow
Enhancement: Attack rolls and damage rolls
Critical: +1d10 lightning damage per plus and the target falls prone
Property: This weapon deals double damage to objects.
Power (At-Will ♦ Lightning): Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.

Weapon & Ammunition



Lightning Weapon Level 5+

This weapon crackles with dancing lightning.

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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 lightning damage per plus
Power (At-Will ♦ Lightning): Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.
Power (Daily ♦ Lightning): Free Action. Use this power when you hit with the weapon. The target and each enemy within 2 squares of the target take 1d6 lightning damage. Level 15 or 20: 2d6 lightning damage. Level 25 or 30: 3d6 lightning damage.

Lilting Songblade Level 20+

When swung in an arc, this blade unleashes an inspiring ode to victory that increases in intensity with each defeated enemy.

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

Weapon: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus
Property: Bards can use this blade as an implement for bard powers and bard paragon path powers.
Power (Daily): Minor Action. Each ally within 20 squares of you gains a +4 item bonus to damage rolls until the end of the encounter. Whenever you or an ally reduces an enemy to 0 hit points before the end of the encounter, the bonus increases by 2.

Longsword of Summer Level 15+

This longsword is engraved with Rellanic runes and glows like the summer sun.

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

Weapon: Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: The weapon deals 1d8 extra fire damage when it hits.
Power (Daily): Free Action. Use this power to make you and this weapon glow with the bright light of the summer sun at high noon. This increases your defenses by +4 until the end of your next turn.

Luckblade Level 3+

Luck favors the bold—and the wielder of this blade.

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: Heavy Blade, Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (Daily): Free Action. Reroll an attack roll you just made. Use the second result even if it's lower.

Lucklender Level 20+

This weapon can turn bad luck into good fortune.

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: +1d6 damage per plus
Property: When you roll a 1 on an attack roll during combat or when a critical hit is scored on you, this weapon gains a charge. There is no limit on the number of charges, but the weapon resets to 2 charges after an extended rest.
Power (At-Will): Free Action. Spend a number of charges up to the weapon's enhancement bonus to gain a power bonus to your next attack roll with this weapon equal to the number of expended charges.

Lucky Halfling's Weapon Level 9+

The reeds that wrap this weapon's handgrip are woven in a pattern kept secret by halfling tribes.

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: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: If you are a halfling, you deal 1 extra damage on attacks made with this weapon as an item bonus. When you use your *second chance* power, the extra damage increases to 2 until the end of the encounter.
 Level 14: 2 extra damage as an item bonus, 3 after using *second chance*.
 Level 24: 3 extra damage as an item bonus, 4 after using *second chance*.
Power (Daily): Free Action. **Trigger:** You make a damage roll and dislike the result. **Effect:** You can reroll any [W] dice or critical dice you rolled for this weapon.

Lullaby Weapon Level 4+

With a swing of this weapon, your enemy becomes lethargic, moving slower until finally collapsing into a snoring heap.

Lvl 4	+1	840 gp	Lvl 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

Weapon: Flail, Hammer, Mace, Staff
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily ♦ Sleep): Free Action. Use this power when you hit with the weapon. Make a secondary attack against the target's Will defense, with an attack bonus equal to the level of this weapon plus its enhancement bonus. If this attack hits, the target is slowed (save ends). If the target fails its first saving throw against this power, it becomes unconscious (save ends).

Mace of Healing Level 8+

When you bolster your allies, this weapon increases the potency of your healing.

Lvl 8	+2	3,400 gp	Lvl 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: Mace
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you use a power that restores hit points to an ally, add an item bonus equal to this weapon's enhancement bonus to the amount restored.

Mage's Weapon Level 2+

Some spellcasters choose this blade for its ability to convert a spell's power into accuracy in melee.

Lvl 2	+1	520 gp	Lvl 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: Heavy Blade, Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Anyone proficient with simple weapons or the dagger is proficient with this weapon.
Power (Encounter): Minor Action. You can expend an arcane encounter power to regain the use of a martial encounter power you know of up to the same level.

Magic Weapon Level 1+

A basic enchanted weapon.

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: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Magma Hammer Level 4+

This hammer shifts slowly, as though its surface were gently flowing lava.

Lvl 4	+1	1,000 gp	Lvl 19	+4	125,000 gp
Lvl 9	+2	5,000 gp	Lvl 24	+5	625,000 gp
Lvl 14	+3	25,000 gp	Lvl 29	+6	3,125,000 gp

Weapon: Hammer
Enhancement: Attack rolls and damage rolls
Critical: +1d6 fire damage per plus, and the target takes ongoing 5 fire damage (save ends).
 Level 14 or 19: Ongoing 10 fire damage (save ends).
 Level 24 or 29: Ongoing 15 fire damage (save ends).
Power (Daily, Fire): Free Action. Use when you hit a target with the weapon. Each creature adjacent to you takes 5 fire damage, and you push the target 1 square.
 Level 14 or 19: 10 fire damage.
 Level 24 or 29: 15 fire damage.

Weapon & Ammunition



Malaeura, the Emerald-Eyed (Poisoned Weapon) Level 15+
Adventurer's Vault 75

This wooden blow is covered with a pattern resembling a snake's scales. Two staring eyes are carved near the handgrip, and the pupils are set with emeralds.

The emeralds flash with a spark of sentience.

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

Weapon: Longbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 poison damage per plus
Power (Daily ♦ Poison): Free Action. Use this power when you hit with the weapon. The target takes ongoing 10 poison damage and weakened (save ends both).

Level 25 or 30: Ongoing 15 poison damage and weakened (save ends both).

Communication Speech, touch telepathy
Persona Malaeura loves battle and bloodshed. She feels great pride when an arrow fired from her finds its mark. Her speech is peppered with references to eyes, sight, stone, and snakes. She harbors a burning hatred toward rakshasas.

Alignment Unaligned **Languages** Common
Skills Malaeura grants a +2 bonus to skill checks related to medusas, poisons, and rakshasas.

Manifester Weapon Level 2+

By focusing your mind on the psionic energy stored in this weapon, you can extract a measure of its power.

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
Enhancement: Attack rolls and damage rolls
Critical: +1d6 psychic damage per plus
Power (Daily): Minor Action. You gain 1 power point until the end of your next turn. You can use this power point only to augment a psionic attack power.

Master's Blade Level 4+

Seemingly impossible feats are possible for master warriors, and for those who wield this perfectly designed weapon.

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

Weapon: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: While you're using a stance power, you gain a +1 bonus to attack rolls on melee basic attacks and at-will attacks with this weapon.
Power (Daily): Minor Action. Until the end of the encounter, while you wield this weapon, you can have two stances active at the same time.

Mauling Weapon Level 8+

This weapon excels at smashing down barriers, knocking over foes, and breaking open containers.

Lvl 8	+2	3,400 gp	Lvl 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: Hammer, Heavy Blade, Mace
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d12 damage per plus against constructs and objects.
Power (Daily): Free Action. Use this power when you hit with the weapon. Until the end of your next turn, when the target moves on its turn with a mode of movement other than teleportation, you determine the first square the creature moves to. In addition, if the creature has the construct keyword it takes 1d10 damage.
 Level 13 or 18: 2d10 damage.
 Level 23 or 28: 3d10 damage.

Maw of the Guardian Level 4+

Engraved with the primal rune of the devourer, this weapon increases your damage while you're in a guardian form.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: This weapon deals extra damage equal to your Constitution modifier while you're in a guardian form.

Medic's Weapon Level 4+

A divine warrior of any kind can use this weapon to bring victory in the name of his deity.

Lvl 4	+1	840 gp	Lvl 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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus
Property: When you use a Channel Divinity power during combat, an ally within 10 squares of you regains an amount of hit points equal to your Charisma modifier plus this weapon's enhancement bonus.
Power (Daily): Standard Action. Gain one additional use of Channel Divinity for this encounter.

Mindcrusher Weapon Level 5+

This weapon channels psychic energy, empowering your mental attacks to continue resonating within your foe after you strike.

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

Weapon: Hammer, mace
Enhancement: Attack rolls and damage rolls
Critical: +1d8 psychic damage per plus
Property: You gain a +2 item bonus to damage rolls with psychic attacks using this weapon.
Power (Daily ♦ Psychic): Free Action. **Trigger:** You hit an enemy with a psychic attack using this weapon. **Effect:** The enemy takes ongoing 5 psychic damage (save ends).
 Level 15 or 20: Ongoing 10 psychic damage (save ends).
 Level 25 or 30: Ongoing 15 psychic damage (save ends).

Mindiron Weapon Level 14+

This metal weapon projects arrows or bolts partially into the realm of the mind.

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

Weapon: Bow, Crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 psychic damage per plus
Power (At-Will ♦ Psychic): Free Action. Half the damage dealt by this weapon becomes psychic. Another free action returns the damage to normal.
Power (Encounter ♦ Psychic): Free Action. Use this power when you attack a creature with this weapon. That attack targets a creature's Will defense and deals psychic damage. Typed damage from the attack gains the psychic type as well as the original type.

Mind-Rending Weapon Level 13+

The blade has an unnerving purple hue that seems somehow wrong.

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

Weapon: Heavy Blade, Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you hit with an attack using this weapon. In addition to the attack's normal damage, the target is dazed until the end of your next turn.

Mithrendain Steel Weapon Level 8+

This weapon was forged deep in the Feywild and is infused with the plane's inherent arcane energy.

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: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Add 1 square to the distance of any teleport you make.
Power (Daily ♦ Teleport): Free Action. Use this power when you hit with this weapon. You teleport the target 2 squares in any direction.

Moonbow Level 13+

This slender bow is made of white wood so polished it looks like pearl, and its string is almost invisible. As you draw the string, a gleaming arrow of light appears, nocked and ready.

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

Weapon: Bow
Enhancement: Attack rolls and damage rolls
Critical: +1d10 radiant damage per plus
Property: Sehanine worshipers can use this weapon as an implement for divine and arcane powers.
Property: Weapon and implement attacks made with this weapon count as silvered (*Player's Handbook*, page 220).
Property: This weapon creates its own ammunition when drawn. It can still be used with ammunition, if desired.
Power (At-Will): Minor Action. This weapon sheds bright light or dim light in a 5-square radius, or ceases to shed light.

Weapon & Ammunition



Moonlight, First Blade of Night (Blade of Night) Level 22+
Adventurer's Vault 65)

Tiny, bright lights shine within this black metal blade.

The hilt is coated in black lacquer, with a round, perfect moonstone set where hilt meets blade.

You feel a sense of smug superiority emanating from the weapon.

Lvl 22	+5	325,000 gp	Lvl 27	+6	1,625,000 gp
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Weapon: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: The target is blinded until the end of your next turn
Power (Daily ♦ Zone): Minor Action. Use this power to create a zone in a close burst 2. The zone blocks line of sight and lasts until the end of your next turn.

Communication Speech
Persona Moonlight is smug and a little unpredictable. She's ruled by her emotions, and they're especially chaotic. She gets bored easily, so she likes goading people into combat and tricking people in general. Moonlight worships Sehanine.

Alignment Unaligned **Languages** Common
Skills Moonlight grants a +2 bonus to skill checks related to methods of assassination.

Moradin's Weapon Level 19+

This hammer carries the weight of the earth and gives a follower of Moradin the concussive power to knock down his or her enemies.

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

Weapon: Hammer
Enhancement: Attack rolls and damage rolls
Critical: +1d12 damage per plus
Property: If you worship Moradin, you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship Moradin, you do not benefit from this weapon's property and cannot activate this weapon's power.
Power (Daily): Free Action. Use this power when you hit with the weapon. Make a secondary attack: Area burst 2 centered on the creature you hit; targets enemies only; Strength or Constitution vs. Fortitude (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 2d6 + Constitution modifier damage and is knocked prone. This secondary attack does not provoke opportunity attacks.
Level 29: 3d6 + Constitution modifier damage.

Mordant Weapon Level 8+

Tempered in the black blood of a mordant hydra, the etched steel of this weapon strikes with bitter fury.

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: Heavy Blade, Light Blade, Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 acid damage per plus
Power (At-Will ♦ Acid, Poison): Free Action. All damage dealt by this weapon is acid damage and poison damage. Another free action returns the damage to normal.
Power (Daily ♦ Acid, Poison): Standard Action. Close blast 3; Strength vs. Fortitude; 2d8 + Strength modifier poison and acid damage.
Level 13: 3d8 damage.
Level 23: 4d8 damage.

Necroshard Weapon Level 5+

This large black gem can be placed in the hilt of a melee weapon imbuing the weapon with necrotic power.

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

Weapon (Any One-Handed or Two-Handed Melee Weapon)
Enhancement: Attack rolls and damage rolls
Critical: +1d10 necrotic damage per plus.
Property: Weapon attacks made with the weapon against living creatures gain a +1 bonus on attack rolls vs. Fortitude.
Power (Daily ♦ Necrotic): Free Action. Use this power when you hit with the weapon. The target takes an extra 1d8 necrotic damage and is weakened until the end of your next turn.
Level 15 or 20: 2d8 necrotic damage.
Level 25 or 30: 3d8 necrotic damage.

Necrotic Weapon Level 13+

The wounds inflicted by this weapon also drain an enemy's vitality.

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

Weapon: Axe, Heavy Blade, Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d8 necrotic damage per plus
Power (At-Will ♦ Necrotic): Free Action. Half the damage you deal with this weapon is necrotic damage. Another free action returns the damage to normal.
Power (Daily ♦ Necrotic): Free Action. Use this power when you hit with this weapon. Your target gains vulnerable 10 necrotic until the end of your next turn.
Level 23 or 28: Vulnerable 15 necrotic.

Nightbringer Paragon Level

Each of the lesser courtiers of Orcus, the first exarchs he forged in his great battles against the gods, received one mighty artifact. The Lord of Zombies received Nightbringer, a weapon supposedly forged from a single drop of blood shed by the Chained God when he cut himself on the mote of absolute evil that formed the Abyss.

The sword **Nightbringer** is a +5 vicious longsword with the following properties and powers.
Enhancement: Attack rolls and damage rolls.
Critical: +5d12 damage.
Property: A creature struck by **Nightbringer** loses its necrotic immunity and resistance, if any, until the end of the next short rest it takes.
Property: You lose vulnerable radiant, if you have that weakness.
Property: You can speak Abyssal and read its script.
Property: Undead take a -2 penalty on all attacks against you.
Property: If you suffer an effect from an undead creature that a save can end, you can make a saving throw against it immediately upon gaining the effect.
Power (Daily ♦ Charm): *Lord of the Shambling Dead.* Standard Action. Close burst 5; all undead in the burst with a level lower than yours are dominated (save ends).
Power (Encounter ♦ Healing): *Devourer of Souls.* No action. When you reduce a foe to 0 or fewer hit points with **Nightbringer**, you regain one healing surge.

Nightstalker's Poiard +3 Level 14

Forged of dark metal, its hilt wrapped in black leather, this slender-bladed knife seems perfect for nighttime work.

Weapon: Dagger 21,000 gp
Enhancement: Attack rolls and damage rolls
Critical: +3d6 damage, or +3d12 if the attack was made with combat advantage.
Power (Daily ♦ Teleportation): Move Action. You teleport your speed to a space adjacent to an enemy, and gain combat advantage against that enemy with your next attack with this weapon made before the end of your next turn.

Oathblade Level 4+

This fine steel weapon strikes deadly blows against the foe you swear to vanquish.

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

Weapon: Heavy Blade, Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 per plus, or +1d10 damage per plus against a target marked by you.
Power (Daily): Minor Action. Your next attack against a creature marked by you deals an extra 1d6 damage per plus.

Onslaught Arrow Level 2+

This black arrow trails a bright pennant, flagging its target.

Lvl 2	+1	25 gp	Lvl 17	+4	2,600 gp
Lvl 7	+2	100 gp	Lvl 22	+5	13,000 gp
Lvl 12	+3	500 gp	Lvl 27	+6	65,000 gp

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you hit an enemy with an attack using this ammunition, each ally that can see that enemy gains a +1 item bonus to attack rolls against it until the end of your next turn.

Weapon & Ammunition



Opportunistic Weapon Level 4+

An enemy quickly regrets turning its back to the wielder of this weapon.

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

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d12 damage per plus with opportunity attacks.

Power (Daily): Immediate Reaction. Use this power when an enemy provokes an opportunity attack. Make an additional opportunity attack against the provoking creature.

Overreaching Weapon Level 25+

This polearm extends as you strike at distant enemies, putting them within your range.

Lvl 25	+5	625,000 gp	Lvl 30	+6	3,125,000 gp
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Weapon: Polearm

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: With this weapon, you can attack targets that are 3 squares away from you as well as nearer targets. You can still make opportunity attacks only against adjacent targets.

Pact Blade Level 3+

Warlocks favor this wickedly sharp blade.

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: Light Blade (usually daggers and sickles)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: This blade functions as a warlock implement, adding its enhancement bonus to attack rolls and damage rolls for warlock powers that use implements.

Property: When a creature you have cursed with your Warlock's Curse makes a melee attack against you, deal damage to the creature equal to the *pact blade's* enhancement bonus.

Special: You do not gain your weapon proficiency bonus to the attack roll when using a *pact blade* as an implement.

Pact Bow Level 2+

Crafted from a tree deep within the Feywild, this bow is a conduit for warlock powers.

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: Bow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: If you are an elf, this bow functions as a warlock implement for you (but do not apply the weapon's proficiency bonus to attack rolls for warlock powers).

Power (Daily): Free Action. Use this power when you cast a ranged or area warlock attack spell. You cast the spell through your bow, replacing the spell's range with the range of your bow and gaining the bow's proficiency bonus to the attack roll.

Pact Hammer Level 2+

This dark steel hammer is the prized possession of any dwarven warlock who wishes to wield weapon and magic with equal effectiveness.

Lvl 2	+1	520 gp	Lvl 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: Hammer

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: If you are a dwarf, this hammer functions as a warlock implement for you (but do not apply the weapon's proficiency bonus to attack rolls for warlock powers).

Property: When you hit a target affected by your Warlock's Curse with this weapon, you deal your extra curse damage against that target.

Pact Sword Level 2+

Eladrin warlocks favor these sinister longswords for their ability to combine weapon and magic and for the power to control an enemy's position.

Lvl 2	+1	520 gp	Lvl 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: Longsword

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: If you are an eladrin, this longsword functions as a warlock implement for you (but do not apply the weapon's proficiency bonus to attack rolls for warlock powers).

Power (Daily ♦ Teleportation): Free Action. Use this power when you hit a target affected by your Warlock's Curse with this weapon. Teleport the target a number of squares equal to 1 + this weapon's enhancement bonus.

Paired Weapon Level 3+

One weapon suddenly becomes two with startling speed.

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 one-handed melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (At-Will): Minor Action. Split the weapon into two identical weapons, one in your primary hand and one in your off-hand. You can spend another minor action to recombine the weapons into one. If you have the Quick Draw feat, you can split or recombine the weapon as a free action.

Paralyzing Weapon Level 13+

This crossbow is enameled with stylized images of poisonous snakes. The bolts it fires drip with toxic venom.

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

Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Poison): Free Action. Use this power when you hit with this weapon. The target is immobilized and weakened until the end of your next turn.

Parrying Weapon Level 2+

A wielder of this weapon never truly lowers his or her defenses.

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): Immediate Reaction. Use this power when an enemy makes a melee attack against you. Make a melee basic attack against that enemy, with a power bonus on your attack roll equal to this weapon's enhancement bonus; if your result exceeds that of the attack roll against you, the enemy's attack misses. The melee basic attack you make to block your enemy's attack has no other effect and does not deal damage.

Perfect Hunter's Weapon Level 30

This weapon ignores cover and concealment when its magic is activated.

Lvl 30	+6	3,125,000 gp
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Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d12 damage per plus

Power (Daily): Standard Action. When you use this power, you automatically pinpoint the location of all creatures within 10 squares of you, even if line of sight or line of effect to those creatures would normally be blocked. This pinpointing lasts until the end of your turn. You can target any one of those creatures as if it did not have cover or concealment. You can then make a ranged basic attack with this weapon with a +5 bonus to the attack roll.

Performer's Blade Level 8+

An exquisite blade, in the right hands it reveals the path to victory.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	170,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Weapon: Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Bards can use this blade as an implement for bard powers and bard paragon path powers.

Power (Daily): Free Action. **Trigger:** You hit an enemy with a bard attack power using this blade. **Effect:** One ally that can see the target of your attack gains a +4 power bonus to his or her next attack roll against the target.

Phasing Arrow Level 25+

Ephemeral in flight, this arrow strikes its target solidly.

Lvl 25	+5	25,000 gp	Lvl 30	+6	125,000 gp
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Ammunition

Enhancement: Attack rolls and damage rolls

Property: When you attack using this ammunition, you don't need line of effect to the target, and your attack roll takes no penalty from cover or superior cover.

Weapon & Ammunition



Phasing Weapon Level 14+

This weapon's projectiles phase in and out of reality when fired, slipping through cover as if it weren't there.

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

Weapon: Any ranged
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Your ranged attacks with the weapon ignore the penalty to attack rolls for cover or superior cover.

Piercing Songblade Level 13+

Silent until it lands a crucial blow, this blade sends forth a piercing note that rends your target's armor.

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

Weapon: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d10 damage per plus
Property: Bards can use this blade as an implement for bard powers and bard paragon path powers.
Power (Daily): Free Action. **Trigger:** You hit an enemy with a bard attack power using this blade. **Effect:** Until the end of the encounter, that enemy takes a -2 penalty to AC.

Piercing Weapon Level 7+

This point of this spear extends, digs deep into an enemy's flesh, and leaves a weeping wound.

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

Weapon: Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you hit a target with this weapon. The target takes ongoing damage equal to your Dexterity modifier + this weapon's enhancement bonus (save ends).

Pinning Weapon Level 2+

You use this weapon to root your enemy to the spot.

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): Free Action. Use this power when you hit an enemy with this weapon. That enemy is immobilized until you are no longer adjacent to it.

Planesplitter Weapon Level 19+

The edge of this weapon is so sharp that it seems to cut through the unseen forces separating the planes.

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

Weapon: Axe, Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d12 damage per plus
Property: While wielding this weapon, you can perform the Planar Portal ritual (*Player's Handbook*, page 311).
Power (Encounter): Free Action. Use this power when you make a melee attack using this weapon. The weapon's reach increases by 2 squares.
Power (Daily ♦ Teleportation): Minor Action. You create a dimensional rift connecting two squares within 10 squares of each other that lasts until the end of your next turn. A creature that enters one of the squares can move to the other square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature.

Point Blank Weapon Level 3+

The wielder of this weapon need not fear wading into melee.

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 ranged
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Gain a +2 item bonus to AC against opportunity attacks provoked by making a ranged attack with this weapon.
Power (Encounter): Free Action. Use this power when you make a ranged attack with this weapon; the attack does not provoke opportunity attacks.

Poisoned Weapon Level 5+

This weapon leaves a debilitating poison that saps an enemy's vitality and strength.

Lvl 5	+1	1,000 gp	Lvl 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

Weapon: Bow, Crossbow, Light Blade, Pick, Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 poison damage per plus
Power (Daily ♦ Poison): Free Action. Use this power when you hit with the weapon. The target takes ongoing 5 poison damage and is weakened (save ends both).
 Level 15 or 20: Ongoing 10 poison damage and weakened (save ends both).
 Level 25 or 30: Ongoing 15 poison damage and weakened (save ends both).

Predatory Weapon Level 13+

This weapon silently urges its wielder to hunt new prey even before finishing off his or her present foe.

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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d12 damage per plus if you have marked the target
Power (Encounter): Free Action. Use this power when you hit with the weapon. Mark a target within 5 squares of you. This mark lasts until the end of your next turn.

Prime Shot Weapon Level 2+

This weapon demands a wily and cunning wielder who darts from cover to cover while sniping at enemies.

Lvl 2	+1	520 gp	Lvl 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 ranged
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You deal +1 damage if no ally is closer to the target than you are.
 Level 12 or 17: +2 damage.
 Level 22 or 27: +3 damage.

Psychokinetic Weapon Level 2+

A single thought sends this weapon leaping from your hand to strike a distant foe.

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: +1d8 damage per plus
Power (Encounter ♦ Augmentable): Standard Action. Make a ranged basic attack using this weapon, even if it doesn't have the light thrown or the heavy thrown property. The weapon returns to your hand after the attack.
Augment 2: The attack deals 1[W] extra damage.

Quenchquiver Weapon Level 7+

Strung with a flowing filament of water, this weapon arms itself with arrows of fluid that can bowl over foes with soaking shots.

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			

Weapon: Bow, Crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d10 damage per plus against fire creatures
Property: You take no attack penalty when using this weapon underwater.
Property: This weapon does not require ammunition, although a wielder can use an arrow or bolt if desired. The wielder forms an arrow or bolt of water by drawing the string. An arrow or bolt not used evaporates.
Power (Daily): Free Action. **Trigger:** You hit with a ranged attack using this weapon. **Effect:** The target is pushed 2 squares and falls prone.

Weapon & Ammunition



Quick Weapon Level 3+

You can use this weapon to attack with preternatural speed.

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
Power (Daily): Free Action. Use this power when you hit a target with this weapon. Make a basic attack with this weapon against a target of your choice.

Quicksilver Blade Level 2+

This weapon seems to move too quickly to be seen, and it imparts that ability to 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	Lvl 27	+6	1,625,000 gp

Weapon: Light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You gain an item bonus to initiative checks equal to the blade's enhancement bonus.
Power (Daily): Free Action. *Trigger:* You score a critical hit with this weapon. *Effect:* You gain a move action that you must use before the end of your turn.

Radiant Weapon Level 15+

This weapon burns with glowing, radiant energy.

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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus
Property: When this weapon is used to deal radiant damage, add its enhancement bonus as an item bonus to damage rolls.
Power (At-Will ♦ Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.

Ravenclaw Warblade Level 8+

This sword becomes more powerful when its wielder or his enemies are at death's door.

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: Heavy blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d10 damage per plus while you're bloodied
Property: When you use this weapon to reduce a non-minion enemy to 0 hit points, you can either spend a healing surge or make a saving throw.

Rebounding Weapon Level 2+

You meant to do that. No, really.

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 ranged
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Encounter): Free Action. *Trigger:* You attack an enemy with this weapon and miss. *Effect:* You make a ranged basic attack against a different enemy within 5 squares of that enemy.

Reckless Weapon Level 3+

Some fighters favor force over accuracy—this weapon is for them.

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 except reach weapons
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (At-Will): Free Action. Use this power before making a melee attack against an adjacent target. You gain a power bonus to that attack's damage roll equal to twice this weapon's enhancement bonus. You take a -2 penalty to AC until the end of your next turn.

Relentless Weapon Level 2+

The weapon thrums in your hands, as if eager to see battle.

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: Flail, Hammer, Mace
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Whenever you score a critical hit with this weapon, the target is also knocked prone.

Rending Weapon Level 4+

When this axe scores a devastating strike, you can continue your assault.

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

Weapon: Axe
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and make a melee basic attack with this weapon against the same target.

Reproachful Weapon Level 2+

A strike from this weapon renders your enemy less able to respond.

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): Free Action. Use this power when you hit with the weapon. Your target takes a -2 penalty to its attack rolls (save ends).

Resounding Weapon Level 2+

A thundering peal sounds when this weapon hits, dazing its target.

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: Hammer, Flail, Mace, Sling, Staff
Enhancement: Attack rolls and damage rolls
Critical: +1d6 thunder damage per plus
Power (Daily): Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn.

Retribution Weapon Level 7+

This blade bestows power to those who seek vengeance against an adversary.

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			

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Whenever an enemy scores a critical hit against you, your next attack with this weapon against that enemy deals +1d6 damage per plus of this weapon. The effect ends at the end of your next turn.

Retributive Weapon Level 4+

Spirits of mighty warriors bound to this weapon become enraged when you're attacked, adding their strength to your attack to knock an enemy away.

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

Weapon: Bow, spear
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (Daily): Immediate Reaction. *Trigger:* An enemy hits you with a melee or a close attack. *Effect:* Make a ranged basic attack against the triggering enemy using this weapon. This attack doesn't provoke opportunity attacks. On a hit, you also push the target 2 squares.

Ricochet Weapon Level 11+

When you fire a stone from this sling, it bounces off the target to hit another.

Lvl 11	+3	9,000 gp	Lvl 21	+5	225,000 gp
Lvl 16	+4	45,000 gp	Lvl 26	+6	1,125,000 gp

Weapon: Sling
Enhancement: Attack rolls and damage rolls
Critical: None
Power (Daily): Free Action. Use this power when you make a ranged attack with this weapon. After that attack is resolved, make a ranged basic attack with this weapon against a second target within 2 squares of the first target (treating the first target's space as the origin of the attack for purposes of determining cover).

Weapon & Ammunition



Righteous Weapon Level 10+

Crafted with faith and wrath, this weapon is a scourge of evil.

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, or +1d8 damage per plus against evil creatures.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target is dazed until the end of your next turn. If the target is evil or chaotic evil, the target is instead dazed (save ends).

Rubicant Blade Level 8+

This beautiful and ornate weapon has seven runes inscribed on the blade and vibrates with power when held.

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 one-handed weapon

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Property: When a power allows you to teleport, you can add 1 square to that distance.

Property: While this weapon is bonded to you with the swordmage Swordbond class feature, any other creature takes a -2 penalty to attack rolls with this weapon.

Power (Daily): Move Action. You can teleport yourself and one or two allies within 5 squares of you up to 5 squares.

Runic Weapon Level 5+

This weapon is engraved with numerous arcane runes and sigils that glow when magical emanations are near.

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

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you hit with an arcane power using this weapon, you gain temporary hit points equal to the weapon's enhancement bonus.

Sacrificial Weapon Level 6+

The true severity of this weapon comes at a cost to the wielder's own vitality.

Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp
Lvl 16	+4	45,000 gp			

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with the weapon. Spend a healing surge, and instead of regaining hit points, you cause the target to become weakened until the end of your next turn.

Savage Weapon Level 13+

Cruelly shaped, this weapon fuels your courage and your alacrity.

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

Weapon: Flail, Hammer, Mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain an item bonus to saving throws against fear effects equal to the weapon's enhancement bonus.

Power (Daily): Free Action. Use this power when you successfully hit with this weapon. You can shift 1 square and make a melee basic attack with this weapon.

Scalebane Weapon Level 3+

Reptilian creatures have good cause to fear this weapon.

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, or +1d12 damage per plus against reptiles.

Power (Daily): Free Action. Use this power when you hit with the weapon. The attack deals an extra 1d4 damage. If the target has the reptile keyword, it deals an extra 1d20 damage instead.

Level 13 or 18: An extra 2d4 damage or an extra 2d12 damage if the target has the reptile keyword.

Level 23 or 28: An extra 3d4 damage and an extra 3d12 damage if the target has the reptile keyword.

Scepter of Bane Level 4+

This powerful scepter, tipped with the symbol of the Lord of Tyrants, is both a vicious weapon and a powerful 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

Weapon: Mace

Enhancement: Attack rolls and damage rolls

Critical: +1d12 per plus when used as a weapon, or +1d8 when used as a holy symbol

Property: The *scepter of Bane* can be used as a holy symbol.

Power (Daily): Free Action. **Trigger:** You score a critical hit against a target while using the *scepter of Bane*. **Effect:** You do not deal the extra damage for scoring a critical hit, but instead you dominate the target until the end of your next turn.

Scepter of the Chosen Tyrant (+6) Level 28

This impressive morningstar is studded with cruel barbs.

Enhancement Bonus: Attack rolls and damage rolls

Critical: +6d10 damage

Property: You cannot be disarmed or drop the *Scepter* unless you choose to do so.

Property: When Fzoul Chembryl wields the *Scepter*, it deals an additional ongoing 10 psychic damage to targets hit by its melee or ranged attack.

Power (Daily): Move Action. You gain a fly speed of 8 until the end of your next turn. If you haven't landed by that time, you float safely to the ground.

Power (At-will • Force): Standard Action. You can make a basic ranged attack with the *Scepter*: range 20; Dexterity vs. AC. This attack deals the same amount of damage as a melee attack would, but it is force damage instead.

Quirks: If you don't serve Bane as your patron deity, you take a -1 penalty to Will defense while you carry and use the *Scepter*. If you're good or lawful good, this penalty is -2. Bane's servants of 21st level and higher know when a nonbeliever carries the *Scepter*. They can track the item's location without fail and receive a +1 bonus to attack rolls against the carrier and all of that creature's allies.

Scout's Bow Level 8+

This wooden bow is adorned with images that resemble raptors' eyes. They keep a constant watch over the most evasive foes.

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: Bow, crossbow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. **Trigger:** You hit an enemy with an attack using this weapon. **Effect:** You know where the enemy is until the end of the encounter, and ignore concealment and cover when attacking that enemy. The target benefits from total concealment and superior cover as normal.

Screaming Bow Level 4+

What begins as a low moan rises to an earsplitting shriek as the arrow seeks out its mark.

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

Weapon: Bow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 thunder damage per plus

Property: When you use this weapon to hit an enemy with an attack power that doesn't have a damage type, the attack deals thunder damage, and the enemy is deafened until the end of your next turn.

Power (Daily): Free Action. **Trigger:** You hit an enemy with this weapon. **Effect:** That enemy gains vulnerable 5 thunder (save ends). Each creature adjacent to that enemy is deafened and gains vulnerable 5 thunder until the end of your next turn.

Level 14 or 19: The enemy gains vulnerable 10 thunder (save ends).

Level 24 or 29: The enemy gains vulnerable 20 thunder (save ends).

Weapon & Ammunition



Shadow Spike Level 22+

The wielder of this weapon moves like a shadow, silent and invisible until striking, and then only to disappear again.

Lvl 22	+5	325,000 gp	Lvl 27	+6	1,625,000 gp
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Weapon: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily ♦ Illusion): Free Action. Use this power when you use this weapon to hit a target granting you combat advantage. You are invisible until the end of your next turn.

Shadowfell Blade Level 20+

The dark blade of this weapon seems to absorb light and shift as though it were a thing alive.

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

Weapon: Axe, Heavy Blade, Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 radiant damage per plus.
Property: When this weapon is used against a shadow or undead creature, a successful attack also deals 5 radiant damage and slows the creature until the end of your next turn.
Power (Encounter): Minor Action. You become insubstantial until the end of your next turn.
Power (Daily): Standard Action. You shift up to 6 squares and make two basic melee attacks at any time before, during, or after the shift.

Shadowrift Blade Level 12+

You can pass through the Shadowfell to a nearby location when you use this blade, but doing so costs you a bit of your life force.

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

Weapon: Light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (At-Will ♦ Teleportation): Free Action. *Trigger:* You hit an enemy that is granting you combat advantage. *Effect:* You take 5 damage and teleport 2 squares.
Level 17 or 22: Take 10 damage and teleport 3 squares.
Level 27: Take 15 damage and teleport 4 squares.

Shadowstrike Weapon Level 13+

This weapon casts a long and dangerous shadow.

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

Weapon: Light Blade, Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Attacks that use this weapon ignore concealment from dim light or darkness.
Power (Daily): Minor Action. Until the end of your next turn, this weapon's reach increases by 1 square and you have combat advantage against your target.

Shapechanger's Sorrow Level 9+

This weapon traps a shapechanging creature in its present form.

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

Weapon: Axe, Heavy Blade, Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 per plus, or +1d12 damage per plus against creatures not in their natural form.
Property: You gain a +1 bonus to all defenses against creatures not in their natural form.
Power (Daily): Free Action. Use this power when you hit with the weapon. The target reverts to its natural form and cannot use powers that have the polymorph keyword (save ends).

Shivli, White Wyrmling (Frost Weapon) Level 8+

Player's Handbook 234

This spear is cold to the touch. Occasionally blue Iokharic runes appear across its surface, but the composition is never the same.

Weapon: Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 cold damage per plus
Power (At-Will ♦ Cold): Free Action. All damage dealt by this weapon is cold damage. Another free action returns the damage to normal.

Power (Daily ♦ Cold): Free Action. Use this power when you hit with the weapon. The target takes an extra 1d8 cold damage and is slowed until the end of your next turn.

Level 13 or 18: 2d8 cold damage.
 Level 23 or 28: 3d8 cold damage.

Communication Glyphic, speech
Persona Shivli was killed when she was young, and she's still naïve. Most comments she makes are pretty obvious. She's familiar with how white dragons work, but not with much else, so she often comments that the temperature's too hot or asks a walking PC why he or she doesn't just fly to the intended destination. She uses the *Shivli's breath* power only when she's frightened.
 Her glyphic communication uses Iokharic runes.
Alignment Unaligned **Languages** –
Skills Shivli grants a +2 bonus to skill checks related to dragons, and to checks made to traverse cold environments (including navigation, detecting ice hazards, and enduring the cold).



Shoulderbow Level 9+

Embedded in your back, this hidden hand crossbow springs to life at your whim.

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: Hand crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Special: Only a warforged character can use this weapon. It is always a component weapon.
Property: This magic crossbow is attached to or embedded in your back. With a minor action, you can mentally command it to rise to a position on your shoulder. Once it's in position, you can fire a *shoulderbow* as a standard action by using a mental command and no hands at all. The *shoulderbow* generates its own ammunition. These bolts disappear 1 round after they are fired or removed from the bow.
Power (Daily): Minor action. Make a ranged basic attack with the *shoulderbow*.

Shrieking Songbow Level 13+

The sound of unbridled fear travels along with each of your shots.

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

Weapon: Bow, crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Bards can use this weapon as an implement for bard powers and bard paragon path powers.
Power (Daily ♦ Fear): Free Action. *Trigger:* You hit an enemy with a bard attack power using this weapon. *Effect:* That enemy moves a number of squares away from you equal to your Charisma modifier, avoiding opportunity attacks and unsafe squares if possible.

Singing Weapon Level 9+

As you go about your bloody work, this elegant blade sings your praises.

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: Heavy Blade, Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 thunder damage per plus, and the target is deafened until the end of your next turn
Property: You gain an item bonus to Diplomacy checks equal to the weapon's enhancement bonus.
Power (Daily ♦ Thunder): Free Action. Use this power when you hit with the weapon. Deal an extra 1d6 thunder damage, and the target is dazed until the end of your next turn.

Weapon & Ammunition



Skewering Weapon Level 3+

This weapon leaves behind an ephemeral shard that holds your foe in place.

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: Pick, Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you hit a target with this weapon. The target is immobilized (save ends).

Skyrender Weapon Level 9+

Air roils along the path of your ammunition, hindering or disabling a flying creature's ability to stay aloft.

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

Weapon: Any ranged
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d12 damage against a flying target.
Property: When you hit a flying target with this weapon, halve the target's fly speed until the end of your next turn.
Power (Daily): Free Action. Use this power when you hit an airborne target using this weapon. The target falls 10 squares. If it hits the ground, it is prone but takes no damage from the fall.

Sniper's Weapon Level 13+

A bolt fired from this crossbow flies along a perfect path, ignoring all outside forces.

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

Weapon: Crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: Attacks with this weapon do not take the -2 penalty for long range.
Power (Daily): Minor Action. The next attack roll you make with this weapon during this turn gains a power bonus equal to your Wisdom modifier.

Songbow of Lullabies Level 9+

The projectile fired from this weapon sings softly in a voice that its target finds most soothing.

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: Bow, crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Bards can use this weapon as an implement for bard powers and bard paragon path powers.
Power (Daily + Charm): Free Action. *Trigger:* You hit an enemy with a bard charm power using this weapon. *Effect:* That enemy is slowed (save ends). *First Failed Saving Throw:* The enemy is immobilized (save ends). *Second Failed Saving Throw:* The enemy is knocked unconscious (save ends).

Songbow of Summoning Level 15+

When this weapon fires, an ancient paean sung by conquering peoples rings out and calls your allies in for the kill.

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

Weapon: Bow, crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Bards can use this weapon as an implement for bard powers and bard paragon path powers.
Power (Daily + Teleportation): Free Action. *Trigger:* You hit an enemy with a bard power using this weapon. *Effect:* Each ally within 5 squares of you or within 5 squares of that enemy can teleport to a square adjacent to the enemy as a free action.

Songbow of Vanishment Level 3+

Your magic whispers in the minds of your foes, convincing them you're elsewhere.

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: Bow, crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Bards can use this weapon as an implement for bard powers and bard paragon path powers.
Power (Daily + Illusion): Free Action. *Trigger:* You hit an enemy with a bard power using this weapon. *Effect:* You're invisible to that enemy until the end of your next turn.

Sorrowsong Blade Level 29

This blade sings a mournful dirge of fear and despair as it slices through the air.

Lvl 29	+6	2,625,000 gp
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Weapon: Heavy blade
Enhancement: Attack rolls and damage rolls
Critical: +1d8 psychic damage per plus
Property: Half the damage dealt with this weapon is psychic damage.
Power (Daily): Free Action. This power triggers when you hit with this weapon. Your target is pushed 5 squares and gains vulnerable 15 psychic until the end of your next turn.

Soul Drinker Weapon Level 14+

If this weapon doesn't make a kill, it takes its frustration out on you.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 necrotic damage per plus
Power (Encounter + Necrotic): Free Action. *Trigger:* You hit an enemy with this weapon. *Effect:* You deal 2d10 extra necrotic damage to that enemy. If this hit doesn't reduce the enemy to 0 hit points, you take 2d12 damage.
Level 24 or 29: Deal 3d10 necrotic damage, and take 3d12 damage if the hit doesn't reduce the enemy to 0 hit points.

Space-Bending Weapon Level 19+

This weapon always seems farther away than it actually is.

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

Weapon: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Minor Action. The next enemy you target with this weapon can be up to 5 squares away from you; you attack that enemy as if you were adjacent to it.
Level 24 or 29: Up to 10 squares away.

Space-Shifting Bolt Level 8+

Wrought in an eladrin design, this sizzling bolt teleports those it hits.

Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	85,000 gp
Lvl 18	+4	3,400 gp			

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you hit an enemy with an attack using this ammunition, you teleport that enemy 1 square.

Spear of the Skylord Paragon Level

This longspear is always twice the height of its chosen bearer. Its haft is as black as a starless night sky, and its blade is the white of pure clouds. It was granted to a wind archon general during the earliest war, and it brings war from the skies even still.

The *Spear of the Skylord* is a +3 longspear with the following properties and powers.

Enhancement: Attack rolls and damage rolls
Critical: +3d6 thunder damage, or +3d8 thunder damage against creatures standing on the ground
Property: Your reach with this weapon is 3.
Property: You gain a +2 item bonus to Intimidate checks.
Power (Daily + Lightning): Standard Action. You throw the *Spear*, and it hits like a lightning strike. Area burst 4 within 20; Strength vs. Reflex; 2d10 + Strength modifier lightning damage, and the target is knocked prone. *Miss:* Half damage, and the target is not knocked prone. The *Spear* reforms in your hand after the attack.
Power (Encounter): Minor Action. You stir the sky's mighty winds. Close blast 5; Strength vs. Fortitude; the target is pushed 5 squares.
 The *Spear* is appropriate for paragon-tier characters.

Spider Bolt Level 3+

This web-strewn quarrel envelops the enemy when it hits.

Lvl 3	+1	30 gp	Lvl 18	+4	3,400 gp
Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	85,000 gp

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you hit an enemy with an attack using this ammunition, that enemy and each enemy adjacent to it is slowed until the end of your next turn.

Weapon & Ammunition



Spiderkissed Weapon Level 7+

The weapon's surface is covered in faint lines evocative of a spider's web.

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			

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 poison damage per plus
Power (At-Will + Poison): Free Action. All damage dealt by this weapon is poison damage. Another free action returns the damage to normal.
Power (Daily): Free Action. Use this power when you hit with the weapon. The target is slowed (save ends).
First Failed Save: The target is immobilized (save ends).

Splitting Weapon Level 7+

This weapon breaks apart when you attack with it, hitting multiple enemies and then reforming.

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

Weapon: Flail
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you hit with the weapon. An enemy adjacent to the attack's target takes damage equal to your Dexterity modifier + the weapon's enhancement bonus.

Staggering Weapon Level 2+

When you hit with this weapon, you send your foes lurching headlong whichever way you wish.

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: Axe, Flail, Hammer, Heavy Blade, Mace
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and the target is knocked prone.
Property: When you use a power with the weapon keyword that slides a target, you can add this weapon's enhancement bonus to the number of squares the target slides.
Power (Daily): Free Action. Use this power when you hit with the weapon. Slide the target a number of squares equal to the weapon's enhancement bonus.

Stormbiter Warblade Level 4+

Glistening with electric-blue eldritch energy, this weapon's blade packs a stormy punch.

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

Weapon: Heavy blade, light blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 thunder and lightning damage per plus
Power (Daily + Lightning): Free Action. *Trigger:* You hit an enemy with a lightning power or a thunder power using this weapon. *Effect:* That enemy is knocked prone. It's also deafened and takes ongoing 5 lightning damage (save ends both).
Level 14 or 19: Deafened and ongoing 10 lightning damage (save ends both).
Level 24 or 29: Deafened and ongoing 15 lightning damage (save ends both).

Stormbolt Weapon Level 14+

This weapon pulses with elemental energy, and wielding it is like holding the power and fury of a thunderstorm in your hand.

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

Weapon: Hammer, Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 lightning damage per plus
Power (Daily + Lightning): Standard Action. The weapon discharges a bolt of lightning. Make an attack: Ranged 10; Strength or Constitution vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 2[W] + Strength modifier lightning damage, and the bolt deals lightning damage equal to the weapon's enhancement bonus to all creatures adjacent to the target.
Level 24 or 29: 3[W] + Strength modifier lightning damage to the target, and lightning damage equal to twice the weapon's enhancement bonus to all enemies adjacent to the target.

Stout Weapon Level 8+

This weapon looks for cracks in an enemy's fortitude instead of chinks in his armor.

Lvl 8	+2	3,400 gp	Lvl 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: Axe, Hammer, Mace, Pick, Staff
Enhancement: Attack rolls and damage rolls
Critical: + Constitution modifier damage per plus
Power (Daily): Free Action. Use this power when you make an attack against AC with this weapon. This attack targets Fortitude defense instead.

Striker's Weapon Level 14+

A weapon of purest silver that glows with arcane light.

Lvl 14	+3	21,000 gp	Lvl 24	+5	525,000 gp
Lvl 19	+4	1105,000 gp	Lvl 29	+6	2,625,000 gp

Weapon (Any)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (Daily): Immediate Interrupt. *Trigger:* An ally you can see makes an attack roll. *Effect:* You and the triggering ally gain combat advantage against the triggering ally's target until the end of your next turn. In addition, you both gain a bonus to damage rolls equal to 5 plus the number of unique items from this set on your next attack.

Strongheart Weapon Level 3+

You can overcome bodily weakness when you attack with this weapon.

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: +1d8 damage per plus
Power (Encounter): Minor Action. Until the end of your next turn, you do not deal half damage while weakened.

Subtle Weapon Level 3+

Plain and simple, this weapon works best when you already have an edge on your foe.

Lvl 3	+1	680 gp	Lvl 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: Deal extra damage equal to this weapon's enhancement bonus when attacking with combat advantage.

Summoning Bullet Level 8+

Use this magnetic bullet to bring an ally closer to your foe.

Lvl 8	+2	125 gp	Lvl 23	+5	17,000 gp
Lvl 13	+3	650 gp	Lvl 28	+6	85,000 gp
Lvl 18	+4	3,400 gp			

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you hit an enemy with an attack using this ammunition, one ally within 3 squares of that enemy can teleport to a space adjacent to it.

Weapon & Ammunition



Sunblade Level 4+

This heavy golden sword attacks with the power and intensity of the sun, burning nearby enemies.

Lvl 4 +1	840 gp	Lvl 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

Weapon: Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: This weapon can shed bright or dim light up to 20 squares. You control the brightness and range of the light.
Power (At-Will ♦ Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.
Power (Daily ♦ Radiant): Standard Action. You cause motes of light to burst out and attach to your enemies. Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 1d8 radiant damage.
Level 14 or 19: 2d8 radiant damage.
Level 24 or 29: Close burst 2; 3d8 radiant damage.

Sunwrath (+3) Level 12

The glistening silver-white metal of this blade is inscribed with flowing arabesques. Its hilt is adorned with gold, with a ruby set in the middle of the handguard.

Weapon: Longsword 13,000 gp
Enhancement: Attack rolls and damage rolls
Critical: +3d6 fire and radiant damage
Property: The wielder of Sunwrath instinctively knows in which direction the barony of Therund lies.
Power (Encounter ♦ Fire): Minor Action. All damage dealt by this weapon is fire and radiant damage until the end of your current turn.

Suppression Weapon Level 4+

On your command, this weapon creates a shimmering field of energy around your foe that contains your enemies' attacks.

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

Weapon: Any ranged
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. **Trigger:** You hit an enemy with a ranged attack using this weapon. **Effect:** Until the end of your next turn, enemies within 3 squares of the enemy you hit can't make ranged or area attacks against creatures more than 3 squares away from that enemy.

Supreme Skirmisher's Bow Level 10+

Perfectly balanced and blessed with powers that help shape each of your motions, this bow allows you to fight with unmatched grace.

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: Bow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Encounter): Free Action. **Trigger:** You make a ranged basic attack using this weapon. **Effect:** You make a ranged at-will attack using this weapon instead.

Supremely Vicious Weapon Level 2+

Pure lethality.

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
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus, and you can choose to reroll any or all of your critical damage dice, but you must take the second result of each die.

Surprise Bullet Level 3+

This winking bullet blinks in and out, so your target can't see it coming.

Lvl 3 +1	30 gp	Lvl 18 +4	3,400 gp
Lvl 8 +2	125 gp	Lvl 23 +5	17,000 gp
Lvl 13 +3	650 gp	Lvl 28 +6	85,000 gp

Ammunition
Enhancement: Attack rolls and damage rolls
Property: When you attack an enemy using this ammunition, that enemy grants combat advantage to you for that attack.

Swiftshot Weapon Level 3+

This weapon reloads and fires faster than any other crossbow.

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: Crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Loading this crossbow is a free action.
Power (Encounter): Minor Action. Make a ranged basic attack with this weapon.

Sword of Black Ice Level 27

Carved from a sliver of black ice from the abyss, this deadly sword never melts.

Level 27 +6 1,625,000 gp
Weapon: Longsword
Enhancement: Attack rolls and damage rolls
Critical: +6d10 cold damage and the target is dazed.
Property (Poison): On a hit, the target takes 2d8 poison damage.
Power (Daily): Free action. **Trigger:** When you hit a creature dazed by this weapon. **Effect:** The creature is stunned (save ends).



Sword of Kas* Epic Level

The Sword of Kas was created by Vecna for his lieutenant. Kas rewarded his former master by using it to cut off Vecna's hand and gouge out his eye. The Sword offers great power to any who grasp it, but wielders end up betraying what they love most.

The Sword of Kas is a +5 vicious short sword with the following properties and powers.

Weapon: short sword
Enhancement: +5 attack rolls and damage rolls
Critical: +5d12 damage.
Property: The Sword of Kas deals 2d10 extra damage against allies and former allies.
Property: Whenever an attack with the Sword of Kas reduces a target to 0 hit points or fewer, you gain concealment until the end of your next turn.
Property: If you attack Vecna, a servant of Vecna, a cultist of Vecna, or any other creature working directly to serve Vecna's ends, you deal 5 extra damage on a hit.
Property: When you take the total defense action or use your second wind, you gain a +5 item bonus to all defenses until the start of your next turn.
Property: The Sword of Kas is initially invisible to everyone but the creature possessing it. You gain combat advantage against melee targets when using it until you successfully hit, at which point the weapon becomes visible to everyone. The Sword of Kas turns invisible again after being sheathed for a short rest (or for 5 minutes).
Power (Encounter): Free Action. When you would pull or push a target, you slide the target the same distance instead.
Power (Daily • Poison, Radiant): Free Action. When you hit with the Sword of Kas, the target takes ongoing 15 poison damage (save ends). If the attack is made against an undead creature, it instead takes ongoing 15 radiant damage (save ends). Saving throws made to end this effect take a -2 penalty.

Targeting Weapon Level 3+

When the bolt flies from your weapon, it shows the way to victory.

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: Bow, crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, and the target grants combat advantage until the end of your next turn.
Power (Daily): Free Action. **Trigger:** You hit an enemy with an attack using this weapon. **Effect:** Until the end of your next turn, you and your allies can roll twice on attack rolls against that enemy and use either result.

Weapon & Ammunition



Taulmaril the Heartseeker Level 25

The deep finish of the wood in this bow has not been marred by the ages. Silvery glowing arrows poke out from the top of its matching quiver, waiting to be fired at unwary foes.

Lvl 25 +5 625,000 gp (unique; this item cannot be purchased or created with the Enchant Magic Item ritual)

Weapon: Longbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 force damage per plus, and the target falls prone
Property: *Taulmaril* and the *quiver of Anariel* cannot remain apart. If the bow is moved more than 6 squares from the other, the *quiver* instantly teleports adjacent to the bow. No amount of force can prevent it from returning to its match.
Property: *Taulmaril* deals double damage to objects.
Power (At-Will ♦ Force, Lightning): Free Action. All damage dealt by *Taulmaril* is force and lightning damage. Another free action returns the damage to normal.

Tembler Weapon Level 4+

You send a shockwave of primal energy through the ground that shakes the firmament.

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

Weapon: Any hammer or mace
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Add the proficiency bonus and enhancement bonus of this weapon to your attack roll when making a bull rush.
Power (Daily): Standard Action. Smash this weapon against the ground and make an attack: Close burst 2; Strength + the weapon's enhancement bonus vs. Fortitude; on a hit, all creatures in the burst fall prone.

Level 14 or 19: Burst 3.
 Level 24 or 29: Burst 5.

Tenacious Weapon Level 19+

A wielder of this weapon favors dependability over luck.

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

Weapon: Any
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Encounter): Free Action. Use this power before you make an attack roll with this weapon. Roll twice and take the better of the two results.

Terror Weapon Level 4+

The bite of this weapon sends waves of fear through its target.

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

Weapon: Axe, Hammer, Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (Daily ♦ Fear): Free Action. Use this power when you hit with the weapon. The target takes a -2 penalty to all defenses (save ends).

Thieving Weapon Level 5+

This weapon adds insult to injury by stealing away its victim's possessions.

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

Weapon: Light Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily): Free Action. Use this power when you hit with the weapon. Make a Thievery check to pick the target's pockets, ignoring the -10 penalty for using the skill in battle. In addition, you gain a power bonus equal to the weapon's enhancement bonus to the check.

Thoughtspike Weapon Level 5+

As you strike with this weapon, it fires spikes of mental energy into each foe that is focusing its attention on you.

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

Weapon: Heavy blade, light blade, spear
Enhancement: Attack rolls and damage rolls
Critical: +1d8 psychic damage per plus
Power (Daily ♦ Augmentable, Psychic): Free Action.
Trigger: You hit an enemy with an attack using this weapon. **Effect:** Each enemy marked by you takes psychic damage equal to the weapon's enhancement bonus.
Augment 2: The psychic damage equals 1d10 + the weapon's enhancement bonus.

Thoughtstealer Weapon Level 9+

With this weapon, you not only break through an enemy's physical defenses but its mental defenses as well.

Lvl 9 +2 4,200 gp	Lvl 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: Any thrown
Enhancement: Attack rolls and damage rolls
Critical: +1d6 psychic damage per plus
Power (Daily): Free Action. Use this power when you hit with the weapon. Make a secondary attack against the target's Will defense. The attack bonus is equal to the level of this weapon plus its enhancement bonus. If the attack hits, you learn the answer to a question that the subject knows the answer to and which can be answered by a "yes" or "no."
 If the subject doesn't know the answer, the power fails.
 Level 14 or 19: Learn answers to two yes/no questions.
 Level 24 or 29: Learn answers to three yes/no questions.

Thunderbolt Weapon Level 13+

This weapon imbues its ammunition with electricity and can create a bolt that jumps from one target to another.

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

Weapon: Any ranged
Enhancement: Attack rolls and damage rolls
Critical: +1d6 lightning damage per plus
Power (At-Will ♦ Lightning): Free Action. All damage dealt by this weapon is lightning damage. Another free action returns the damage to normal.
Power (Daily ♦ Lightning): Free Action. Use this power after you make a ranged attack with this weapon. Whether the attack hits or misses, make a ranged basic attack with this weapon against a second target within 10 squares and line of effect of the first target. All of the damage from this secondary attack is lightning damage.

Thunderburst Weapon Level 4+

Suddenly, the projectile explodes in a burst of violent sound.

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

Weapon: Any ranged
Enhancement: Attack rolls and damage rolls
Critical: +1d6 thunder damage per plus
Power (Daily ♦ Thunder): Minor Action. The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the basic attack, but against Fortitude. Each target hit takes thunder damage equal to the normal damage you would deal with a ranged basic attack with the weapon.
 Level 14 or 19: Burst 2.
 Level 24 or 29: Burst 3.

Thundergod Weapon Level 13+

A loud crash of thunder erupts from this weapon when you charge and strike an enemy.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 thunder damage per plus, or +1d12 thunder damage per plus on a charge
Property: Your melee attacks deal +1d6 thunder damage when you charge.
 Level 23 or 28: +2d6 thunder damage on a charge.

Thundering Weapon Level 3+

You can unleash a clap of thunder when this weapon hits, carrying your foe away on a wave of deadly sound.

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 thunder damage per plus
Power (Daily ♦ Thunder): Free Action. Use this power when you hit with the weapon. Deal an extra 1d8 thunder damage and push the target 1 square.
 Level 13 or 18: 2d8 extra thunder damage.
 Level 23 or 28: 3d8 extra thunder damage.

Weapon & Ammunition



Tigerclaw Gauntlets Level 8+

These gauntlets, which imbue you with the power of a pouncing tiger, have a sharp talon extending outward from each.

Lvl 8 +2	3,400 gp	Lvl 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: Spiked gauntlets

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Gain a +2 item bonus to your speed when charging.

Power (Encounter): Standard Action. Make a charge attack. At the end of your charge, make two melee basic attack rolls against one target using this weapon. If you hit with both, deal an extra 1d6 damage.

Level 13 and 18: +2d6 damage.
Level 23 and 28: +3d6 damage.

Tooth of Chaos Level 4+

This dagger seems to change shape in your hand, becoming precisely what you need to strike your enemy.

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

Weapon: Dagger

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. *Trigger:* You hit an enemy with a sorcerer attack power using this dagger. *Effect:* Whenever you hit that enemy with a sorcerer attack power before the end of the encounter, you can treat your attack roll as even or odd.

Totemic Spear Level 2+

This spear's power extends into the spirit world.

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: Spear

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Shamans can use this weapon as an implement for shaman powers and shaman paragon path powers.

Property: You can target any enemy within 2 squares of your spirit companion with attacks that have a range of "Melee spirit."

Totemic Warclub Level 2+

Some of the power invested in your spirit companion also flows through this warclub.

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: Mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Shamans can use this weapon as an implement for shaman powers and shaman paragon path powers.

Property: When you use this weapon as an implement for a power that has a range of "Melee spirit," you can choose to use your square as the origin square of the power.

Transference Weapon Level 7+

With this weapon, your enemies need take heed of what afflictions they place on you, lest they suffer them as well.

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

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you hit with the weapon. Transfer a condition or ongoing damage effect that is affecting you to the target you hit. The condition or ongoing damage continues to run its course as normal on the target.

Transposing Weapon Level 14+

Thanks to this weapon, you and the target of your attack switch places.

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

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter + Teleportation): Free Action. Use this power when you hit a target with the weapon. You and the target switch locations.

Trespasser's Bane Weapon Level 25+

No enemy can elude this weapon's wielder without risk.

Lvl 25 +5	625,000 gp	Lvl 30 +6	3,125,000 gp
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Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Immediate Interrupt. Use this power when an enemy moves out of a square within your reach. Make a melee basic attack against that enemy. If the attack hits, the target is slowed until the end of its next turn.

Triflik's Blade Level 4+

This thin, silver-coated dagger is imprinted with the seal of the Kiris Dahn forgemasters' guild.

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

Weapon: Dagger

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: This weapon is silvered (*Player's Handbook*, page 220).

Power (Daily): Standard Action. Make an attack with this weapon. The attack targets your choice of Fortitude or Reflex instead of the defense it normally targets. If you miss with the attack, this power recharges and the daily magic item use you spent to activate this power is not expended.

Twinkle Level 25

Its star-cut blue sapphire sparkling with moonlight, Twinkle slices arcs of brilliant energy in air and flesh.

Lvl 25 +5	625,000 gp
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(unique; this item cannot be purchased or created with the Enchant Magic Item ritual)

Weapon: Scimitar

Enhancement: Attack rolls and damage rolls

Critical: +1d10 radiant damage per plus

Power (At-Will + Radiant): Free Action. All damage dealt by Twinkle is radiant damage. Another free action returns the damage to normal. While the weapon deals radiant damage, it sheds bright light in a 5-square radius.

Power (Encounter + Radiant): Free Action. Use this power when making an attack that targets AC. The attack targets Reflex instead. All damage from the attack is radiant damage.

Tyrant's Weapon Level 8+

This harsh-looking weapon lets you capitalize on your enemies' vulnerabilities.

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 melee

Enhancement: Attack rolls and damage rolls

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

Power (Daily): Minor Action. Until the end of your next turn, your attacks with this weapon deal an extra 1d6 damage per plus to a target that is blinded, prone, restrained, or helpless.

Unforgettable Cudgel Level 8+

A well-placed strike with this mace goes a long way toward showing an enemy the error of its ways.

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: Mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or the target is dazed (save ends)

Property: Divine characters can use this mace as a holy symbol implement for divine powers.

Property: You can score a critical hit with this weapon on a roll of 19-20 when it is used as a weapon or an implement for a divine melee attack power.

Unraveling Weapon Level 4+

Ancient oaths carved into this weapon flare with crimson light when you call on them, overcoming your enemy's protections.

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

Weapon: Bow, spear

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property: Whenever you bloody an enemy with a seeker ranged attack using this weapon, you can shift 1 square.

Power (Daily): Free Action. *Trigger:* You hit an enemy with a seeker attack. *Effect:* The attack ignores the enemy's immunities and resistances.

Weapon & Ammunition



Vampiric Weapon Level 9+

This blade saps life from its opponent, bestowing you with the creature's lost vitality.

Lvl 9	+2	4,200 gp	Lvl 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: Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d4 damage per plus, and you regain hit points equal to the damage dealt by this weapon's critical property.

Property: All damage dealt by this weapon is necrotic damage.

Power (Daily ♦ Healing, Necrotic): Free Action. Use this power when you make a successful attack with the weapon. That attack deals an extra 1d8 necrotic damage, and you regain an equal amount of hit points.

Level 14 or 19: +2d8 necrotic damage and regain the same amount of hit points.

Level 24 or 29: +3d8 necrotic damage and regain the same amount of hit points.

Vanguard Weapon Level 3+

Favored by soldiers of the frontline, this weapon makes any charge formidable.

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: +1d8 damage per plus

Property: Deal +1d8 damage on any successful charge.

Power (Daily): Minor Action. Use this power when you make a charge attack. If you hit with your charge attack, all allies within 10 squares of you gain a +1 bonus to attack rolls and gain your Charisma bonus as a bonus to damage rolls until the start of your next turn.

Vengeful Weapon Level 5+

When an ally's life is on the line, the wielder of this weapon becomes a deadly adversary.

Lvl 5	+1	1,000 gp	Lvl 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

Weapon: Any melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Encounter): Free Action. Use this power when an attack hits a bloodied ally within 10 squares of you. Gain a +2 power bonus to attack rolls and +1d10 on damage rolls against the attacker until the end of your next turn.

Level 15 or 20: +2d10 damage.

Level 25 or 30: +3d10 damage.

Verdant Silence Weapon Level 7+

This deadly blade appears as a sharp stylized leaf, set on a hilt of burnished wood.

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			

Weapon: Heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you are wielding this weapon and hit an enemy twice with a ranger power that requires two melee weapons, you can shift 1 square as a free action.

Power (Daily): Free Action. *Trigger:* You are wielding this weapon and hit a target twice with a ranger power that requires two melee weapons. *Effect:* The target grants combat advantage (save ends).

Vicious Longbow Level 2

This weapon is good for a ranger to wield.

Enhancement: +1 enhancement bonus to attack rolls and damage rolls using the weapon

Critical: +1d12 damage on a critical hit

Vicious Weapon Level 2+

Some wielders claim this weapon takes pleasure in dealing pain.

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

Enhancement: Attack rolls and damage rolls

Critical: +1d12 damage per plus

Victory Flash Weapon Level 8+

You strike your enemy down with dazzling flare, and this weapon responds in kind.

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 melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Free Action. Use this power when you reduce an enemy to 0 hit points with this weapon. Make a secondary attack. *Secondary Attack:* close burst 1; targets enemies; Strength vs. Will; the target is blinded until the end of your next turn.

Vigilant Blade Level 4+

Set with the symbol of an upright gauntlet with an unblinking eye in its palm, this blade bursts into burning white light in the hands of one sworn to bring justice to the wicked.

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

Weapon: Heavy blade, light blade

Enhancement: Attack rolls and damage rolls

Property: Paladins and avengers can use this weapon as an implement for paladin or avenger powers and paladin or avenger paragon path powers.

Power (At-Will): Minor Action. The weapon casts bright light out to 4 squares until you end this effect as a minor action.

Power (Encounter): Immediate Reaction. *Trigger:* You use this power when an ally adjacent to you is attacked by an enemy adjacent to you. *Effect:* You switch places with the ally, and the target grants combat advantage to you until the end of your next turn.

Virulent Weapon Level 3+

A pestilential fluid weeps from pits marring the weapon's surface.

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: Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 poison damage per plus

Property: Poison applied to this weapon gains a +2 item bonus to its attack rolls.

Vitality Drinking Weapon Level 10+

This finely crafted weapon seems to drink in the light, just as it drinks in the life of your enemies.

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: Light blade, heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic and psychic damage per plus

Property: When you reduce a creature to 0 hit points with an attack using this weapon, you gain 5 temporary hit points

Power (Daily ♦ Healing, Necrotic): Free Action. *Trigger:* You hit an enemy with a melee weapon attack using this weapon. *Effect:* The target is immobilized and weakened (save ends both).

Level 25-30: The target is immobilized, weakened, and takes ongoing 15 necrotic damage (save ends all). Each time the target takes this necrotic damage, you heal 5 hit points.

Weapon & Ammunition



Vitriolic Weapon Level 3+

Black, scaly hide covers the weapon's grip and the steel has a greenish cast.

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: Flail, Hammer, Mace
Enhancement: Attack rolls and damage rolls
Critical: +1d6 acid damage per plus
Power (Daily ♦ Acid): Free Action. Use this power when you hit with an attack using this weapon. All creatures adjacent to the target take acid damage equal to the weapon's enhancement bonus.

Voidcrystal Weapon Level 14+

This black crystal weapon can briefly banish a creature to a dark, secluded location.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Daily ♦ Teleportation): Free Action. Use this power when you hit a creature with this weapon. The target disappears from the world until the start of your next turn, at which point the target reappears in an unoccupied space of your choice within 3 squares of you.

Vorpal Weapon Level 30

There is nothing as sharp as the bite of a vorpal blade.

Lvl 30 +6 3,125,000 gp

Weapon: Axe, Heavy Blade
Enhancement: Attack rolls and damage rolls
Critical: +1d12 damage per plus
Property: Whenever you roll the maximum result on any damage die for this weapon, roll that die again and add the additional result to the damage total. If a reroll results in another maximum damage result, roll it again and keep adding.
Power (Daily): Free Action. Use this power when you hit with the weapon. Deal an extra 3d12 damage with the attack.

Wand of Orcus Epic Level

Orcus carries a heavy mace tipped with an enormous skull. Its haft is smooth obsidian studded with blood rubies. This weapon transforms those it slays into undead horrors.

The *Wand of Orcus* is a +6 *lifedrinker* heavy mace with the following additional properties and powers.

Enhancement: Attack rolls and damage rolls
Critical: +6d6
Property: This weapon deals ongoing 10 damage (save ends) to creatures that are not undead.
Property: You can speak and understand the Abyssal language and read the Barazhad script.
Power (Daily ♦ Arcane, Psychic): Standard Action. You can use *legion's hold* (wizard 29).
Power (Encounter ♦ Necrotic): Free Action. You can use this power when you attack an enemy with the *Wand*. On a miss, the target takes necrotic damage equal to its bloodied value. When you hit, the target is reduced to 0 hit points (resistance or immunity to necrotic damage does not apply).

Warsoul Weapon Level 3+

When this weapon is attached, you strike with superior speed and agility.

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 one-handed melee weapon
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Special: Only a warforged character can use this weapon. It is always a component weapon.
Property: +2 bonus to Initiative checks.
Power (Daily): Immediate Reaction. Use in response to an adjacent enemy's shift. Make a melee basic attack against that enemy with this weapon.

Waterbane Weapon Level 8+

Creatures of stream and sea have reason to tremble before this weapon.

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: Axe, Crossbow, Heavy Blade, Light Blade, Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d10 damage per plus against creatures that have the aquatic or water keyword.
Property: You take no attack penalty when using this weapon underwater.
Power (Daily): Minor Action. Your next attack with this weapon gains a +2 power bonus to the attack roll if you are underwater, or a +5 power bonus to the attack roll against a creature that has the water or the aquatic keyword.

Wave Paragon Tier

This trident is ornately decorated with aquatic images. When grasped, it emanates a divine fervor, urging its bearer to follow its lead.

Wave is a +3 *magic trident* (*Adventurer's Vault*, page 9) with the following properties and powers.

Enhancement: Attack rolls and damage rolls
Critical: +3d6 damage, or +3d10 damage against aquatic or elemental creatures that do not worship Melora or one of her exarchs
Property: You gain a swim speed equal to your land speed.
Property: You cannot be surprised by aquatic or elemental creatures that do not worship Melora or one of her exarchs.
Power (Encounter): Minor Action. Until the end of your next turn, you ignore cover and concealment when making an attack using *Wave* against an aquatic or elemental creature that does not worship Melora or one of her exarchs.

Wave of Sorrow Level 30

Wave of Sorrow is a massive, black greatsword that Graz'zt wields in one hand. The serrated blade undulates when wielded by the Dark Prince.

Lvl 30 +6 3,125,000 gp

Weapon: Greatsword
Enhancement: Attack rolls and damage rolls
Critical: +6d8 damage
Property: This weapon deals ongoing 5 poison damage (save ends) on a successful melee attack.
Power (At-Will ♦ Teleportation): Free Action. Use this power when you hit an enemy with a melee attack or a close attack that uses this weapon. You teleport to a square adjacent to the target you hit.

Weapon of Myrdrone's Shard Level 4+

Made from a shard of Myrdrone's spear, this weapon looses devastating lightning.

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

Weapon: Spear
Enhancement: Attack rolls and damage rolls
Critical: +1d8 lightning damage per plus
Power (At-Will): Standard Action. Make a melee basic attack with the weapon, with reach one greater than normal. All damage dealt by this attack is lightning damage.
Power (Daily ♦ Lightning): Free Action. Use this power when you hit with the weapon. Push the target 2 squares, and the target and each creature adjacent to the target takes 1d8 lightning damage.
 Level 14 or 19: Push 5, 2d8 lightning damage.
 Level 24 or 29: Push 10, 3d8 lightning damage.

Weapon of Oaths Fulfilled Level 4+

As your weapon slays your deity's enemy, you feel a surge of vitality that allows you to keep fighting.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Avengers can use this weapon as an implement for avenger powers and avenger paragon path powers.
Property: When you reduce the target of your oath of enmity to 0 hit points, the next attack you make with this weapon before the end of your next turn deals 1d6 extra damage per plus.

Weapon of Shared Wrath Level 2+

When you're injured, this weapon transfers your wrath to an ally, inspiring him or her to attack a foe.

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: +1d8 damage per plus
Power (Daily): Immediate Reaction. **Trigger:** An enemy bloodies you. **Effect:** One ally within 5 squares of you can make a basic attack as a free action.

Weapon & Ammunition



Weapon of the Conqueror Level 15+

This dragonborn-crafted weapon's hilt or handle is carved to resemble a dragon's head. Its magic enhances and expands the power of your dragon breath.

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

Weapon: Axe, heavy blade
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus, or +1d12 damage per plus if you are bloodied.
Property: You can apply the enhancement bonus of this item to the damage rolls of your *dragon breath* power.
Power (Daily): Free Action. Use this power as you use your *dragon breath* power. Your dragon breath becomes a close burst 3 for this attack.
 Level 25 or 30: Close burst 5.

Whirlpool Weapon Level 15+

This weapon trails splashing water after it as you swing it, and when you whirl it about, it creates a whirlpool to draw foes into its reach.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: You take no attack penalty when using this weapon underwater.
Power (Daily): Minor Action. *Effect:* You whirl your weapon about to send spectral water spinning around you in a ghostly vortex. Make an attack: Close burst 3; targets enemies; Strength +4 vs. Fortitude (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target is pulled 3 squares and immobilized until the end of your next turn.
 Level 25: Strength +6 vs. Fortitude.

Whirlwind Weapon Level 3+

The shaft of this polearm is so heavy and strong that you can use it to bludgeon a foe already off-balance from a hit with the blade.

Lvl 3	+1	680 gp	Lvl 18	+4	125,000 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: Polearm or spear
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Power (Encounter): Free Action. *Trigger:* You hit a target with a weapon power using this weapon. *Effect:* Make a melee basic attack against the same target. If you hit, you deal no damage, but the target grants combat advantage until the end of your next turn.

Whistling Songbow Level 2+

Projectiles launched from this weapon whistle as they streak toward their target.

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: Bow, crossbow
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Bards can use this weapon as an implement for bard powers and bard paragon path powers.
Power (Daily): Free Action. *Trigger:* You attack an enemy with a bard attack power using this weapon. *Effect:* Each ally within 5 squares of that enemy gains a +2 power bonus to attack rolls against the enemy until the end of your next turn.

White Kingdom Boneclaw Level 28

This skeletal arm ends in a sharp three-fingered claw and glows with runes of necromantic power. It affixes to your arm with leather straps.

Lvl 28	+6	2,125,000 gp
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Weapon: Light blade (usually dagger)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 necrotic damage per plus
Property: You gain a +5 bonus to Arcana checks to manipulate the Bridge of Bones to gain access to Doresain's inner fane.
Power (Daily) ♦ Summoning: Minor Action. You summon an abyssal ghoul in an unoccupied square within range 5 squares of you. The abyssal ghoul has speed 8. It is immune to disease and poison, has resist 10 necrotic, and has vulnerable 5 radiant. You can give the abyssal ghoul the following special commands.
 ♦ **Standard Action:** Targets one enemy adjacent to the ghoul; Intelligence vs. Fortitude; 2d8 + Intelligence modifier damage, and the target is immobilized (save ends).
 ♦ **Minor Action:** Close burst 1; targets all enemies in burst; Intelligence vs. Reflex; 2d8 + Intelligence modifier necrotic damage, and the abyssal ghoul is destroyed. You lose a healing surge (or take damage equal to half your bloodied value if you have no healing surges left).

Wicked Fang Level 13

This weapon's jagged blade seems permanently stained with the blood of those it has slain.

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

Weapon: Longsword
Enhancement: Attack rolls and damage rolls
Critical: +1d8 damage per plus
Property: Whenever you use a power with the weapon keyword that deals ongoing damage, increase that ongoing damage by an amount equal to the weapon's enhancement bonus.
Power (Daily): Free action. Use this power when you hit with an attack with the weapon keyword. In addition to the normal effects of the attack, the target takes ongoing 10 damage (save ends).
 Level 23 or 28: Ongoing 15 damage.

Wild Flare Dagger Level 2+

Sparking with barely controlled wild magic, this multi-hued dagger sends unpredictable spikes of energy into your enemies.

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: Dagger
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (Encounter): Free Action. Use this power when your chaos sorcerer chaos burst feature would give you a saving throw because of an odd attack roll. You can forgo the saving throw to deal extra damage equal to the weapon's enhancement bonus to the first target of the attack.

Winged Dagger Level 5+

This dagger can take to the air to deliver your spells and protect you from harm.

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

Weapon: Dagger
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Power (At-Will): Free Action. *Trigger:* An enemy hits you with an opportunity attack when you use a sorcerer ranged or area attack power through this dagger. *Effect:* The triggering enemy takes 5 damage.
 Level 15 or 20: 10 damage.
 Level 25 or 30: 15 damage.
Power (Daily): Minor Action. Choose one enemy within 10 squares of you that you can see. The next sorcerer close attack power you use through this dagger before the end of the encounter treats a square adjacent to that enemy as its origin square.

Withering Weapon Level 13+

Each blow with this weapon weakens armor and resolve.

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

Weapon: Any melee
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Each time you hit with this weapon in melee, your target takes a cumulative -1 penalty to AC. The target can make a saving throw to end the entire penalty, but it can receive the penalty again with future attacks.

Weapon & Ammunition



Wolfen Weapon Level 9+

This blade's edge is as jagged as a fanged maw, and its steel is dull and gray.

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: Heavy blade, light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

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

You ignore the Perception penalty while sleeping.

Power (Daily): Free Action. You can use this power before any creature has acted during a surprise round and even if you are surprised. You and all allies within 5 squares of you are no longer surprised. You can act during the surprise round, if applicable. If no one is surprised, skip the surprise round and instead begin combat as normal.

Wounding Weapon Level 4+

This weapon tears through an enemy's flesh, creating wounds that bleed profusely.

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

Weapon: Axe, Bow, Crossbow, Heavy Blade, Light Blade, Spear

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When an attack with this weapon deals untyped ongoing damage, the target of the attack takes a penalty to the saving throw equal to this weapon's enhancement bonus.

Power (Daily): Free Action. Use this power when you hit with the weapon. The target also takes ongoing 5 damage (save ends).

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

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

Wraithblade Level 10+

The first of these weapons was built from the shattered blade of a sword wraith, though other techniques now work just as well.

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: Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and if you have the sneak attack class feature (whether granted by class or multiclass feat) you may apply your bonus sneak attack damage even if you have already done so this round or this encounter. Gaining sneak attack damage in this way does not count toward its use restriction.

Writhing Vine Weapon Level 8+

Living vines writhe and constrict around this weapon when it's at rest, but they grasp at and harry your foes with each swing.

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 melee

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: When you immobilize a target with a melee attack using this weapon, that target grants combat advantage to you until the end of your next turn.

Power (Daily): Minor Action. Make an attack: Close burst 3; target one enemy in burst; Constitution + this weapon's enhancement bonus vs. Fortitude; on a hit, you pull that enemy 3 squares.

Wyrdwarped Weapon Level 12+

This weapon thrums with hidden power that can teleport your enemy.

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

Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily + Teleportation): Free Action. Use this power when you hit with this weapon. Teleport the target of your attack a number of squares equal to the weapon's enhancement bonus.

Wyrmtooth Dagger Level 2+

Carved from a dragon's tooth, this dagger can strip away a creature's elemental defenses.

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: Dagger

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, and the target loses its resistances (save ends).

Power (Daily): Free Action. Until the end of the encounter, sorcerer attack powers you use through this dagger ignore the resistances of any enemy within 10 squares of you.





Wondrous Items



Aasterinian's Hall Level 11

Every surface of this brilliant room is decorated with images of blue dragons in attitudes of play and delight.

Wondrous Item 9,000 gp

Property: After you spend 24 hours meditating in the hall, the next time you spend an action point to make an attack before your next extended rest, you score critical hits with that attack on a roll of 19 or 20.

Adamantine Cradle Level 15

Dull black metal lines this massive nest and shield inhabitants from danger.

Wondrous Item 25,000 gp

Property: This layer of hardened metal suffices to line a partial sphere with a diameter of 4 squares. A creature inside the cradle has superior cover; against attacks from above, it has normal cover.

Power (Encounter): Immediate Interrupt. Trigger: An attack deals damage to you while you are in the cradle. Effect: Reduce the damage you take from the attack by 10.

Alchemist's Workshop Level 8

This set of tools, worktable, vials, beakers, distillery, and other alchemical apparatuses is enchanted to aid in the creation of powerful alchemical items.

Wondrous Item 3,400 gp

Property: When you use this workshop to create alchemical items, you can create items of a level equal to or less than your level + 2.

Aldron's Firebox Level 2

This small box is made of darkly stained pine with a number of arcane symbols branded into the side.

Wondrous Item 520 gp

Property: This box unfolds (a standard action) to reveal a magic campfire. This fire is warm, comfortable, and cannot be doused by any action beyond refolding the box (another standard action).

All-Seeing Eye Level 22

This multifaceted diamond is usually placed in the eye socket of a statue or an idol, or atop a tripod that overlooks a room. It sees all and reports back to its master what it learns.

Wondrous Item 325,000 gp

Property: This eye can see invisible creatures and objects within 20 squares of it. When a creature enters the eye's line of sight, the eye telepathically warns its owner of the creature's presence and provides a description. It can communicate with its owner across planar boundaries.

Amber Monkeys Level 13

Three amber monkeys stacked atop one another turn into screeching allies who await your command.

Wondrous Item 17,000 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure three screeching monkeys (see below for statistics). As a free action, you can spend a healing surge when activating this item to give each creature temporary hit points equal to one-third your healing surge value.

Power (At-Will): Standard Action. The figurine regains the use of its monkey's curse power.

3 Amber Monkeys

Small natural animate

Initiative as conjurer **Senses** Perception +9; low-light vision

HP 27; **Bloodied** 13; see also *shared life*

AC 24; **Fortitude** 22, **Reflex** 24, **Will** 21

Speed 5

↓ **Bite** (standard; at-will)
+16 vs. AC; 1d6 + 2 damage.

↓ **Monkey's Curse** (standard; encounter)
+13 vs. Reflex; the target takes a -2 penalty to attack rolls and loses line of sight to any creature not adjacent to it until the end of your next turn.

← **Monkey's Howl** (minor; at-will)
Close burst 1; all creatures in the burst become deafened until the end of your next turn.

Hopping Monkeys (move; at-will) ♦ **Teleportation**
The amber monkey teleports 5 squares.

Shared Actions
The amber monkeys share one complement of actions (standard, move, and minor). When the conjurer issues a command, the command applies to all monkeys. So if the conjurer ordered the monkeys to make a bite attack, each monkey makes the attack. Likewise, if a conjurer ordered a monkey to use hopping monkeys, all the monkeys teleport.

Shared Life
The amber monkeys share one pool of hit points. When the amber monkeys drop to 18 hit points, remove one from play. Remove another from play at 9 hit points, and the last monkey disappears when they drop to 0 hit points.

Alignment Unaligned **Languages** –

Str 15 (+8) **Dex** 22 (+12) **Wis** 16 (+9)

Con 20 (+11) **Int** 2 (+2) **Cha** 6 (+4)



Anarch Sphere Level 30

The essence of the Elemental Chaos boils and churns in this massive sphere. The condensed power inside this unwieldy 10-foot diameter globe can be siphoned in many ways, though only a few have been discovered.

Wondrous Item **Priceless**

Property, Unmounted: All creatures adjacent to an unmounted anarch sphere gain resistance 15 variable, with a few differences to standard variable resistance: As a minor action, the subject chooses a type of damage from the following list: acid, cold, fire, lightning, or thunder. The subject gains the specified amount of resistance to the chosen damage type for the rest of the encounter (even if they move away from the sphere), and this replaces any resistance the subject already had against that damage type. Each time the subject spends a minor action, it can gain a new resistance, but it can resist only one type of damage from this ability at any one time. A subject can't use this ability to resist a damage type to which it has vulnerability.

Property, Mounted: When an anarch sphere is properly installed in an appropriate cradle on a chaos ship, the bottled essence trapped within provides motive power for the ship (the larger the ship, the more anarch spheres required). Anarch spheres require a specific series of actions for proper activation (see "Commanding Shevathian" on page 30 of *Adventure Book Two*).

Property, Mounted: Any creature without the elemental origin engaged in combat within 5 squares of a mounted anarch sphere is subject to a ranged attack at the beginning of its turn: +32 vs. AC; 2d8 + 5 damage, and the target takes ongoing 5 damage and is dazed (save ends both).

Power, Unmounted (Daily): Minor Action. This power allows a creature adjacent to an unmounted anarch sphere to regain the use of any power of 1st to 30th level.

Anstruth Harp Level 23

Named for an ancient college of bardic learning, this small, elegant harp holds mighty powers of healing.

Wondrous Item 425,000 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +5 enhancement bonus to attack rolls and damage rolls, and it deals 5d6 extra damage on a critical hit.

Power (Daily ♦ Healing): Standard Action. Use this power during a short rest. At the end of the short rest, one ally who remained within 20 squares of you during the rest regains all of his or her hit points.

Song of Rest: The ally also regains a healing surge.

Arcane Key Level 6

Using this silver key when performing Arcane Lock allows you to seal the door from afar.

Wondrous Item 1,800 gp

Property: You can use this item as an optional focus for the Arcane Lock ritual. When you do, you can seal or unseal the object sealed by the ritual using the at-will power of this item.

Property: You can use this item as an optional focus for the Knock ritual. When you do, for up to 5 minutes after completing the ritual, you can relock or reseal the object affected by the Knock ritual as though you had never opened it, even to the point of automatically replacing an Arcane Lock at its original strength. Doing so requires a minor action.

Power (At-Will): Minor Action. You deactivate or reactivate an Arcane Lock bound to this item, no matter how far you are from it, even if you are on another plane.

Wondrous Items



Arcane Laboratory Level 23

Spirits of past arcane masters are bound to this well-equipped laboratory. Their aid allows you to refocus your magic for other purposes.

Wondrous Item 425,000 gp

Property: When you spend 24 hours studying in this laboratory, you can replace one arcane power as if you had gained a level and retrained. After you use this property, you can't use it again until you gain a level.

Austere Dojo Level 23

This dojo is complete with punching bags, a weapon rack, fencing equipment, and training automatons impressed with the personalities of history's greatest masters. Working with them allows you to refocus your fighting style.

Wondrous Item 425,000 gp

Property: When you spend 24 hours in training at the dojo, you can replace one martial power as if you had gained a level and retrained. After you use this property, you can't use it again until you gain a level.

Backlash Tattoo Level 9

Boars, sharks, and other creatures that enter a frenzy when wounded are used for this tattoo.

Wondrous Item 4,200 gp

Property: The first time you're bloodied during an encounter, you can make a basic attack as an immediate reaction.

Bag of Holding Level 5

This item appears to be a simple sack of brown canvas.

Wondrous Item 1,000 gp

Property: This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound. Drawing an item from a bag of holding is a minor action.

Bag of Tricks, Gray Level 8

This simple, leather bag produces feral critters that you can send against your enemies.

Wondrous Item 3,400 gp

Power (Daily + Conjuration): Standard Action. Use this bag to conjure a Tiny minion (see below for statistics). Roll a d8 to determine which beast is produced and modify its statistics accordingly:

- 1: Bat; this creature also has a fly speed of 6.
- 2: Rat; this creature also has darkvision.
- 3: Cat; this creature also knocks the target prone on a hit.
- 4: Weasel; this creature does not provoke opportunity attacks for moving.
- 5: Snake; this creature also deals 2 poison damage on a hit.
- 6: Badger; this creature gains a +1 bonus to attack rolls.
- 7: Spider; this creature also has a climb speed of 6.
- 8: Scorpion; this creature deals ongoing 1 poison damage (save ends) on a hit.

Conjured Critter (Gray Bag) Level 8 Minion

Tiny natural beast
Initiative as conjurer **Senses** Perception +8; low-light vision
HP 1; a missed attack never damages a minion.
AC 18; **Fortitude** 17, **Reflex** 18, **Will** 16
Speed 6

⊕ **Bite or Claw** (standard; at-will)
 +11 vs. AC; 4 damage.

Alignment Unaligned **Languages** –
Str 6 (+2) **Dex** 12 (+5) **Wis** 9 (+3)
Con 11 (+4) **Int** 2 (+0) **Cha** 6 (+2)

Bag of Tricks, Rust Level 18

This handsome leather bag conjures predatory beasts that obey simple commands.

Wondrous Item 85,000 gp

Power (Daily + Conjuration): Standard Action. Use this bag to conjure a Large minion (see below for statistics). Roll a d8 to determine which beast is produced and modify its statistics accordingly:

- 1: Bear; when this creature hits with its melee basic attack, the target is grabbed (until escape).
- 2: Ape; when this creature hits with its melee basic attack, the target is dazed (save ends).
- 3: Wolf; when this creature hits with its melee basic attack, the target is knocked prone.
- 4: Bull; when this creature hits with its melee basic attack, the target is also pushed 2 squares.
- 5: Spider; when this creature hits with its melee basic attack, the target also takes ongoing 5 poison damage (save ends).
- 6: Warhorse; this creature's rider gains a +5 bonus to damage rolls while mounted on the creature.
- 7: Macetail Behemoth; this creature can make a melee basic attack with its tail: Reach 2; +21 vs. AC; 7 damage.
- 8: Rage Drake; this creature deals 10 damage instead of 7 damage on a hit.

Conjured Beast (Rust Bag) Level 18 Minion

Large natural beast
Initiative as conjurer **Senses** Perception +9; low-light vision
HP 1; a missed attack never damages a minion.
AC 28; **Fortitude** 28, **Reflex** 26, **Will** 24
Speed 6

⊕ **Bite or Claw** (standard; at-will)
 +21 vs. AC; 7 damage.

Alignment Unaligned **Languages** –
Str 18 (+13) **Dex** 14 (+11) **Wis** 10 (+9)
Con 14 (+11) **Int** 2 (+5) **Cha** 10 (+9)



Wondrous Items



Bag of Tricks, Vermilion Level 28

This beautiful leather bag is inlaid with the images of beasts—not unlike the ones that it can summon to fight by your side.

Wondrous Item 2,125,000 gp

Power (Daily ♦ Conjuration): Standard Action. Use this bag to conjure a Large or Huge minion (see below for statistics). Roll a d8 to determine which beast is produced and modify its statistics accordingly:

- 1: Large Bloodspike Behemoth; when this creature hits with its melee basic attack (tail), the target also takes ongoing 5 damage (save ends) and is knocked prone.
- 2: Large Crushgrip Constrictor; when this creature hits with its melee basic attack (bite), the target is also grabbed (until escape).
- 3: Large Blade Spider; this creature's melee basic attack (claw) does not have reach but instead affects all enemies in a close burst 1.
- 4: Large Stone-Eye Basilisk; when this creature hits with its melee basic attack (bite), the target is also immobilized (save ends).
- 5: Large Wyvern; this creature has a fly speed of 8, and when the creature hits with its melee basic attack (tail), the target also takes ongoing 10 poison damage (save ends).
- 6: Huge Guulvorg; when this creature hits with a melee basic attack (bite), the target takes 15 damage instead of 10 damage and is knocked prone.
- 7: Large Iron Gorgon; when this creature hits with its melee basic attack (horns), the target is pushed 1 square. On a successful charge, it deals 20 damage instead of 10 damage, and the target is pushed 2 squares.
- 8: Huge Carrion Crawler; this creature's melee basic attack (bite) has reach 3, and on a hit, the target is also pulled 2 squares and slowed (save ends).

Conjured Beast (Vermilion Bag) Level 28 Minion

Large or Huge natural beast

Initiative as conjurer Senses Perception +14; low-light vision
 HP 1; a missed attack never damages a minion.
 AC 38; Fortitude 38; Reflex 36; Will 33
 Speed 6

⊕ **Bite, Claw, Horns, or Tail** (standard; at-will)
 Reach 2; +31 vs. AC; 10 damage.

Alignment Unaligned Languages —

Str 23 (+20)	Dex 18 (+18)	Wis 10 (+14)
Con 18 (+18)	Int 2 (+10)	Cha 12 (+15)

Bahamut's Golden Canary Level 30

These harmless-seeming canaries are gold dragons in disguise.

Wondrous Item priceless

Power (Consumable ♦ Summoning): Standard Action. A summoned Large gold dragon appears under your control in an unoccupied space within 20 squares. The dragon has speed 8, fly 10 (hover) and, unlike a typical summoned creature, has its own defenses and hit points (all defenses 34; hp 120). *Minor Action:* +27 vs. AC; 1d12 + 10 damage. *Opportunity Attack:* +27 vs. AC; 1d12 + 10 damage.

Battle Standard of Healing Level 3

This white flag is emblazoned with sigils of healing that restore the vitality of you and your allies.

Wondrous Item 680 gp

Power (Encounter ♦ Healing, Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of healing energy in a close burst 5. Whenever you or an ally spends a healing surge while in the zone, you and all allies in the zone regain 1 hit point. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Battle Standard of Honor Level 2

This blood-red banner weakens the resolve of those who fight against you.

Wondrous Item 520 gp

Power (Encounter ♦ Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of protective energy in a close burst 5. Enemies within the zone that are marked take a -1 penalty to damage rolls against any creature other than the one that marked them. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Battle Standard of Might Level 4

This flag is marked with martial runes that inspire strength in you and your allies.

Wondrous Item 840 gp

Power (Encounter ♦ Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 5. While within the zone, you and your allies gain a +1 power bonus on damage rolls. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Battle Standard of Shadow Level 17

This silky black flag becomes insubstantial as you raise it, a field of shadow spreading out from it to cover the battlefield.

Wondrous Item 65,000 gp

Power (Encounter ♦ Illusion, Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone of shadow in a close burst 10. Within the zone, all bright light is reduced to dim light, and you and your allies gain low-light vision and a +2 power bonus to Stealth checks. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Battle Standard of Tactics Level 18

This long pennant swirls even in still air as it carries your thoughts to your allies.

Wondrous Item 85,000 gp

Power (Encounter ♦ Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. You and each ally in the zone gain the ability to communicate telepathically, with no chance of foes hearing your thoughts. You and your allies automatically know each other's positions even if you cannot see one another, and can target one another with powers even without line of sight. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Battle Standard of the Fiery Legion Level 16

Swirling with animated flames, this flag lets you and your allies draw on the power of fire.

Wondrous Item 45,000 gp

Power (Encounter ♦ Fire, Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. You and each ally in the zone gain resist 10 fire and can choose to have any attack you make deal fire damage instead of its normal damage type. This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Battle Standard of the Hungry Blade Level 9

This black pennant bears the symbol of the hungry blade: an axe head with a toothy maw that resembles the silhouette of a dragon's head.

Wondrous Item 4,200 gp

Power (Encounter ♦ Zone): Standard Action. When you plant this battle standard in your space or an adjacent square, it creates a zone in a close burst 3. Enemies within the zone when it is created or within the zone at the start of your turn are pulled 2 squares toward the battle standard and slowed until the start of your next turn. The zone lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to the battle standard's square can remove it from the ground as a standard action. If an enemy attempts to remove the standard, it provokes opportunity attacks from you and your allies.



Battle Standard of the Stalwart Level 19

This silver and blue banner heightens both courage and resilience.

Wondrous Item 105,000 gp

Power (Encounter + Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. While within the zone, you and your allies gain a +1 power bonus to all defenses.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Battle Standard of the Tides Level 16

This blue flag ripples in a wind of its own, as ghostly water fountains whirl protectively around you and your allies.

Wondrous Item 45,000 gp

Power (Encounter + Zone): Standard Action. *Effect:* When you plant the battle standard in your space or in a square adjacent to you, it creates a zone of wind and tides in a close burst 3. Enemies treat the zone as difficult terrain, and when a nonaquatic enemy ends its turn in the zone, it is pushed 3 squares from the standard's square.

The zone lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to the battle standard's square can remove it from the ground as a standard action.

Battle Standard of the Vanguard Level 20

The martial runes emblazoned on this bold banner grant combat prowess to those who rally beneath it.

Wondrous Item 125,000 gp

Power (Encounter + Zone): Standard Action. When you plant the battle standard in your space or an adjacent square, it creates a zone in a close burst 10. While within the zone, you and your allies gain a +1 power bonus on attack rolls.

This effect lasts until the end of the encounter or until the battle standard is removed from the ground. Any character in or adjacent to a battle standard's square can remove it from the ground as a standard action.

Bed of Rapid Rest Level 4

This comfortable bed speeds your rest but is too large to cart around in the dungeon.

Wondrous Item 840 gp

Property: When you take an extended rest in this bed, you can spend 4 hours (instead of the usual 6) to gain the benefit of that rest.

Blessed Book Level 1

This leather tome, bound in iron and silver, contains far more pages than naturally possible.

Wondrous Item 360 gp

Property: This ritual book has the dimensions and weight of a standard ritual book, but holds 1,000 pages.

Bloodcrystal Raven Skull Level 21

This perfectly crafted raven skull is roughly a foot long and made of red-tinted crystal. A pale light flickers within its depths, seeming to react to your presence.

Wondrous Item 225,000 gp

Property: A character can discern that the skull is magical using detect magic during a short rest, but learns nothing else. A character trained in Arcana or Religion can make one DC 27 check per day to learn one property or power, in the order below. One feature must be discovered before the next one, and a specific user must independently discern each feature in turn. Failed checks can be repeated on a new day, or the user can learn all about the skull during their discussion with the Raven Queen (see *Adventure Book Two*, page 16).

Property: As a minor action, you can store two healing surges in the skull. The skull's red color darkens when it absorbs healing surges, and its light brightens. Up to seven different creatures can store healing surges in the skull in this way. Each creature can store only two surges and takes a -2 penalty to death saving throws while any surges are stored. The skull consumes these surges during any extended rest, dulling and dimming, so it must be recharged with new surges each day.

Property: The healing surge stored within the skull is enough to allow the Raise Dead ritual to work even in the absence of any other part of that creature (see *Player's Handbook*, page 311).

Property: If a creature that has one or two healing surges stored in the skull would suffer an effect or attack that traps or destroys the soul, the skull instead draws away the harmful effect and consumes the stored surges.

Power (Special + Healing): No action. If a creature that has two healing surges stored in the skull would die, that creature instead regains hit points equal to its healing surge value, using up one of the surges stored in the skull. That creature is at -1 to all attack rolls, skill checks, saving throws, and ability checks until it reaches its next milestone. Each creature that has healing surges stored in the skull can use this power once per day.



Bloodstone Spider Level 11

This tiny spider, carved from red bloodstone, can become monstrously real at your whim.

Wondrous Item 9,000 gp

Power (Daily + Conjuration): Standard Action. Use this figurine to conjure a spider made of bloodstone (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Power (At-Will): Standard Action. The bloodstone spider recharges its poisoned slash power.

Bloodstone Spider

Large natural animate

Initiative as conjurer Senses Perception +7; tremorsense 5
HP 16; Bloodied 8

AC 22; Fortitude 21, Reflex 20, Will 18

Immune disease, poison

Speed 6, climb 6 (spider climb)

† Bite (standard; at-will)

+13 vs. AC; 1d8 + 5 damage.

† Poisoned Bite (standard; encounter) + Poison

+13 vs. AC; 1d8 + 5 damage, and ongoing 5 poison damage (save ends).

Alignment Unaligned Languages –

Skills Stealth +14

Str 20 (+10)

Dex 18 (+9)

Wis 15 (+7)

Con 18 (+9)

Int 1 (+0)

Cha 10 (+5)

Bottled Smoke Level 17

This brass bottle is hot to the touch, spewing forth a cloud of ash and smoke when opened.

Wondrous Item 65,000 gp

Power (Daily + Fire, Zone): Standard Action. When you uncork the bottle, hot smoke fills a close burst 3 until the end of your next turn. This zone of smoke provides concealment to all creatures within it. Any creature other than you that starts its turn within the smoke takes 2d6 fire damage.

Sustain Minor: You must be within 10 squares of the zone to sustain it.

Bowl of Purity Level 10

This plain earthenware bowl can purify food and drink.

Wondrous Item 5,000 gp

Power (Daily): Standard Action. When you place food or drink within the bowl of purity, it is cleansed of poison and diseases of 10th level or lower.

Breakchain Tattoo Level 13+

One broken link is enough for the symbolism, but many use a full chain.

Lvl 13 17,000 gp

Lvl 23 425,000 gp

Wondrous Item

Property: When you spend an action point to take an extra action, you ignore immobilizing, restraining, and slowing effects on you until the end of your turn.

Level 23: You can also end one effect on you that is immobilizing, restraining, or slowing you.

Wondrous Items



Bridle of Conjunction Level 4

This simple leather bridle conjures a magical mount for your use.

Wondrous Item 840 gp
Power (Daily ♦ Conjunction): As a standard action, you conjure a riding horse (MM 159) in a space adjacent to you. The bridle transforms into the mount's tack and saddle. The horse serves you, obeying your spoken commands to the best of its ability, though it does not attack even in defense. The horse disappears after 12 hours or if reduced to 0 hit or fewer points.

Brilliant Scrying Basin Level 12

The brilliantly clear water of this large bronze basin greatly aids scrying rituals.

Wondrous Item 13,000 gp
Property: When you use this basin as a focus for a scrying ritual, the duration of your scrying sensor increases by 2 rounds.

Bronze Griffin Level 19

With one command, the tiny bronze statuette vanishes and is replaced by a fearsome bronze griffin.

Wondrous Item 105,000 gp
Power (Daily ♦ Conjunction): Standard Action. Use this figurine to conjure a ferocious griffin (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Bronze Griffin Large natural animate (mount)

Initiative as conjurer **Senses** Perception +18
HP 24; **Bloodied** 12; see also *blood frenzy*
AC 30; **Fortitude** 30, **Reflex** 29, **Will** 28
Speed 6, fly 10
Claws (standard; at-will)
 +22 vs. AC; 2d8 + 7 damage.
Aggressive Charger (while mounted by a friendly rider of 19th level or higher) ♦ **Mount**
 When charging, the bronze griffin makes a *claws* attack in addition to its rider's charge attack.
Blood Frenzy (while it or its rider is bloodied)
 The bronze griffin gains a +2 bonus to its speed, its fly speed, and its attack rolls.
Alignment Unaligned **Languages** –
Str 24 (+16) **Dex** 23 (+15) **Wis** 19 (+13)
Con 22 (+15) **Int** 2 (+5) **Cha** 6 (+7)

Burrow-Ward Blade Level 8

This enchanted ornamental blade alerts you when creatures try to enter your hoard from beneath the ground.

Wondrous Item 3,400 gp
Property: You can plant this blade, usually a dagger or a sword, point-first in the ground. After it has remained there for 24 hours, when any creature burrows to a square within 20 squares of the blade (this distance ignores line of effect), the blade emanates a magical intonation only you can hear that indicates the creature's location, including depth. You must be within 40 squares of the blade to hear its warning. If the blade is moved, it ceases to function until it is again planted in the ground and stationary for 24 hours.

Canaith Mandolin Level 17

The life-giving music of this lutelike instrument revitalizes a listener.

Wondrous Item 65,000 gp
Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +4 enhancement bonus to attack rolls and damage rolls, and it deals 4d6 extra damage on a critical hit.
Power (Daily ♦ Healing): Standard Action. Use this power during a short rest. At the end of the short rest, choose yourself or an ally who remained within 20 squares of you during the rest. Until the end of that character's next short rest or extended rest, he or she regains an additional 5 hit points when spending a healing surge.
Song of Rest: The additional hit points equal 10.

Cask of Liquid Gold Level 3

This cask contains a never-ending supply of dwarven ale.

Wondrous Item 680 gp
Property: At the start of each day, the cask fills to its full volume with dwarven ale. Any ale taken from the cask evaporates if it has not been consumed when the cask refills.

Chandelier of Revelation Level 24

This chandelier reveals that which is hidden in the room.

Wondrous Item 525,000 gp
Property: You can command this chandelier to shed bright light either 10, 20, or 40 squares in all directions as a free action. Within that area, creatures can't benefit from concealment or total concealment.

Chaos Burst Tattoo Level 9

This tattoo of spirit changes its appearance in a chaotic welter. On good days, it matches your complexion. On bad days it doesn't match anything, anywhere.

Wondrous Item 4,200 gp
Property: When you spend an action point to take an extra action that you use for an attack, your chaos sorcerer Chaos Burst feature triggers on the first attack roll of that attack, even if it has already triggered this turn. The AC bonus granted by this Chaos Burst increases to +3 until the start of your next turn, and if the roll instead allows you to make a saving throw, you gain a +2 bonus to that saving throw.

Charm of Abundant Action Level 28

This plain metal charm allows you to outrun or outfight your foes.

Wondrous Item 2,125,000 gp
Power (Encounter): Free Action. Use this power on your turn to spend an action point (assuming you have one available). You can spend the action point even if you spent an action point earlier in the encounter. You must be holding the charm when you spend the second action point.

Chime of Awakening Level 4

This silver chime sounds an alarm in the minds of you and your resting allies.

Wondrous Item 840 gp
Power (Daily): Standard Action. You set the *chime of awakening* to ring when a specific trigger occurs within 10 squares of it. Example triggers include the presence of anyone other than you and your allies, the light of the sun touching the area, or the appearance of a specific character or type of creature. The chime rings in the minds of you and all allies within 10 squares of it. You and affected allies are instantly awoken (if asleep) and alert.
 The *chime of awakening* can be fooled by creatures in disguise. It makes active Perception checks with a +10 modifier.

Chime of Opening Level 25

The subtle tone of this fluted mithral chime can overcome traps, wards, and the toughest locks.

Wondrous Item 625,000 gp
Power (Daily): Standard Action. When you strike the chime, you direct it to open a single locked or trapped door, chest, gate, or other object within 5 squares of you. Make a single Thievery check with a +30 modifier against the DCs required to open the object and disable any traps on it. Depending on the DCs, it is possible for the chime to unlock an object but not disable the traps on it (or vice versa), or to disable some traps but leave others intact.

Chime of Warding Level 10

The air around you shimmers with protective force when you strike this golden chime.

Wondrous Item 5,000 gp
Power (Daily ♦ Zone): As a standard action, strike this chime to create a close burst 2 that lasts until the end of your next turn. Any enemy that enters the zone is attacked: +15 vs. Fortitude. A hit pushes the target 1 square away from the center of the burst and immobilizes it until the start of its next turn. If you or any ally makes an attack while in the zone, the effect ends. Sustain standard.

Clif Lyre Level 12

The graceful, rounded body of this magic lyre produces resonant tones that imbue listeners with increased presence.

Wondrous Item 13,000 gp
Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +3 enhancement bonus to attack rolls and damage rolls, and it deals 3d6 extra damage on a critical hit.
Power (Daily): Standard Action. You and each ally within 20 squares of you gain a +5 power bonus to his or her next Bluff, Diplomacy, or Intimidate check before the end of his or her next short rest or extended rest.
Song of Rest: The power bonus equals +10.

Wondrous Items

Coral Dragon Level 25

An unusually large figurine, nearly a foot long, this delicate multicolored statuette is old.

Wondrous Item 625,000 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a multicolored dragon that has long whiskers drooping from its snout and a lithe body that coils and uncoils with agitation (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Power (Daily): Standard Action. You perform the Loremaster's Bargain ritual without expending components (*Player's Handbook*, page 308). The ritual functions as described except you make a History check in place of the Religion check, and determine your bonus to checks made during the skill challenge based on your History check result.

Power (At-Will): Standard Action. The coral dragon regains the use of its *breath weapon* power.

Coral Dragon

Small natural animate (aquatic)

Initiative as conjurer **Senses** Perception +20; truesight 5

HP 30; **Bloodied** 15

AC 37; **Fortitude** 36, **Reflex** 33, **Will** 35

Speed 6, fly 10, swim 6

† **Bite** (standard; at-will)

+28 vs. AC; 2d6 + 9 damage.

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

The dragon flies 10 squares. At any two points during this move it makes the following attack: +28 vs. AC; 1d10 + 9 damage.

← **Breath Weapon** (standard; encounter)

Close blast 5; +26 vs. Fortitude; the dragon pushes the target 5 squares.

Ancient Wisdom (minor 1/round; encounter)

The dragon grants a +10 power bonus to the conjurer's knowledge check or monster knowledge check made before the end of the conjurer's next turn.

Alignment Unaligned **Languages** Common, Draconic

Str 28 (+21) **Dex** 23 (+18) **Wis** 26 (+20)

Con 23 (+18) **Int** 18 (+16) **Cha** 21 (+17)

Cosmic Cycle Tattoo Level 6

The sun, moon, and stars wind around your chest in this tattoo of heart, flaring into motion when you use the tattoo's power.

Wondrous Item 1,800 gp

Property: If you have the Cosmic Magic sorcerer class feature, when you use your second wind, you can choose to change your phase to the next higher-numbered phase.

Crown Jewel of Chessenta Level 15

This fist-sized sphere of unfathomable blackness slowly orbits about you, radiating menace.

Wondrous Item

Property: You gain a +1 item bonus to all defenses.

Property: You gain a +2 item bonus to saving throws.

Property: The *Crown Jewel* cannot be damaged by any attack. The damage that would be dealt is redirected to the attacker as an equal amount of force damage.

Power (At-Will): Move Action. You can make the *Crown Jewel* fly at a speed of 8.

Power (At-Will ♦ Force, Healing): Standard Action. You can direct the *Crown Jewel* to attack an enemy adjacent to it. The attack uses your Charisma modifier vs. Fortitude, with a +1 bonus to the attack roll per five levels you possess, and deals 2d10 + Charisma modifier force damage per five levels you possess. A creature that is reduced to 0 hit points by this attack is utterly destroyed, and you regain 15 hit points.

Crystal Ball of Spying Level 10+

This clear crystal orb flickers with the hazy images of distant people and places.

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

Wondrous Item

Property: When you use this crystal ball as a focus for a scrying ritual, gain a +2 item bonus to Arcana checks made during that ritual. The value of this crystal ball must meet the focus cost requirement for the ritual, as normal.

Level 20: +4 item bonus.

Crystal of Ebon Flame Epic Tier

This fist-sized, black, flame-shaped crystal whispers menacingly when grasped. It offers power but warns of corruption.

The *Crystal of Ebon Flame* is a +6 implement with the following properties and powers. When a wielder first picks up the artifact, he or she can choose what sort of implement it functions as.

Enhancement: Attack rolls and damage rolls

Critical: +1d10 damage, and the target takes ongoing 10 fire and necrotic damage and is weakened (save ends both)

Property: When you use an attack power through this implement, you can score a critical hit on a roll of 19-20.

Property: You gain a +4 bonus to checks to escape a grab, and a +5 bonus to saving throws against immobilizing or restraining effects that a save can end.

Power (Encounter ♦ Healing, Implement): Immediate Reaction. **Trigger:** You reduce a creature within 10 squares of you to 0 hit points. **Effect:** You can spend a healing surge or make a saving throw against each effect on you that a save can end. The triggering creature is utterly destroyed. It crumbles to dust and cannot be restored to life with the Raise Dead ritual. (Epic destiny powers that allow a return from death, or other magic of similar potency, still function.)

Power (Daily ♦ Fire, Necrotic): Free Action. **Trigger:** You hit with a fire or necrotic power using this implement. **Effect:** The target also takes ongoing 20 fire and necrotic damage (save ends).

Cubic Portal Level 30

This fist-sized cube is cut from solid carnelian, and each face contains a stylized glyph that corresponds to a specific planar location.

Wondrous Item 3,125,000 gp

Power (Daily ♦ Teleportation): Minor Action. Depressing one side of the cubic portal opens a portal in an unoccupied square up to 3 squares away from you. The portal remains open until the end of your next turn and leads to a permanent teleportation circle in another location. Any creature entering the square occupied by the portal is teleported to that destination.

Each side of the cube opens a portal to a different permanent teleportation circle, which is determined at the cubic portal's creation. The portals are misty, restricting vision to 5 squares into the destination. Until the portal closes, creatures can move freely between portal and teleportation circle.

Sustain Minor. The portal remains open until the end of your next turn.

Curse Eye Tattoo Level 8

This tattoo is a small eye, often in the center of the forehead, which blinks when used.

Wondrous Item 3,400 gp

Property: When you spend an action point to take an extra action, one enemy within 10 squares of you that you can see takes a -2 penalty to saving throws (save ends).

Darkskull Level 9

Darkness swells around this menacing onyx skull.

Wondrous Item 4,200 gp

Power (Encounter ♦ Illusion): As a minor action, you cause all active light sources within 10 squares of you to be suppressed until the end of the encounter. Light sources activated after you use this power function normally.

Dazzling Showcase Level 14

A finely crafted cabinet of polished rare wood with crystal shelves, this fixture displays your collection and awes those who come before you.

Wondrous Item 21,000 gp

Property: While five different art objects each worth at least 1,000 gp are displayed in the cabinet and you are within 5 squares of the cabinet, you gain a +2 item bonus to attack rolls when using fear powers.

Deadblast Bone Level 19

This rune-scarred bone has the power to temporarily stun undead.

Wondrous Item 105,000 gp

Power (Daily): Standard Action. Make an attack: Close burst 5; targets undead creatures; +22 vs. Will; on a hit, the target is stunned until the end of your next turn or until it is attacked, whichever comes first.

Wondrous Items



Death Rattle Level 8

Bone shards clatter within this black-beaded rattle, making your necrotic attacks more potent.

Wondrous Item 3,400 gp

Power (Daily ♦ Necrotic): Minor Action. You and all allies within 10 squares of you gain a +1 power bonus to attack rolls and damage rolls with powers that have the necrotic keyword. This effect lasts until the end of your next turn. Sustain minor.

Deceptive Scrying Basin Level 16

This etched silver basin makes it more difficult for creatures you observe to detect your prying gaze.

Wondrous Item 45,000 gp

Property: When you use this basin as a focus for a scrying ritual, creatures take a -5 penalty to checks to notice your scrying sensor.

Delver's Light Level 2

Often attached to the forehead or chest, this magic gem gives off light powered by your life force.

Wondrous Item 520 gp

Special: Only a warforged character can use this item. **Property:** While you're alive, the gem glows with the light of a sunrod. You can make it give off only dim light, or snuff its light altogether, as a free action.

Delver's Light Level 2

Often attached to the forehead or chest, this magic gem gives off light powered by your life force.

Wondrous Item (embedded component) 520 gp

Requirement: You must have the living construct racial trait to use this item.

Power (At-Will): Free Action. The delver's light sheds dim light to a radius of 20 squares.

Power (At-Will): Free Action. The delver's light sheds bright light to a radius of 20 squares.

Power (At-Will): Free Action. The delver's light sheds no light.

Demonskin Tattoo Level 3+

Not all societies understand that tattooing a portion of demon-skin onto your body isn't an evil act.

Lvl 3 680 gp Lvl 23 425,000 gp

Lvl 13 17,000 gp

Wondrous Item

Property: When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to the chosen damage type until the end of the encounter.

Level 13: Resist 10.

Level 23: Resist 15.

Diamond Scabbard Level 25

A blade drawn from this diamond-studded scabbard is granted an incomparable magical edge.

Wondrous Item 625,000 gp

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +5 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

Dice of Auspicious Fortune Level 11

The faces of these wooden dice show symbols the halflings associate with good luck.

Wondrous Item 9,000 gp

Power (Daily): Standard Action. **Effect:** Roll 3 d20s. The results are "stored" in these dice until the end of your next extended rest. Using this power removes any results previously stored in the dice.

Power (Encounter): No Action. **Effect:** Replace the result of a d20 you just rolled with one of the results stored in the dice. This removes the stored result from the dice.

Dimensional Anchor Level 16

This statue appears in many guises, but each binds nearby creatures to their locations in the world.

Wondrous Item 45,000 gp

Property: Any creature within 10 squares of this statue can't teleport.

Dimensional Shackles Level 17

These manacles of solid energy glow a brilliant blue when placed upon a foe, effectively shackling the creature to the here and now.

Wondrous Item 65,000 gp

Power (Daily): Standard Action. To place *dimensional shackles* on an adjacent creature, you make a Strength or a Dexterity melee attack against the target's Reflex. You must have combat advantage against a target to use shackles on it.

A creature held by these shackles is restrained and also can't teleport or be teleported. Escaping from the shackles requires a DC 35 Acrobatics check.

The shackles automatically adjust to fit any size or shape of creature. As a standard action, any creature other than the one in the shackles can remove them from an adjacent creature.

Diplomat's Scabbard Level 12

Sometimes diplomacy requires swordplay.

Wondrous Item 13,000 gp

Property: While a weapon is sheathed in this item and you are not wielding a weapon or an implement, you gain a +2 item bonus to Diplomacy checks.

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Daily): Immediate Interrupt. **Trigger:** An enemy hits you with an attack and you have not yet made an attack this encounter. **Effect:** The triggering enemy rerolls the attack roll with a -4 penalty and must use the second result.

Diplomat's Table Level 12

This majestic darkwood table enhances your position in negotiations.

Wondrous Item 13,000 gp

Property: You and your allies gain a +3 item bonus to Bluff, Diplomacy, and Intimidate checks during skill challenges while sitting at this table.

Distracting Tattoo Level 6

Any small, bright image in a highly visible place is sufficient.

Wondrous Item 1,800 gp

Property: When you spend an action point to take an extra action, you end any mark affecting you.

Door of Alarm Level 2

This seemingly innocuous door issues a shrill alarm when an unknown creature walks through it.

Wondrous Item 520 gp

Property: You can spend 1 minute to attune any number of individuals to this door. When a creature other than an attuned individual walks through the door, a shrill alarm sounds and doesn't stop for 1 hour, until that creature leaves through the door, or you command the door to be silent.

Door Warden Level 12

The ornamental face on this door interrogates and introduces your visitors.

Wondrous Item 13,000 gp

Property: Cast in the shape of a face, this door ornament is aware of its surroundings and able to speak. When you install a *door warden* on a portal, the door gains resist 10 to all damage and 40 additional hit points, and can be opened or closed at will by the warden as a minor action. The *door warden* judges when to open the door or keep it sealed based on your instructions and can communicate with you telepathically if you're on the same plane.

Wondrous Items



Doss Lute Level 7

The dulcet music of this lute imbues its listeners with resilience and quiet resolve.

Wondrous Item 2,600 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +2 enhancement bonus to attack rolls and damage rolls, and it deals 2d6 extra damage on a critical hit.

Power (Daily): Standard Action. Use this power during a short rest. At the end of the short rest, choose yourself or an ally who remained within 20 squares of you during the rest. Until the end of that character's next short rest or extended rest, he or she gains a +1 power bonus to saving throws.

Song of Rest: The power bonus equals +2.

Dragon Sorcery Tattoo Level 9

Your chosen dragon coils around your heart and neck until you take a moment to recover your strength—the dragon's roaring roars against your foes!

Wondrous Item 4,200 gp

Property: When you use your second wind, deal 5 damage of the same type that you resist with your Dragon Soul resistance to each enemy within 5 squares of you.

Drum of Panic Level 13

Covered with the hide of a cacklefiend hyena, this drum strikes fear into the hearts of your enemies.

Wondrous Item 17,000 gp

Power (Daily + Fear): Minor Action. When you strike the drum, you and each ally within 10 squares of you gain a +2 power bonus to attack rolls and damage rolls with powers that have the fear keyword. This effect lasts until the end of your next turn. Sustain minor.

Dust of Appearance Level 13

This plain pouch holds a single handful of sparkling dust, which it periodically renews.

Wondrous Item 17,000 gp

Power (Encounter): Standard Action. Pull a handful of dust from the pouch and throw it into the air (close blast 3). Doing this creates a zone that lasts until the end of the encounter. Invisible creatures and objects within or entering the zone become visible and can't become invisible again until the end of the encounter.

Dust of Arcane Insight Level 8

This foil pouch periodically renews a supply of metallic dust that attunes you to arcane effects.

Wondrous Item 3,400 gp

Power (3/Day): Standard Action. Pull out and toss a pinch of dust into the air above you. You gain the ability to detect magic for 5 minutes even if you are not trained in the Arcana skill. You also gain a +2 power bonus to Arcana checks made to identify a conjuration or zone, identify a magical effect, or sense the presence of magic (see the Arcana skill entry, PH 181).

A pouch of dust of arcane insight can be used three times per day.

Dust of Banishment Level 25

The crimson powder periodically renewed by this red leather pouch can banish a creature to a fiery prison.

Wondrous Item 625,000 gp

Power (Daily): Standard Action. You sprinkle a handful of this dust on an adjacent creature. Make an attack: Melee 1; +28 vs. Will; on a hit, the target is banished to a fiery corner of the Elemental Chaos, where it is stunned and takes ongoing 10 fire damage. A save ends both effects and returns the target to its original location or the closest unoccupied space.

Dust of Creation Level 18

This clear bottle periodically renews a supply of golden sand that can transform into any object.

Wondrous Item 85,000 gp

Power (Daily + Conjuration): Standard Action. When you toss a handful of this dust into the air, it settles in the form of any mundane nonmagical object with a weight of up to 25 pounds. The fully functional object glows faintly and radiates magic that can be detected with a DC 24 Arcana check. The object lasts for 24 hours or until you will it back to dust (a minor action).

Dust of Disenchantment Level 10

The sparkling silver dust periodically renewed within this leather pouch can suppress the effects of magic.

Wondrous Item 5,000 gp

Power (Daily): Standard Action. Sprinkle a pinch of this dust on an adjacent object or magical effect. Make an attack: Dexterity vs. Reflex. If you are targeting a held item, make the attack against the creature holding it. If you are targeting an unattended magic item or magical effect, use a Reflex defense of 10 + the level of the object or effect. A hit renders that object or effect inert (save ends). An inert magic item loses any properties and enhancement bonus, and its powers cannot be activated. An inert magical effect is suppressed.

Special: You can use a dose of dust of disenchantment in place of the required component cost for a Disenchant Magic Item ritual.

Eager Hero's Tattoo Level 10+

Scenes showing one warrior against many or a lone victorious hero are popular for this tattoo.

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

Lvl 20 125,000 gp

Wondrous Item

Property: When you take a short rest, you gain temporary hit points equal to 5 + the number of healing surges you have spent since your last extended rest.
Level 20: 10 + twice the number of healing surges you have spent since your last extended rest.
Level 30: 15 + three times the number of healing surges you have spent since your last extended rest.

Earthbind Lodestone Level 18

When thrown to the ground, this smooth metallic stone hits with such force that it knocks airborne creatures from the sky.

Wondrous Item 85,000 gp

Power (Daily): Standard Action. Throw this stone to the ground in your square and make an attack: Close burst 5; affects creatures with a fly speed; +23 vs. Fortitude; on a hit, the target loses the ability to fly or hover until the start of its next turn. If a target is airborne when it is hit, it falls.

Ebony Fly Level 9

This dark wood sculpture of a fly can be used to conjure an enormous fly that you can ride.

Wondrous Item 4,200 gp

Power (Daily + Conjuration): Standard Action. Use this figurine to conjure a giant black fly (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value. The fly can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

Ebony Fly Large natural animate (mount)

Initiative as conjurer Senses Perception +5

HP 14; Bloodied 7

AC 18; Fortitude 16, Reflex 16, Will 14

Speed 4, fly 10, overland flight 15

✚ Bite (standard; at-will)

+12 vs. AC; 1d6 + 4 damage.

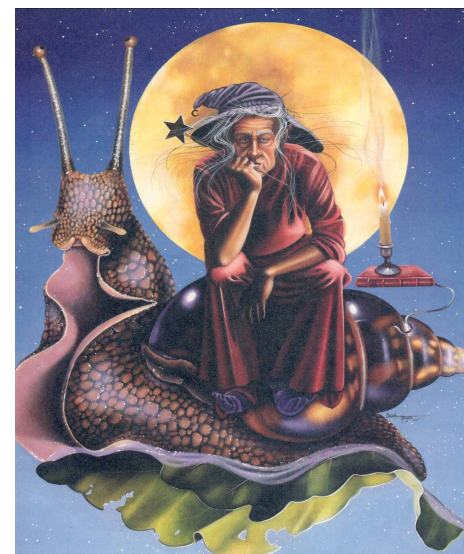
Aerial Agility (while mounted by a friendly rider of 9th level or higher) ✚ **Mount**

An ebony fly's rider gains a +1 bonus to all defenses while the ebony fly is flying.

Alignment Unaligned Languages –

Str 14 (+6) Dex 17 (+7) Wis 12 (+5)

Con 16 (+7) Int 2 (+0) Cha 6 (+2)



Wondrous Items



Elderwood Falcon Level 10

This wooden statuette depicts a falcon with wings outspread.

Wondrous Item 5,000 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure an ancient falcon of the Feywild (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Elderwood Falcon
Medium natural animate

Initiative as conjurer **Senses** Perception +9; low-light vision

HP 15; **Bloodied** 7
AC 24; **Fortitude** 21, **Reflex** 22, **Will** 22
Speed 6, fly 8

⬇️ **Talons** (standard; at-will)
+15 vs. AC; 2d4 + 4 damage.

⬇️ **Swoop** (standard; at-will)
The elderwood falcon shifts 1 square, makes a talon attack, then shifts 1 square.

Alignment Unaligned **Languages** –
Str 11 (+5) **Dex** 19 (+9) **Wis** 18 (+9)
Con 16 (+8) **Int** 2 (+1) **Cha** 8 (+4)

Electrum Serpent Level 21

The silvery statuette features tiny jade slivers as its eyes, a color it retains when you conjure the creature housed within it.

Wondrous Item 225,000 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure either a metallic serpent or a translucent serpent (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Power (At-Will): Standard Action. The metallic electrum serpent regains the use of its *constricting serpent* power.

Power (Encounter): Standard Action. The transparent electrum serpent regains the use of its *soothing serpent* power.

Electrum Serpent
Large natural animate (reptile)

Initiative as conjurer **Senses** Perception +19; low-light vision

HP 26; **Bloodied** 13
AC 33; **Fortitude** 31, **Reflex** 32, **Will** 29
Resist insubstantial (translucent serpent only)
Speed 6, climb 6, swim 6

⬇️ **Bite** (standard; at-will) ♦ **Acid, Poison**
+22 vs. Fortitude; 1d10 + 7 damage, and the target takes ongoing 5 acid and poison damage (save ends).

⬇️ **Constricting Serpent** (standard; metallic serpent only; encounter) ♦ **Acid**
+22 vs. Reflex; the target is grabbed (escape ends). Each time the target starts its turn grabbed by the electrum serpent, it takes 10 acid damage.

⬇️ **Soothing Serpent** (standard; translucent serpent only; encounter) ♦ **Healing**
Targets one ally; the electrum serpent enters the target's space and coils around the target creature, where it remains until commanded to move. As a minor action, while the serpent is so coiled, the conjurer can issue a command to allow the ally to spend a healing surge or make a saving throw.

Alignment Unaligned **Languages** –
Str 24 (+17) **Dex** 22 (+16) **Wis** 18 (+14)
Con 21 (+15) **Int** 2 (+6) **Cha** 6 (+8)

Elemental Prism Level 16

This flickering prism focuses elemental power and converts it to a different element, bathing you in a protective glow.

Wondrous Item 45,000 gp

Power (Encounter): Free Action. Use this power when you make an attack that deals acid, cold, fire, lightning, poison, or thunder damage. Change all your attack's damage to a different type of your choice among those above. You gain resist 15 to your attack's original damage type until the end of your next turn.

Emerald Frog Level 14

The delicate emerald statuette of a tiny frog contains a smaller speck of darkness inside it.

Wondrous Item 21,000 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure an innocuous emerald frog (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Emerald Frog
Tiny natural animate

Initiative as conjurer **Senses** Perception +10

HP 19; **Bloodied** 9
AC 25; **Fortitude** 25, **Reflex** 23, **Will** 22
Speed 4

⬇️ **Grasping Tongue** (standard; at-will)
+14 vs. Reflex; the target is immobilized until the end of the frog's next turn.

Distant Origin
The conjurer can use the square the emerald frog occupies as the origin square for his or her nonweapon ranged and close attack powers, and the frog is not affected by such powers when it is used as the origin square.

Frog Hop (move; at-will)
The frog jumps 6 squares.

Shared Perspective
The conjurer can see through the emerald frog's eyes. While the emerald frog has line of sight to the conjurer, enemies cannot gain combat advantage against the conjurer by flanking the conjurer.

Hopping Escape (immediate reaction, when the frog is missed by a melee attack; at will)
The emerald frog shifts 2 squares.

Alignment Unaligned **Languages** –
Str 1 (+2) **Dex** 24 (+14) **Wis** 16 (+10)
Con 21 (+12) **Int** 2 (+3) **Cha** 6 (+5)

Enchanted Reins Level 5

Made of woven silver and black leather, these reins can help tame even the most savage beast.

Wondrous Item 1,000 gp

Property: These reins resize to fit any Small, Medium, or Large natural beast. All Nature checks made to handle a natural beast fitted with the *enchanted reins* gain a +2 item bonus.

Endless Canteen Level 9

This mundane-looking canteen pours forth water in a seemingly limitless stream.

Wondrous Item 4,200 gp

Power (At-Will): Standard Action. When you open its stopper, the *endless canteen* pours out up to 1 pint of cool, clean water. Any water that has not been consumed within 1 hour of its creation disappears.

Endless Quiver Level 9

This elven-styled quiver can create an endless supply of normal arrows or bolts.

Wondrous Item 4,200 gp

Power (At-Will ♦ Conjuration): Free Action. Use this power as part of your action when you attack with a bow or crossbow. When you reach into the *endless quiver*, it automatically produces a single arrow or bolt, as appropriate. Ammunition created by the quiver that is not used within 1 round of its creation disappears.

Enshrouding Candle Level 7

This everburning candle creates a dim corona of light that helps conceal you from foes.

Wondrous Item 2,600 gp

Property: This candle sheds dim light in a 2-square radius, but it never burns down. Bright light within the candle's radius is reduced to dim light.

Power (Daily ♦ Illusion): Standard Action. When the *enshrouding candle* is lit, it generates an illusion within the area of its illumination. Creatures within the area are invisible to those outside the area, though other features within the area appear as normal. Sound (including speech) within the area is likewise inaudible to those outside. Creatures within the area are unaffected by the illusion and can perceive each other normally. Other senses are unaffected by the *enshrouding candle*. For example, a creature with tremorsense could locate characters in the area normally. Likewise, if characters within the area move objects around them, those moving objects can be seen. The candle burns for 8 hours or until it is moved or extinguished (a minor action). If any character within the area of the illusion attacks, the candle is automatically extinguished.

Escape Tattoo Level 3

Broken chains and skeleton keys are popular images for this tattoo.

Wondrous Item 680 gp

Property: When a nonminion enemy scores a critical hit against you and deals damage, you can teleport 3 squares as a free action.

Wondrous Items



Eternal Chalk Level 1

Vandals, scholars, and explorers alike appreciate the magical longevity of this short stick of chalk.

Wondrous Item 360 gp

Property: A stick of eternal chalk never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author.

A stick of eternal chalk can be created in any color.

Everlasting Provisions Level 4

This plain basket radiates delicious smells.

Wondrous Item 840 gp

Property: After an extended rest, you open the basket, creating enough food and water to feed five Medium or Small creatures (or one Large creature) for 24 hours.

Exchequer's Ledger Level 10

A simple wooden desk supports a book filled with ever-changing mystical entries.

Wondrous Item 5,000 gp

Property: After remaining stationary for at least 24 hours, the ledger displays a detailed entry of each object within 10 squares and the best estimate of its monetary values.

Power (At-Will): Standard Action. You consult the ledger and learn the summed monetary value of all objects accounted for by the ledger's property. You instantly know if the total has changed in any way since the last time you consulted the ledger, but not when or by what means.

Exodus Knife Level 12

This insubstantial silver blade appears to cut through solid walls.

Wondrous Item 13,000 gp

Power (Daily): Standard Action. When you use the exodus knife to trace a doorway onto a solid object, it opens a portal into an empty extradimensional space 4 squares wide, 4 squares high, and 4 squares long.

While the door is open, anyone can enter, see into, or affect the extradimensional space. Only creatures inside the space can open or close the door (a minor action). Once closed, the door becomes invisible to anyone outside the extradimensional space. Creatures on the inside of the closed door can see out, but those outside can't see in. Creatures on one side of the closed door cannot affect creatures on the other side.

The extradimensional space lasts for 8 hours. Any creatures still in the space when the effect ends reappear in the closest unoccupied squares outside the door.

Fan of the Four Winds Level 8

A wave of this fan sends a blast of air against a foe.

Wondrous Item 3,400 gp

Power (Daily): Standard Action. Sweep this fan through the air and make an attack against a Large or smaller creature: Ranged 5; +13 vs. Fortitude; on a hit, you push the target 2 squares. Until the start of your next turn, each time the target moves a square closer to you, it must pay 1 extra square of movement. Sustain standard. If you end your turn more than 5 squares from the target, the effect ends.

Feast Table Level 9

This magnificent round oak table seats twelve and provides a magnificent banquet for all present.

Wondrous Item 4,200 gp

Power (At-Will): Standard Action. A delicious feast for twelve people appears on the table.

Power (At-Will): Standard Action. All remnants of the feast vanish, and the table sparkles with cleanliness.

Feather Boat Level 14

The secrets of the feather boat, first created by noble eladrin explorers, have long since passed on to other races.

Wondrous Item 21,000 gp

Power (Daily): Standard Action. By placing this feather in water, you cause the feather to become a long swan-shaped boat. This boat can hold up to five Medium or Small creatures (or two Large creatures). It can be rowed by two creatures at a speed of 4. After 12 hours, or when its user wills it (a minor action), the boat returns to its feather form.

Feral Glory Tattoo Level 14

The great predator or mighty weapon you've chosen as the subject of this tattoo of blood shifts across your skin an inch or two each time you use it, flowing around your body over the course of the years.

Wondrous Item 21,000 gp

Property: When a nonminion enemy scores a critical hit against you and deals damage, you regain the use of the encounter power you gained from your Feral Might barbarian class feature (in other words, *roar of triumph*, *swift charge*, *war cry*, or *whirling lunge*).

Fey Flute Level 18

Made from lustrous reeds from the Feywild, this set of pipes fortifies the mind against the wiles common among the fey.

Wondrous Item 85,000 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +4 enhancement bonus to attack rolls and damage rolls, and it deals 4d6 extra damage on a critical hit.

Power (Daily): Standard Action. Use this power during a rest. At the end of the rest, choose yourself or an ally who remained within 20 squares of you during the rest. Until the end of that character's next short rest or extended rest, he or she gains a +2 power bonus to all defenses against charm, fear, and psychic attacks and a +2 power bonus to saving throws against charm or fear effects.

Song of Rest: The bonus to saving throws equals your Intelligence modifier.

Figurine of Tantron Paragon Level

This black marble statue of an elephant has eyes that glitter like the sapphires they are. But they also follow movement around the room as if the figurine were a living thing.

The Figurine of Tantron is a wondrous item and a figurine of wondrous power.

Power (Encounter ♦ Conjunction): Standard Action. Use this figurine to conjure Tantron, a huge elephant that appears to be made of black marble (see below for statistics). As a free action, you can spend up to two healing surges when activating this item; each one gives the elephant temporary hit points equal to your healing surge value.

On the platform on its back, Tantron can carry one Large or up to five Medium creatures weighing no more than 5,000 pounds total. If more than 5,000 pounds are placed on it, Tantron refuses to move until the load is under his limit.

Tantron Level 16 Brute

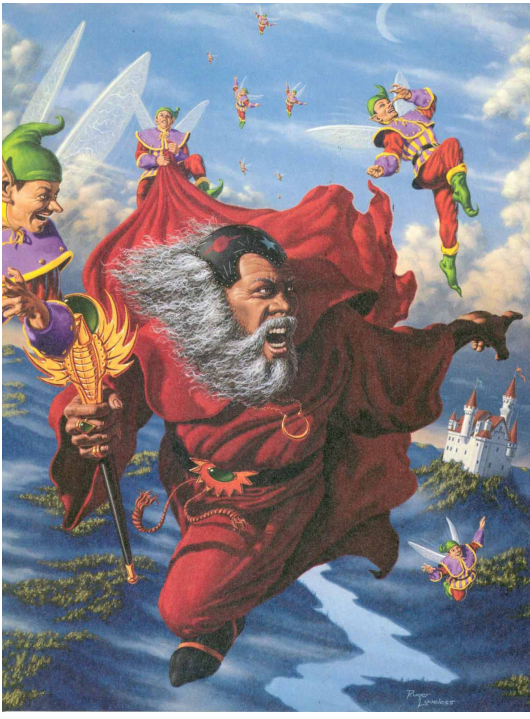
Huge natural animate (mount)

Initiative As conjurer **Senses** Perception +13
HP 50; **Bloodied** 25
AC 29; **Fortitude** 32 **Reflex** 26, **Will** 26
Speed 8, swim 6

① **Stamp** (standard; at-will)
 +19 vs. AC; 2d12 + 8 damage and the target is knocked prone.

Trampling Charge (while mounted by its owner) ♦ **Mount**
 When charging, Tantron can move through one Medium or smaller creature's space and make a stamp attack against that creature. Tantron must end its move in an unoccupied space, and the rider still attacks at the end of the mount's movement.

Alignment Unaligned	Languages –	
Str 26 (+16)	Dex 16 (+11)	Wis 10 (+8)
Con 22 (+14)	Int 5 (+5)	Cha 15 (+10)



Wondrous Items



Final Messenger Level 6

This warforged communication device is built to resemble a small winged animal, but you can make out an intricate assemblage of clockwork amid its fine wings.

Wondrous Item 1,800 gp

Special: Only a warforged character can use this item.

Power (Daily): Standard Action. You implant a destination, a target recipient, an image of what you currently see, and a brief statement (5 seconds) into the messenger. Thereafter, you can activate the messenger as a free action. When you do so, the messenger flies to the destination and seeks the recipient. If you're slain, the messenger launches as an immediate reaction on its part, adding the last thing you saw to its pictures, and adding to its message that you have been destroyed.

The messenger has Initiative +9, darkvision, a fly speed of 8, defenses of 18, and 20 hit points, but it has no combat ability. It has only 8 hours worth of power. If it runs out of power, it becomes inert.

If the intended recipient is a warforged that can attach the messenger, the messenger plays back its contents even if it was rendered inert. Any warforged that isn't the intended recipient, but attaches an inert messenger and succeeds on a DC 20 Arcana check, can retrieve the messenger's message and pictures, as well as its intended destination and recipient. Even if the check fails, a warforged that can attach the messenger can recharge it in the space of a short rest.

Someone who makes a successful DC 25 Arcana check and spends a healing surge can unlock a messenger and make it play back its message

and picture. If the same check beats DC 30, the messenger can be made to play back its intended destination and recipient.

Fire Horn Level 18

This brass horn is warm to the touch. Fire symbols are carved along its length.

Wondrous Item 85,000 gp

Power (Daily): Minor Action. Each enemy in a close blast 5 is affected by this power. An affected enemy that does not have resistance or immunity to fire gains vulnerable 10 fire (save ends). An affected enemy that has resistance or immunity to fire loses that resistance or immunity (save ends).

Fireheart Tattoo Level 4+

As you call upon its power, flames flare and twist around the heart at the center of this tattoo.

Lvl 4 840 gp Lvl 24 525,000 gp
Lvl 14 21,000 gp

Wondrous Item

Property: When you spend an action point to take an extra action, you gain 5 temporary hit points.

Level 14: 10 temporary hit points.

Level 24: 15 temporary hit points.

Flagon of Ale Procurement Level 5

Sought by brewers and barflies, this ornate flagon is not one you take away from a dwarf—even to save his or her life.

Wondrous Item 1,000 gp

Property: You know the distance to the nearest alcoholic beverage.

Power (Daily): Minor Action. For five minutes, you know the direction and distance to the nearest source of water within 30 squares of you or the nearest alcoholic beverage within 60 squares of you. If you are a dwarf, you can instead learn the direction and distance to ingredients for alcoholic beverages within 60 squares of you.

Flask of the Dragon's Breath Level 3

This magic flask produces one dose of a fiery elixir each day.

Wondrous Item 680 gp

Power (Daily): Minor Action. Drink the elixir. At any point until the end of the encounter you can breathe fire, making a close blast 3 attack. The attack bonus is equal to your level + 5. On a hit, you deal 1d6 + your Constitution modifier fire damage.

Fleet Hero Tattoo Level 8+

This mark often takes the form of wings tattooed on the ankles.

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

Wondrous Item

Property: When you spend an action point to take an extra action, you gain a +1 bonus to speed until the end of your next turn.

Level 18: +2 bonus to speed.

Level 28: +3 bonus to speed.

Floating Lantern Level 3

This silver lantern floats in midair under your control.

Wondrous Item 680 gp

Property: This lantern never needs lighting or refilling.

When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

Power (At-Will): Minor Action. While you hold the floating lantern or are adjacent to it, you can set its light to be bright (10-square radius), dim (5-square radius), or off.

Power (At-Will): Move Action. The last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from it.

Flute of the Dancing Satyr Level 6

Carved from wood and inscribed with arcane glyphs, this flute can play a tune of speed and elegance.

Wondrous Item 1,800 gp

Power (Encounter): Move Action. You shift 2 squares, and each ally within 5 squares of your destination space can shift 1 square as a free action.

Flying Carpet Level 20

This 4-foot square of carpet is woven with intricate stitching and strange runes.

Wondrous Item 125,000 gp

Power (At-Will): Move Action. A character on a flying carpet can mentally command it to fly 6 squares. The carpet has a maximum altitude of 10 squares. If no rider is upon it, it hovers in place 1 foot above the ground if it is unrolled or sits on the ground if it is rolled up.

The carpet's flight isn't entirely stable; while on the carpet, a rider takes a -2 penalty to AC and Reflex defense. The carpet can carry one Medium or Small character of no more than 300 pounds. If more than 300 pounds are placed on it, the carpet (and all it carries) falls to the ground, and the character and all objects the carpet was holding take falling damage.

Flying Hook Level 15

This grappling hook flies through the air and can latch onto almost anything.

Wondrous Item 25,000 gp

Power (At-Will): Minor Action. You command the flying hook to fly 10 squares (up to a maximum distance of 20 squares from you) and magically latch onto the surface of any unattended object in your line of sight. Once secured, the flying hook extends a thin rope back to your hands. The rope can be climbed with an Athletics check, or it can be used to pull the object toward you with a Strength check. The hook and rope can support up to 3,000 pounds before the hook detaches from the surface. The rope cannot be tied or knotted in any way, nor can it be used to attack or affect a creature.

Power (At-Will): Minor Action. On your command, the hook detaches from a surface and returns to your hand. This causes the rope to retract.

Fochlucan Bandore Level 3

This instrument's song imbues listeners with fervor and strength.

Wondrous Item 680 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

Power (Daily): Standard Action. Use this power during a short rest. At the end of the short rest, one ally who remained within 20 squares of you during the rest gains a +1 power bonus to weapon damage rolls until the end of his or her next short rest or extended rest.

Song of Rest: The power bonus equals +2.

Foe Stone Level 12

This lodestone is set into a chain, and when aimed toward an enemy, it grants you understanding of your foes' weaknesses.

Wondrous Item 13,000 gp

Power (At-Will): Minor Action. Choose one creature you can see. You learn all the target's vulnerabilities, as well as which of its defenses is lowest.

Wondrous Items



Folding Astral Skiff Level 16

This small metallic cube expands into a full-sized astral skiff.

Wondrous Item 45,000 gp

Power (Daily): Standard Action. The cube unfolds into a full-sized *astral skiff* (see “Vehicles” below). The cube unfolds only if there is enough unoccupied space to contain the skiff.

Power (At-Will): Standard Action. The *astral skiff* collapses into a cube. You cannot use this power while creatures or objects (not including objects normally contained in the skiff) occupy the *astral skiff*.

Fragrance of Authority Level 12

This opaque alabaster bottle periodically renews a subtle perfume that can influence the reactions of others.

Wondrous Item 13,000 gp

Power (Daily): Standard Action. Apply the perfume to yourself or an adjacent ally. The target gains a +2 power bonus to Bluff, Diplomacy, or Intimidate checks (the target’s choice) for 1 hour.

Gem of Auditory Recollection Level 16

This rough-cut quartz gemstone echoes with faint voices when held to the ear.

Wondrous Item 45,000 gp

Power (At-Will): Standard Action. Use this power to record all words spoken by one creature within 20 squares of you. You can end the transcription as a free action. The gem can record 12 hours of speech before becoming full.

Power (At-Will): Standard Action. Use this power to make the gem repeat a section of recorded text aloud in the exact voice and language of the original speaker. The gem continues its recitation until the section is finished or until you use a free action to stop it.

Power (At-Will): Standard Action. Erase all speech recorded by the gem.

Gem-Studded Idol Level 21

This golden statue of a rampant dragon has sockets where its eyes would be and at the ends of its horns and claws.

Wondrous Item 225,000 gp

Property: While five different gemstones each worth at least 10,000 gp are displayed in this idol and you are within 10 squares of the idol, you gain a +5 bonus to Diplomacy, Intimidate, and Insight checks.

Ghostlight Candle Level 15

This plain white wax candle can burn every day without diminishing.

Wondrous Item 25,000 gp

Property: This candle sheds dim light 2 squares in all directions and never burns down (but can be extinguished).

Power (Daily): Standard Action. Use this power while the candle is lit. Until the end of the encounter, creatures within 2 squares of the candle lose the insubstantial quality and can’t become invisible.

Ghostwalk Tattoo Level 26

Artists paint this tattoo using vague or amorphous designs and avoiding color.

Wondrous Item 1,125,000 gp

Property: When you spend an action point to take an extra action, until the end of your turn you gain phasing and become insubstantial.

Gilded Cage Level 21

This gleaming wall is lined with a fine lattice of gold.

Wondrous Item 225,000 gp

Property: This enchanted gold lines the walls, ceiling, and floor of a chamber up to 10 by 10 by 10 squares. No scrying sensor can cross a surface lined with the material or manifest within a chamber fully shielded by the material, unless the sensor is created by a creature of 21st level or higher.

Glass Eye Level 16

Conceal this glass replica of a bloodshot eye so you can scry the location later.

Wondrous Item 45,000 gp

Power (At-Will): Minor Action. You prime the *glass eye* and place it somewhere. Until another creature touches the eye or until you end this effect as a free action, you can choose to create your scrying sensor in the *glass eye*’s square with the Wizard’s Sight ritual even when the eye is as far away as 100 squares. You can also scry the eye’s location using View Location even if the eye’s location is not a location you have visited before or it is not fixed in place.

Globe of Projection Level 18

The image of a roaring dragon is visible in the depths of this blood-red crystal orb.

Wondrous Item 85,000 gp

Property: You can spend 1 hour attuning this large globe to yourself. You must reattune the globe if you move it. Thereafter, you can perform the Hallucinatory Creature ritual by spending 1 minute activating the globe. This functions as the ritual, but the illusion can be of any size, is always an image of you, and cannot travel more than 20 squares from the globe. Instead of making an Arcana check, the number of programmable actions is always 2 minor actions, 2 move actions, and 1 standard action, and the Insight check to pierce the illusion is 30. You can create only one illusory creature at a time with this item.

Golden Lion Level 12

This burnished, gold figurine depicts a pouncing lion.

Wondrous Item 13,000 gp

Power (Daily + Conjuration): Standard Action. Use this figurine to conjure a golden-furred lion (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Golden Lion
Large natural animate

Initiative as conjurer Senses Perception +14; low-light vision
HP 17; Bloodied 8
AC 23; Fortitude 21, Reflex 22, Will 20
Speed 8

↓ Claw (standard; at-will)
+13 vs. AC; 1d8 + 4 damage.

↓ Pounce (standard; at-will)

The golden lion moves up to 8 squares and makes two claw attacks against the same target. If both attacks hit, the target is grabbed (until escape). This power can be used as part of a charge.

Alignment Unaligned Languages –
Str 18 (+10) Dex 20 (+11) Wis 17 (+9)
Con 17 (+9) Int 2 (+2) Cha 10 (+6)

Golden Spade Level 14

This magic shovel instantly clears away a section of earth, ice, or sand to create a deep trench.

Wondrous Item 21,000 gp

Power (Daily): Standard Action. Plunge the golden spade into the ground to create a pit that fills squares in a close burst 2, 3, or 4 (your choice). The pit is 2 squares deep. The pit can only form in an area of earth, ice, or sand. Any creature on the ground whose space is entirely within the bounds of the pit falls into the pit unless it makes a saving throw to catch itself (see Falling, PH 284).

Gorgonblood Mortar Level 22

Integrating this special mortar into your wall grants it a metaphysical denseness.

Wondrous Item 325,000 gp

Property: You can use this mortar in the construction of up to 10 contiguous squares of a wall. Creatures that have phasing can’t pass through walls so constructed.

Greatwing Tattoo Level 18+

A wing, a feather, or any winged creature—dragons or couatls are popular—will do for this tattoo.

Lvl 18 85,000 gp Lvl 28 2,125,000 gp

Wondrous Item

Property: When you spend an action point to take an extra action, you also gain a fly speed equal to your speed until the end of your turn.
Level 28: You gain a fly speed equal to your speed + 6.

Wondrous Items



Guenhwyvar Level 21

This onyx figurine is a ferocious panther.

Wondrous Item 225,000 gp (unique; this item cannot be purchased or created with the Enchant Magic Item ritual)

Power (Daily + Conjuration): Standard Action. Use this figurine to conjure Guenhwyvar (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Special: Guenhwyvar cannot be summoned more than three times a week.

Guenhwyvar
Large natural animate

Initiative as conjurer **Senses** Perception +20; low-light vision and darkvision

HP 50; **Bloodied** 25

AC 35; **Fortitude** 33, **Reflex** 35, **Will** 33

Speed 8, climb 6

⚔ **Claw** (standard, at-will)
+26 vs. Armor Class; 2d8 + 9 damage, and Guenhwyvar shifts 1 square.

⚔ **Bite** (standard; at-will)
Targets a prone creature; +26 vs. AC; 2d10 + 10 damage, and the target is grabbed (until escape).

⚔ **Charging Pounce** (standard; at-will)
When Guenhwyvar charges and hits with her claw, she deals 2d8 extra damage and the target falls prone.

Combat Advantage
When Guenhwyvar hits a creature with her claw attack and the creature is granting combat advantage to her, the target falls prone.

Alignment Unaligned	Languages Understands Common, Elven
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Skills Acrobatics +22, Athletics +20, Stealth +22

Str 20 (+15)	Dex 24 (+17)	Wis 20 (+15)
Con 17 (+13)	Int 6 (+8)	Cha 10 (+10)

Handy Haversack Level 10

This ordinary-looking backpack is surprisingly light.

Wondrous Item 5,000 gp

Property: This backpack can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from a handy haversack is a minor action.

Harmonious Harp Level 9

The melodious tones of this harp fortify your senses and your mind.

Wondrous Item 4,200 gp

Power (Daily): Standard Action. When you strum this harp, you and every ally within 10 squares of you can make a saving throw against an effect with the charm or fear keyword that a save can end. You and affected allies also gain resist 10 psychic until the end of your next turn.

Harp of Deeper Slumber Level 3

A single tone from this small harp leaves creatures briefly inattentive.

Wondrous Item 680 gp

Power (Daily): Minor Action. Each creature within 20 squares of you takes a -15 penalty to Perception checks until the end of your next turn.

Holy Shrine Level 23

Minor angels attend this shrine, allowing you to refocus your divine power for other purposes.

Wondrous Item 425,000 gp

Property: When you spend 24 hours in prayer at the shrine, you can replace one divine power as if you had gained a level and retrained. After you use this property, you can't use it again until you gain a level.

Horn of Baldagyr Level 22

This horn is crafted from the scales of Baldagyr, an astral dragon sworn to watch over the resting place of a mighty primordial until the end of time.

Wondrous Item 325,000 gp

Power (Daily): No Action. **Trigger:** You roll initiative at the beginning of an encounter. **Effect:** You and each ally within 10 squares of you gain a +5 item bonus to Initiative checks and a +2 power bonus to attack rolls on his or her first turn during the encounter.

Horn of Blasting Level 17

This adamantite-trimmed hunting horn unleashes a powerful blast of thunder when blown.

Wondrous Item 65,000 gp

Power (Daily + Thunder): Standard Action. When you sound the horn, make an attack: Close blast 5; +19 vs. Fortitude; on a hit, the target takes 2d10 thunder damage and is dazed and deafened until the end of your next turn; on a miss, the target takes half damage and is deafened until the end of your next turn. On a critical hit, the target is also pushed 1 square and knocked prone.

Horn of Dismissal Level 12

The sound of this black-studded bronze horn dispels conjurations.

Wondrous Item 13,000 gp

Power (Daily): Standard Action. You end each conjuration within 3 squares of you.

Horn of Geryon Level 30

Carved from the horn of some monstrous beast and banded in iron, this great instrument requires both hands to lift—but conjures a massive ally.

Wondrous Item 3,125,000 gp

Power (Daily): Standard Action. You spend a healing surge and wind the horn to conjure a horned beast (see below for statistics) in an unoccupied square within 6 squares of you. The horned beast remains until it is killed or until the end of the encounter; the horned beast has no healing surges and cannot be healed. The creature does not take actions on its own, but you can spend a minor action to allow it to take a move, minor, or standard action (it cannot take more than one standard action or two move actions each turn).

Horn of Summons Level 7

This steel battle horn alerts even those allies you cannot see.

Wondrous Item 2,600 gp

Power (Encounter): Standard Action. When you sound the horn, all creatures within 1 mile hear its call. Allies within that range are awakened if they are sleeping, and instantly know your current location, hit point total, and any effects currently affecting you.

Horn of Undead Enmity Level 17

The haunting sound of this bone horn forces undead to turn against their own allies.

Wondrous Item 65,000 gp

Power (Daily + Charm): Standard Action. When you sound the horn, make an attack: Close blast 5; targets undead only; +20 vs. Will. On a hit, the target makes its next attack against one of its adjacent allies. If it has no adjacent allies, it charges its nearest ally. If the target can't attack or charge, it moves its speed away from you.

Horreb Ritual Cube Level 18

Arcane glyphs of unknown origin are etched upon the face of this intricate, mechanical puzzle cube.

Wondrous Item priceless

Property: Gain a +2 item bonus to saving throws.

Power (Consumable): Standard Action. By rotating the cube's faces into the proper arrangement and making a DC 23 Arcana or Religion skill check, the holder of the cube triggers the ritual stored in it during the cube's creation.

Hunter's Flint Level 2

This chunk of flint strikes sparks that can ignite a magical blaze.

Wondrous Item 520 gp

Power (Daily + Illusion): Standard Action. Use this flint to light a campfire. The fire burns without smoke or sound. The light of this magic campfire is invisible from outside its 10-square radius, though creatures and objects within that radius can be seen normally with darkvision or if existing light allows. The campfire is a normal fire in all other respects. The fire lasts for 12 hours (requiring no additional fuel) or until extinguished normally. The flint can be used to light lanterns and other fires as normal, but such fires gain no magical effect.

Immovable Shaft Level 12

This 1-foot-long black metal rod can defy gravity, supporting weight and resisting manipulation.

Wondrous Item 13,000 gp

Power (At-Will): Minor Action. Place the immovable shaft into position. It remains in that spot even if such placement defies gravity. You can reposition the immovable shaft using another minor action, but any other creature seeking to move it must succeed on a DC 25 Strength check and spend a standard action to move it 1 square.

Wondrous Items



Instant Campsite Level 5

This tightly packed satchel expands into a complete campsite that can automatically pack up again.

Wondrous Item 1,000 gp

Power (Daily): Standard Action. You open the satchel and it magically expands into a complete campsite, including a campfire and four two-person tents with bedrolls. The campfire lasts for up to 12 hours (requiring no fuel) or until you spend another standard action to pack the campsite back into the satchel once more.

Instant Portal Level 23

Shattering this glass marble against a hard surface releases the short-lived portal within.

Wondrous Item 425,000 gp

Power (Consumable ♦ Teleportation): Minor Action. You create a portal in an adjacent square. The portal leads to a destination determined when the item was created.

The portal remains open for 5 rounds, closing at the end of your turn on the fifth round.

The portal is misty, restricting vision to 5 squares into the destination. Until the portal closes, creatures can move freely between the portal and the location to which it's connected.

Invigorating Coins Level 15

Enchanted heaps of gold and silver coins form a deep, comfortable nest to reinvigorate the most ancient dragon.

Wondrous Item 25,000 gp

Property: After you take an extended rest on this bed of coins, you gain 2d8 temporary hit points.

Power (Daily): No Action. Trigger: You use your breath weapon while occupying the bed's space. Effect: You automatically recharge your breath weapon.

Invulnerable Case Level 15

This smooth metal case protects its contents from all but the most devastating damage.

Wondrous Item 25,000 gp

Property: The invulnerable case can hold one item the size of a large book. It opens easily to the touch of one wanting to access its contents, but otherwise stays closed despite any external forces acting on it. The case has resist 30 to all damage and 100 hit points, and it regenerates 10 hit points per hour. As long as the case has at least 1 hit point, any item held within it is immune to damage.

Ironheart Tattoo Level 8+

Ironheart tattoos represent in symbol or image how the bearer can't be conquered.

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

Wondrous Item

Property: When you spend a healing surge, you gain resistance against the next damage dealt to you equal to the number of healing surges you have spent since your last extended rest.

Level 18: Twice the number of healing surges you have spent since your last extended rest.

Level 28: Three times the number of healing surges you have spent since your last extended rest.

Ironwood Hound Level 10

This wooden statuette depicts a hunting hound dashing toward its prey.

Wondrous Item 5,000 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a yellow-furred hunting hound (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Ironwood Hound

Medium natural animate

Initiative as conjurer **Senses** Perception +8; low-light vision

HP 15; **Bloodied** 7

AC 24; **Fortitude** 22, **Reflex** 19, **Will** 21

Speed 6

Ⓢ **Bite** (standard; at-will)
+15 vs. AC; 2d6 + 3 damage.

Ⓡ **Drive Back** (standard; at-will)
+13 vs. Fortitude; 2d6 + 3 damage, and the target is pushed 2 squares and the ironwood hound can shift 2 squares. The ironwood hound must end its shift adjacent to the target's new position.

Alignment Unaligned **Languages** –
Str 13 (+6) **Dex** 12 (+6) **Wis** 16 (+8)
Con 18 (+9) **Int** 2 (+1) **Cha** 8 (+4)

Ivory Goat of Travail Level 11

This ivory statuette depicts a goat in the midst of a headlong charge.

Wondrous Item 9,000 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a regal white goat (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Ivory Goat of Travail

Medium natural animate

Initiative as conjurer **Senses** Perception +6; low-light vision

HP 9; **Bloodied** 4

AC 21; **Fortitude** 20, **Reflex** 19, **Will** 18

Speed 6

Ⓡ **Ram's Charge** (standard; at-will)
+14 vs. AC; 2d6 + 3 damage, and the target is pushed 2 squares and knocked prone. This power can be used as part of a charge.

Ⓡ **Goat Rush** (standard; at-will)
+11 vs. Fortitude; the target is pushed 1 square, and the ivory goat shifts into the vacated space.

Alignment Unaligned **Languages** –
Str 16 (+8) **Dex** 14 (+7) **Wis** 13 (+6)
Con 19 (+9) **Int** 2 (+1) **Cha** 10 (+5)

Jade Macetail Level 8

This green jade figurine depicts an armored reptilian beast with a spiked tail.

Wondrous Item 3,400 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a macetail behemoth that appears to be made of jade (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Power (At-Will): Standard Action. The jade macetail recharges its tail sweep power.

Jade Macetail Behemoth

Large natural animate

Initiative as conjurer **Senses** Perception +6

HP 13; **Bloodied** 6

AC 23; **Fortitude** 23, **Reflex** 20, **Will** 19

Speed 5

Ⓡ **Tail Bludgeon** (standard; at-will)

Reach 2; +14 vs. AC; 1d10 + 6 damage.

Ⓢ **Tail Sweep** (standard; encounter)

Close burst 1; +12 vs. Reflex; 1d10 + 6 damage, and the target is knocked prone if it is Medium size or smaller.

Alignment Unaligned **Languages** –
Str 22 (+10) **Dex** 16 (+7) **Wis** 14 (+6)
Con 18 (+8) **Int** 2 (+0) **Cha** 6 (+2)

Jade Sea Snake Level 10

This coiled serpent of jade can become a mount for several riders and carry them on land and sea.

Wondrous Item 5,000 gp

Power (Daily ♦ Conjuration): Standard Action. You use this figurine to conjure a Huge sea snake (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

While riding the jade sea snake, you breathe underwater as if it were air and can speak normally under water. The sea snake can carry six Medium or Small characters. If more or larger characters are placed on it, the creature disappears and cannot be conjured again until after an extended rest. See *Adventurer's Vault*, page 180, for complete details on figurines of wondrous power.

Jade Sea Snake

Huge natural animate (aquatic, mount)

Initiative as conjurer **Senses** Perception +12, low-light vision

HP 15; **Bloodied** 7

AC 20; **Fortitude** 18, **Reflex** 20, **Will** 16

Speed 6, swim 10

Ⓢ **Bite** (standard; at-will) ♦ **Poison**

+13 vs. AC; 1d10 + 6 poison damage.

Deft Slither (while mounted by a friendly rider of 10th level or higher) ♦ **Mount**

While swimming, the sea snake and its riders do not provoke opportunity attacks due to their movement.

Alignment Unaligned **Languages** –
Str 22 (+10) **Dex** 16 (+7) **Wis** 17 (+7)
Con 16 (+7) **Int** 2 (+0) **Cha** 10 (+4)

Wondrous Items



Jar of Steam Level 7

This clay jar is warm to the touch. When opened, it creates a cloud of steam that fills the area around it.

Wondrous Item 2,600 gp

Power (Daily ♦ Zone): Standard Action. When you pull the lid off the jar, hot steam fills a close burst 1 until the end of your next turn. This zone of steam provides concealment to all creatures within it. Any creature other than you that starts its turn within the zone takes 1d6 fire damage. Sustain minor; you must be within 10 squares of the zone.

Keoghtom's Ointment Level 12

This tiny jar magically creates a dollop of potent healing unguent each day.

Wondrous Item 13,000 gp

Power (Daily ♦ Healing): Standard Action. Apply this substance to yourself or an adjacent ally. That creature automatically ends one disease or poison effect that a save can end or regains one healing surge (your choice).

Lamp of Discerning Level 5

This plain-looking lantern grants those in its light the ability to see through deception.

Wondrous Item 1,000 gp

Property: This lantern sheds light in a 10-square radius as normal, but it never needs lighting or refilling. You and all allies within the area of illumination gain a +1 power bonus to Insight and Perception checks.

Lantern of Revelation Level 16

Light from this lantern reveals even the most well-hidden foes.

Wondrous Item 45,000 gp

Property: This lantern sheds light in a 10-square radius as normal, but it never needs lighting or refilling.

Power (Daily): Minor Action. This power creates a close burst 10 that coats all creatures in the area with glowing motes of light (save ends). Affected creatures gain no benefit from concealment or invisibility.

Ioun's Parchment Level 1

This thin sheet of bronze, the size of a roll of parchment, is embossed with Ioun's symbol in one corner.

Wondrous Item 360 gp

Property: This material can be written on like paper or parchment, and the writing can't be erased until the parchment's owner wills it blank. It's flexible enough to roll. Creating a ritual scroll using this item fills it with text, but takes half the usual time. Once the ritual is performed, the piece of Ioun's parchment turns blank and can be reused.

Lens of Discernment Level 10

This lens reveals useful information regarding a creature you observe.

Wondrous Item 5,000 gp

Power (Encounter): Minor Action. Hold the lens up to a creature that you can see. You gain a +10 power bonus to monster knowledge checks made to identify the creature until the start of your next turn.

Lens of Reading Level 7

Holding this lens to your eye allows you to read even the most complex scripts and obscure languages.

Wondrous Item 2,600 gp

Power (Daily): Standard Action. Use this power while perusing text written in a language you do not know. For 1 hour, you can read that language as long as you hold the lens of reading.

Special: You can activate the lens of reading in place of the required component cost for a Comprehend Languages ritual.

Loadstone of the Planes Level 8

This arrow-shaped piece of magnetite bound in electrum whirls in the air, directing you to a portal you're looking for.

Wondrous Item 3,400 gp

Power (Daily): Special. Use this power during a short or an extended rest only. You learn the direction and rough distance to the nearest portal connected to a plane of your choice.

Loadstone Statue Level 14

This statue usually takes the form of a dwarf paladin crouched in a defensive stance.

Wondrous Item 21,000 gp

Property: Any creature within 5 squares of this statue can't shift.

Property: Any marked creature within 5 squares of this statue takes a -3 penalty (instead of the normal -2 penalty) to attack rolls when making an attack that doesn't include the creature that marked it.

Loadstone Vault Level 15

This treasure chamber makes a would-be thief work much harder for that haul.

Wondrous Item 25,000 gp

Property: You can spend 24 hours attuning the vault to yourself. Any item left in the vault for at least 24 hours weighs five times normal for creatures not attuned to the vault until it has been outside the vault for 24 hours. In addition, unattuned creatures cannot fly within the vault.

Long-Battle Tattoo Level 7

This tattoo is often depicted as a shield surrounded by weapons.

Wondrous Item 2,600 gp

Property: When you hit with a daily attack power, you gain a bonus to the damage roll equal to the number of healing surges you have spent since your last extended rest.

Mac-Fulrmidh Cittern Level 5

The music of this magic lute lingers in the mind, providing vigor long after its tones have ceased.

Wondrous Item 1,000 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.

Power (Daily ♦ Healing): Standard Action. Use this power during a short rest. At the end of the short rest, choose yourself or an ally who remained within 20 squares of you during the rest. Until the end of that character's next short rest or extended rest, he or she regains an additional 2 hit points when spending a healing surge.

Song of Rest: The additional hit points equal 4.

Madeth's Magical Musician Level 3

This tiny, well-carved wooden box holds a small fiddle bow. With a touch, it produces delightful, mesmerizing music.

Wondrous Item 680 gp

Power (Daily): Standard Action. For 1 hour, the item plays a pleasant tune that can be heard within 10 squares.

Power (Daily ♦ Charm): Minor Action. You gain a +2 item bonus to attack rolls with charm powers until the end of your next turn.

Magic Drawbridge Level 13

This iron-banded drawbridge resizes to fit the portal it's placed in, then raises or lowers with a single word.

Wondrous Item 17,000 gp

Property: You can command this drawbridge to raise or lower as a free action. You must be able to see the drawbridge to activate it, and it neither rises if any creature is on it nor lowers if any creature is under it.

Magic Weapon Rack Level 25

This heavy oak weapon rack recharges weapons and implements stored on it.

Wondrous Item 625,000 gp

Power (Daily): Use this power during a short rest. The daily power of a single weapon or implement stored on the rack is recharged.

Magnificent Tapestry Level 16

The scenes depicted in this richly embroidered wall hanging seem uncannily realistic.

Wondrous Item 45,000 gp

Property: This tapestry is blank until first used. You can use the View Location ritual by meditating on the desired location in front of the tapestry for 10 minutes. Instead of making an Arcana check, the scrying sensor lasts for 1 round and the DC to detect the sensor is 24. You see the results of the ritual in the tapestry, and when the effect ends, the tapestry retains the last image it displayed until it is next used.



Manual of the Planes Level 21

The pages of this tome display complex diagrams of planar destinations and provide insight into the portals connecting various locations within the planes.

Wondrous Item 225,000 gp
Property: You can use the Analyze Portal ritual as if you have the Ritual Caster feat and are of the appropriate level. The ritual's component cost is halved, and it takes half the time to complete the ritual. You gain a +4 item bonus to Arcana checks to perform the ritual.
Power (Daily): Standard Action. Change the destination of an open portal to any other destination, as long as you know the sigil sequence of the new destination. The portal resets to its normal destination after 1 minute.

Map of Orienteering Level 9

As you unfold this sheet of parchment, sepia ink spreads across its surface to depict your immediate surroundings.

Wondrous Item 4,200 gp
Property: As long as it is opened, this map automatically and continuously reproduces the area within 100 feet in all directions. It can reproduce only what you have seen personally, so invisible objects, undiscovered traps or secret doors, and unknown areas around the next corner do not appear on the map. Illusions are faithfully reproduced unless you have previously recognized them as false. Creatures are not shown on the map unless they take the form of objects (for example, a gargoyle in stone form or an earthwind ravager disguised as a pile of rocks) and have not been recognized for what they are.
 The map shows the area within 100 feet by default, but you can mentally command it to zoom in or out to display any areas explored within the last 24 hours (a minor action).
 The map of orienteering automatically erases and begins redrawing after you take an extended rest, unless you command it to do otherwise.

Map of Unseen Lands Level 7

Protected by a sturdy scroll tube, this sheet of vellum is ringed with symbols of travel: wagon wheels, footsteps, and rafts.

Wondrous Item 2,600 gp
Property: You gain a +2 item bonus to Nature checks and Perception checks to navigate through areas mapped by this item's power (including checks made during skill challenges).
Power (Daily): Standard Action. You command this map to redraw itself, depicting the surface area within a 10-mile radius around you. The map doesn't go into precise detail, but it's accurate. It shows only aboveground terrain, not underground areas.
 The map includes the following features:
 ♦ General terrain features, such as mountains, rivers, and lakes;
 ♦ Structures 5,000 square feet or larger in size;
 ♦ Structures important for travel, such as bridges and portals;
 ♦ Lair of creatures that are significant threats;
 ♦ Names or general descriptions for any of the above features, if such information is well known.
 The sketch remains on the map until this power is used again.

Marble Elephant Level 10

Made of white stone, this statuette can become a powerful elephant.

Wondrous Item 5,000 gp
Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure an elephant that appears to be made of white marble (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.
 The marble elephant can carry one or more Large or smaller creatures weighing no more than 1,000 pounds total. If more than 1,000 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

Marble Elephant

Huge natural animate (mount)

Initiative as conjurer **Senses** Perception +8
HP 15; **Bloodied** 7
AC 20; **Fortitude** 20, **Reflex** 16, **Will** 18
Speed 8
 † **Stamp** (standard; at-will)
 +11 vs. AC; 1d10 + 7 damage, and the target is knocked prone.
Trampling Charge (while mounted by a friendly rider of 10th level or higher) ♦ **Mount**
 When charging, the elephant can move through one Medium or smaller creature's space and make a stamp attack against that creature. The marble elephant must end its move in unoccupied squares, and the rider still attacks at the end of the mount's movement.
Alignment Unaligned **Languages** –
Str 25 (+12) **Dex** 13 (+6) **Wis** 16 (+8)
Con 21 (+10) **Int** 2 (+1) **Cha** 9 (+4)



Mercury Wasp Level 16

This curious glass figurine contains quicksilver.

Wondrous Item 45,000 gp
Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a swarm of stinging wasps (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.
Power (At-Will): Standard Action. The mercury wasp swarm regains the use of its *angry swarm* power.

Mercury Wasp Swarm

Medium natural animate (swarm)

Initiative as conjurer **Senses** Perception +11; tremorsense 5
Cloud of Stingers (Poison) aura 1; any creature other than the conjurer that starts its turn within the aura takes 5 poison damage.
HP 21; **Bloodied** 10
AC 27; **Fortitude** 25, **Reflex** 26, **Will** 24
Resist half damage from melee and ranged attacks;
Vulnerable 5 against close and area attacks
Speed 1, fly 4 (hover, altitude limit 2)
 † **Stinging Swarm** (standard; at-will) ♦ **Poison**
 +17 vs. Fortitude; 2d10 poison damage.
 † **Angry Swarm** (standard; encounter) ♦ **Poison**
 Close burst 1; +17 vs. Fortitude; 2d10 poison damage, and the target takes a -2 penalty to attack rolls (save ends).
Alignment Unaligned **Languages** –
Str 10 (+8) **Dex** 23 (+14) **Wis** 17 (+11)
Con 21 (+13) **Int** 1 (+3) **Cha** 1 (+3)

Mighty Armory Level 28

Gorgeous armor and brilliant weapons are mounted on the walls of this sumptuous chamber.

Wondrous Item 2,125,000 gp
Property: While five different magic weapons or armors each worth at least 100,000 gp are displayed in this armory and you are within 10 squares of the armory, you gain a +2 item bonus to attack rolls and damage rolls with melee attacks and a +2 item bonus to AC.

Mirror of Deception Level 18

When you stand before this wrought-iron framed mirror, you can change your looks to reflect your every whim.

Wondrous Item 85,000 gp
Power (At-Will ♦ Illusion): Standard Action. You gain the appearance of a member of any humanoid race of the same size category as you. Your clothing and equipment alter appearance as you desire. The illusion doesn't alter sound or texture, so a creature listening to you or touching you might detect the illusion. The illusion lasts until you leave the lair where the mirror resides, or until you end the effect as a free action.

Wondrous Items



Mirror of Opposition Level 20

This small, ornately framed mirror briefly reverses your opponent's loyalties.

Wondrous Item 125,000 gp
Power (Daily ♦ Charm): Standard Action. Hold this mirror up to an enemy within 5 squares of you and make an attack against that enemy: Ranged 5; +23 vs. Will; on a hit, the target treats its allies as enemies and its enemies as allies until the end of your next turn. It takes opportunity attacks against its former allies but not against you and your allies. As a free action on the target's turn, you can command the target to make a basic attack (using its standard action for its turn) against any other target or targets of your choice. However, you cannot command the target to use any of its other powers.

Mithral Maze Level 28

A brilliant silvery gateway beckons the unwary.

Wondrous Item 2,125,000 gp
Property: This hallway is lined with enchanted mithral. It is 10 squares long and 6 squares wide and high. You can spend 1 hour to attune yourself and up to eight other creatures to the hallway. The hallway makes an attack as an opportunity action against any creature that enters any square in the hallway: +32 vs. Will; target is immobilized (save ends).
Power (Daily ♦ Teleportation): Standard Action. Make an attack against an immobilized creature in the hallway: Ranged 10; Intelligence or Charisma + 5 vs. Will; the target is trapped in an extradimensional maze (save ends). While trapped, the target's turns start and end as normal, but it can't take actions and it has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to it.

Monocle of Comprehension Level 5

Sharing this monocle with your friends helps them understand the efreet with whom you're dealing. You didn't tell them that wearing it was unnecessary.

Wondrous Item 1,000 gp
Property: You can use this item as an optional focus for the Comprehend Language ritual. When you do, it splits into up to 8 duplicate monocles for the duration of the ritual. Any creature holding one of the monocles gains the same comprehension granted you by the ritual until it is no longer holding the monocle or the ritual's duration expires.

Moonstone Sphere Level 23

This perfect globe of lustrous moonstone has a dark flaw that gives it the appearance of an eyeball. At times, it moves like a roving eye, looking at something its wielder missed.

Wondrous Item 425,000 gp
Property: You gain a +5 bonus to Perception checks, and a +2 bonus to Arcana checks.
Property: You can use the sphere's powers with your Intelligence, Wisdom, or Charisma modifier, treating the sphere as a +5 implement.
Property: The sphere can be used as a focus for scrying rituals.
Property: The sphere secretly records everything that happens to and around its wielder. In truth, the sphere is an aspect of the Eye of Vecna (*Dungeon Master's Guide*, page 166). It prefers an arcane wielder, sending dreams of its power to such a character in the party. A DC 29 Arcana check while studying the sphere reveals that it has hidden powers. A subsequent DC 31 Arcana check, made no sooner than a day later, reveals the sphere's true nature. Failed checks can be repeated on a new day.
Power (At-Will ♦ Arcane, Charm, Implement, Psychic): Standard Action. You can use *eyebite* (warlock 1; 2d6 + Intelligence, Wisdom, or Charisma modifier damage).
Power (Daily ♦ Arcane): Standard Action. You can use *eye of the warlock* (warlock 16. *Player's Handbook*, page 137).

Moran's Eye Level 14

This sphere of translucent orange crystal is 6 inches in diameter and warm to the touch. One side of the orb features a gold-flecked disk split by a vertical black slash, like a cat's eye.

Lvl 14 +3 21,000 gp
Implement (Orb) or Wondrous Item
Enhancement: Attack rolls and damage rolls
Critical: +3d6 damage
Property: You gain a +5 bonus to Arcana checks as long as you have the Eye in your possession.
Power (Daily ♦ Arcane, Implement): *Smoldering Eye*. Standard Action. Close blast 5; Intelligence vs. Reflex; target takes ongoing 10 fire damage and a -2 penalty to attack rolls (save ends both).
Power (Encounter ♦ Arcane, Implement): *Baleful Eye*. Minor Action. Ranged 10; Intelligence vs. Will; the target is slowed and cannot teleport (save ends both). The effect ends if the wielder uses *baleful eye* on another creature.
Ritual of Retrieval: The wielder of *Moran's Eye* can perform a unique ritual (see below).
Special: A humanoid of Large size can fit the orb into an empty eye socket. When worn in this fashion, *Moran's Eye* functions as a wondrous item and its powers change as follows.
Baleful Eye: At-will; Constitution vs. Will.
Smoldering Eye: Encounter; Constitution vs. Reflex; using the power deals 10 psychic damage to the wearer.

Mummified Hand Level 27

This gnarled hand allows you to gain the benefit of a third ring.

Wondrous Item 1,625,000 gp
Property: The *mummified hand* has one ring item slot that you can use in addition to your own ring item slots. As long as you hold the *mummified hand*, you gain the benefit and can use the powers of any ring placed on one of its fingers. If two or more rings are placed on the *mummified hand*, none of the rings function. You cannot benefit from more than one *mummified hand*.

Obsidian Steed Level 5

This figurine of dark volcanic glass can become a sleek riding horse.

Wondrous Item 1,000 gp
Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a horse that appears to be made of obsidian (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Obsidian Steed Large natural animate (mount)

Initiative as conjurer Senses Perception +9
 HP 8; Bloodied 4
 AC 17; Fortitude 17, Reflex 14, Will 14
 Speed 8
 ♦ Kick (standard; at-will)
 +6 vs. AC; 1d6 + 5 damage.
 Charger (while mounted by a friendly rider of 5th level or higher)
 ♦ Mount
 The obsidian steed grants its rider a +5 bonus to damage rolls on charge attacks.
 Alignment Unaligned Languages –
 Str 21 (+7) Dex 14 (+4) Wis 14 (+4)
 Con 18 (+6) Int 2 (-2) Cha 10 (+2)

Deepfarer's Pouch Level 5

This oilskin pouch holds more than it should, including a small breathing tube that extends from the inside.

Wondrous Item 1,000 gp
Property: This belt pouch contains 1 hour's worth of air, which remains fresh indefinitely. Once the air in the pouch has been consumed, you can refresh the supply by exposing the open pouch to any supply of breathable air during a short rest.

Ollamh Harp Level 29

This harp calls down the fury of the storm and grants it to all listeners.

Wondrous Item 2,625,000 gp
Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +6 enhancement bonus to attack rolls and damage rolls, and it deals 6d6 extra damage on a critical hit.
Power (Daily): Standard Action. Use this power during a short rest. At the end of the short rest, you and each ally who remained within 20 squares of you during the rest are affected by this power. Until the end of each affected character's next short rest or extended rest, his or her attacks deal 5 extra lightning damage.

Wondrous Items



Onyx Dog Level 4

This figurine, sculpted of reflective onyx, depicts a barking dog.

Wondrous Item 840 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a black mastiff (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Power (At-Will): Immediate Reaction. Use this power when an enemy adjacent to the onyx dog attacks you. The onyx dog makes a bite attack against the attacker.

Onyx Dog

Medium natural animate

Initiative as conjurer Senses Perception +7; low-light vision

HP 9; Bloodied 4

AC 16; Fortitude 15, Reflex 14, Will 13

Speed 8

† Bite (standard; at-will)

+7 vs. AC; 1d6 + 3 damage.

Alignment Unaligned Languages –

Str 16 (+5) Dex 14 (+4) Wis 13 (+3)

Con 14 (+4) Int 2 (-2) Cha 10 (+2)

Opal Carp Level 6

This opal lozenge is carved with scales, and can transform into a giant fish.

Wondrous Item 1,800 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a carp with opalescent scales (see below for statistics). There must be a body of water adjacent to you in which the carp can appear; otherwise the figurine can't be activated. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

While riding the carp, you breathe water as if it were air and can speak normally while underwater. The carp can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

See *Adventurer's Vault*, page 180, for complete details on figurines of wondrous power.

Opal Carp

Medium natural animate (aquatic, mount)

Initiative as conjurer Senses Perception +6

HP 11; Bloodied 5

AC 20; Fortitude 17, Reflex 19, Will 18

Speed swim 8

Ⓢ Slam (standard; at-will)

+11 vs. AC; 1d10 + 4 damage.

Opal Glamer (while mounted by a friendly rider of 6th level or higher) ♦ Mount

The carp and its rider have concealment against all ranged and area attacks. When an attack misses the carp or its rider, the carp can shift 1 square as a free action.

Small Rider

A Small creature can ride the carp, even though the carp isn't Large.

Alignment Unaligned Languages –

Str 10 (+3) Dex 19 (+7) Wis 16 (+6)

Con 14 (+5) Int 2 (-1) Cha 10 (+3)

Pearl Sea Horse Level 9

This figurine depicts an iridescent sea horse wearing a saddle.

Wondrous Item 4,200 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a Large majestic sea horse (see below for statistics). There must be a body of water adjacent to you for the sea horse to appear in; otherwise, the figurine cannot be activated. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

While riding the sea horse, you breathe water as if it were air and can speak normally underwater.

The sea horse can carry one Medium or Small character weighing no more than 300 pounds. If more than 300 pounds are placed on it, the creature disappears and cannot be conjured again until after an extended rest.

Pearl Sea Horse

Large natural animate (aquatic, mount)

Initiative as conjurer Senses Perception +4

HP 14; Bloodied 7

AC 17; Fortitude 17, Reflex 15, Will 13

Speed swim 10

† Tail Slap (standard; at-will)

Reach 2; +10 vs. AC; 2d8 + 4 damage.

Aquatic Charge (while mounted by a friendly rider of 9th level or higher; at-will) ♦ Mount

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

Waterborn

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

Alignment Unaligned Languages –

Str 18 (+8) Dex 15 (+6) Wis 10 (+4)

Con 20 (+9) Int 2 (+0) Cha 9 (+3)

Phantom Bridle Level 10

Placing this bridle on your phantom steed makes it nearly impervious to damage.

Wondrous Item 5,000 gp

Property: After performing the Phantom Steed ritual, you can place this bridle on one of the steeds created. That phantom steed gains resist 20 to all damage until the ritual ends or you remove the bridle.

Phantom Soldier Level 7

This tiny figurine is carved in the shape of a warrior and can be used to summon a life-sized illusion of the depicted warrior to distract your enemies in battle.

Wondrous Item 2,600 gp

Power (Daily ♦ Illusion): Minor Action. You must have the figurine in your hand to use this power. An illusory soldier appears in an unoccupied square adjacent to you or an enemy within 5 squares of you. The soldier is treated as one of your allies and can be used to flank enemies, but it does not make attacks.

The illusory soldier has the same defenses as you and 1 hit point. It never takes damage on a miss. Once per round, you can use a minor action to move the soldier up to your speed. The illusory soldier remains until the end of the encounter or for 5 minutes.

Pierced Heart Tattoo Level 2+

Arrows, spears, swords—anything with a point serves to pin-cushion the heart at the center of this tattoo of heart.

Lvl 2 520 gp Lvl 22 325,000 gp

Lvl 12 13,000 gp

Wondrous Item

Property: When you use your second wind, you gain a +2 bonus to damage rolls on the next attack you make before the end of your next turn. If you are raging when you use your second wind, you also gain a +2 bonus to the attack roll of that attack.

Level 12: +4 bonus to damage rolls.

Level 22: +6 bonus to damage rolls.

Polyglot Gem Level 6

This intricately carved gemstone holds the secrets of language within its many facets.

Wondrous Item 1,800 gp

Property: Each polyglot gem contains the knowledge of one language, chosen when the item is created. As long as you carry the gem on your person, you are able to speak, read, and write that language fluently.

If you carry more than one polyglot gem on your person, none of them function.

Special: If you create a polyglot gem, you can imbue it only with a language you know.

Portable Hole Level 19

This handkerchief-sized black circle becomes a great hole when placed on a flat surface.

Wondrous Item 105,000 gp

Power (At-Will): Standard Action. Place a portable hole on a wall, a floor, or a ceiling. (The surface must be flat for the item to function.) The portable hole instantly creates a 5-foot-wide, 5-foot-deep hole in that surface. With a standard action, any creature adjacent to a portable hole can pick it up, provided there are no creatures or objects inside it.

Wondrous Items



Portal Rod Level 10

By holding this rune-carved rod on both sides of the portal, you stabilize the link between the two places.

Wondrous Item 5,000 gp

Power (Daily): Minor Action. Until the end of your next turn, one adjacent portal opened with the Linked Portal, Planar Portal, Reverse Portal, or True Portal ritual remains open, even if it would normally close before then. *Sustain Minor:* The effect persists until the end of your next turn. After 10 rounds of sustaining this effect, you can no longer sustain it and the portal closes. The portal begins to waver after 5 rounds, warning you of its impending closure.

Pouch of Frozen Passage Level 9

This pouch periodically renews a flurry of ice crystals that can freeze any liquid surface.

Wondrous Item 4,200 gp

Power (Daily): Standard Action. You fling ice crystals from the pouch onto an area of open liquid, freezing up to 20 contiguous squares of the liquid's surface. The frozen surface is normal terrain and can support the weight of up to twenty Medium creatures, five Large creatures, or one Huge creature.

The pouch of frozen passage can solidify any sort of liquid, from water to lava. The frozen surface has the following statistics: AC 3, Fortitude 15, Reflex 3, hp 20 per square. It lasts for 4 hours or until destroyed.

Pouch of Ghost-Grounding Dust Level 15

This pouch never runs low on ghost-grounding dust.

Wondrous Item 25,000 gp

Power (Daily): Standard action. Pull a handful of dust from the pouch and throw it into the air (close blast 3). Creatures in the blast lose insubstantial and phasing (save ends).

Pouch of Platinum Level 5

This platinum-embossed leather pouch can convert gems and coins into platinum pieces.

Wondrous Item 1,000 gp

Property: Normal gemstones and coins of any denomination placed into the pouch are converted to an equal value of platinum pieces. Coins or gems that cannot be evenly converted to platinum pieces are unaffected.

Pouches of Shared Acquisition Level 15

These simple leather pouches share a bond of powerful magic.

Wondrous Item 25,000 gp

Property: These two matched leather pouches magically share the same interior space. Whatever is placed in one pouch (to a maximum weight of 3 pounds) can be accessed from the other pouch regardless of the distance between them, as long as both pouches are on the same plane. If the pouches are on different planes, neither pouch can access the interior space. Only one pouch can be accessed at a time.

Power Jewel Level 5

Magical energy pulses within this stunning red jewel, allowing you to use a power you have already expended.

Wondrous Item 1,000 gp

Power (Daily): Minor Action. This power allows you to regain the use of an encounter power of 1st or 3rd level.

Special: You must have reached at least one milestone today to activate this item.

Quick-Step Tattoo Level 7

Cheetahs, panthers, and other fast predators serve well for these tattoos.

Wondrous Item 2,600 gp

Property: When you spend an action point to take an extra action, each ally you can see who also has a quick-step tattoo can shift 1 square as a free action.

Rage Torc Tattoo Level 12

Circling the neck like a spiral torc, this tattoo of spirit opens with a notch on one side for the magic to flow through and return.

Wondrous Item 13,000 gp

Property: When you spend an action point to take an extra action, you do not expend the action point if you use a rage attack and the attack misses all its targets.

Reinforcement Tattoo Level 9

Kobolds, rabbits, and other quick-breeding creatures are shown in this tattoo.

Wondrous Item 4,200 gp

Property: When a nonminion enemy scores a critical hit against you and deals damage, you can teleport each ally you can see to a space within 3 squares of you as a free action.

Restful Bedroll Level 1

An extended rest in this magic bedroll grants you extra vitality.

Wondrous Item 360 gp

Power (Daily): Standard Action. Use this power when you complete an extended rest in the restful bedroll. Gain 1d8 temporary hit points that last until you take another rest (short or extended).

Resurgence Tattoo Level 27

Creatures that return from defeat, such as the phoenix, are popular images for this tattoo.

Wondrous Item 1,625,000 gp

Property: When a nonminion enemy scores a critical hit against you and deals damage, you regain the use of an encounter attack power that you have already used during this encounter.

Revenant Ankh Level 20

This powerful ankh temporarily imbues an ally with life force, allowing him to return to battle.

Wondrous Item 125,000 gp

Power (Daily): Standard Action. Choose an ally within your line of sight who died since the end of your last turn. That ally returns to maximum hit points and is dazed.

The ally can't regain hit points, gain temporary hit points, or recover from the dazed condition. At the start of each of the ally's turns, the ally takes damage equal to his or her level. The ally dies again when reduced to 0 hit points or fewer or when the encounter ends.

No character can be affected by a revenant ankh more than once per day.

Rhythmic War Drum Level 12

Reindeer hide stretches across the ornate drum of horn and wood. Those listening to its beat gain steadiness of body and fleetness of feet.

Wondrous Item 13,000 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +3 enhancement bonus to attack rolls and damage rolls, and it deals 3d6 extra damage on a critical hit.

Power (Daily): Standard Action. Use this power during a rest.

At the end of the rest, you and each ally who remained within 20 squares of you during the rest are affected by this power. Until the end of each affected character's next short rest or extended rest, he or she gains a +1 power bonus to speed and can increase or decrease any forced movement by 1 square.

Song of Rest: The bonus to speed is +2.

Ribbon of Limitless Questions Level 13

When this blue, silky ribbon is unrolled, a new question appears on it in glowing gold and silver runes.

Wondrous Item 17,000 gp

Property: When you perform a divination ritual that allows you to ask a number of questions, such as Hand of Fate, Speak with Dead, or Consult Oracle, you can ask one extra question. This effect can allow you to exceed the normal maximum number of questions allowed.

Power (Daily): Free Action. **Trigger:** You fail an Intelligence- or Charisma-based skill check during a skill challenge.

Effect: Reroll the skill check with a +2 power bonus and use either result.

Ritual Candle Level 11

This candle of rune-carved purple wax gives off a clear, bright glow when lit.

Wondrous Item 9,000 gp

Property: This candle never burns down (except as noted).

Power (Daily): Standard Action. Light the candle before beginning to perform a ritual. You gain a +2 power bonus to any skill checks made as part of the ritual.

The candle automatically extinguishes at the end of the ritual and can be used again the following day.

Wondrous Items



Ritualist's Lectern Level 12

This heavy teak lectern is engraved with runes and patterns of arcane power.

Wondrous Item 13,000 gp

Property: When you use this lectern to master a ritual, reduce the time necessary to 4 hours, and you can master rituals of a level equal to or less than your level + 2.

Power (At-Will): Standard Action. Use this power before performing a ritual that you have mastered. Performing the ritual takes half the normal time. This power has no effect on the time it takes to perform a ritual from a scroll.

Rope of Climbing Level 10

A coil of golden rope.

Wondrous Item 5,000 gp

Property: This 100-foot-long rope has 100 hit points and can hold up to 2,500 pounds (roughly 10 Medium creatures and their gear).

Power (At-Will): Minor Action. The rope moves up to 10 squares along a horizontal or a vertical surface. As part of the same action, it can tie itself around an object to create a secure point for climbing. It can't tie itself to or otherwise affect a creature.

Anyone holding the rope can activate its power. On command, the rope unties itself as a minor action.

Ruby Scabbard Level 5

Blood-red rubies adorn this scabbard, their magic granting your blade an extra edge.

Wondrous Item 1,000 gp

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +1 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

Sacred Glade Level 23

This clearing surrounds a sacred tree. When you meditate by the tree, you can refocus your primal powers.

Wondrous Item 425,000 gp

Property: When you spend 24 hours in contemplation in the glade, you can replace one primal power as if you had gained a level and retrained. After you use this property, you can't use it again until you gain a level.

Safe Retreat Level 15

This compact case, jar, or pack provides a safe and comfortable environment for your arcane companion.

Wondrous Item 25,000 gp

Power (Daily ♦ Teleportation): Immediate Interrupt. **Trigger:** An attack reduces your familiar to 0 hit points or fewer. **Effect:** Your familiar teleports to the safe retreat and enters passive mode. It cannot enter active mode again until the end of the encounter.

Sail of Winds Level 14

Elemental runes run the length of this fine sail of blue cloth, which fills with its own wind as it is raised.

Wondrous Item 21,000 gp

Property: This sail grants a +2 item bonus to the miles-per-hour speed of any sailing ship it is installed on.

Salve of Power Level 10

This stoneware jar periodically renews a potent unguent that can restore a character's power.

Wondrous Item 5,000 gp

Power (Daily): Minor Action. When salve of power is applied to a creature, the target can expend one healing surge to regain the use of one daily power of 5th level or lower (instead of regaining hit points). If the target has no healing surges remaining, it cannot benefit from the salve.

Sanctum of Astilabor Level 18

Depictions of an ancient red dragon, surrounded by heaps of treasure, cover the walls of this chamber.

Wondrous Item 85,000 gp

Property: After you spend 1 hour meditating in the sanctum, choose one damage type to which you have resistance. Replace that resistance with equal resistance to another damage type for the next 24 hours.

Sapphire Scabbard Level 15

This scabbard bears a matched pair of azure sapphires whose magic imbues your blade with deadly sharpness.

Wondrous Item 25,000 gp

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. Gain a +3 power bonus to the next damage roll you make with that weapon before the end of your next turn.

The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

Scabbard of Sacred Might Level 10

The blade drawn from this simple leather scabbard glows with a sacred radiance.

Wondrous Item 5,000 gp

Property: This scabbard resizes to fit any light blade or heavy blade. You can draw a weapon from this scabbard as part of the same action used to make an attack with that weapon.

Power (Encounter ♦ Radiant): Free Action. Use this power when you attack with the weapon most recently sheathed in the scabbard. The next attack you make with that weapon before the end of your next turn deals radiant damage instead of its normal damage.

The weapon must have been sheathed in the scabbard within the past 24 hours to gain this power.

Seed of War Level 15

When you release this black metal acorn, it grows into a fierce soldier.

Wondrous Item 25,000 gp

Power (Daily ♦ Conjuration): Standard Action. You conjure a Medium metal soldier, equipped with sword and shield, by tossing this item into an unoccupied square within 5 squares of you. The soldier occupies its square and can be attacked. It shares your defenses with a +2 bonus to AC and Reflex. It has hit points equal to your healing surge value. When it takes damage, you can spend a healing surge as a free action to negate that damage.

The soldier is treated as one of your allies, can flank enemies, and deals 10 damage to an enemy adjacent to it that is hit by an ally's attack. As a move action, you can cause the soldier to shift 1 square or move 4 squares. When reduced to 0 hit points, or at the end of the encounter, the soldier disappears, and the seed of war reappears in its square.

Sending Fork Level 6

Speaking your voice into this tuning fork casts it farther across the world when used with magic.

Wondrous Item 1,800 gp

Property: You can use this item as an optional focus for the Sending ritual. When you do, multiply the maximum range of the ritual by 10.

Power (At-Will): Minor Action. Choose an unoccupied square within 10 squares of you and speak a short phrase (no more than twenty-five words) into the fork. Creatures can hear you as though you are in the chosen square. You do not need line of sight or line of effect to the square.

Sending Stones (pair) Level 11

Each fist-sized round stone bears a Dwarven rune that translates as "Speak."

Wondrous Item 9,000 gp

Power (At-Will): Standard Action. Until the end of your next turn, any person speaking into one stone can be heard by those near the other stone as though he or she were standing in the other stone's place. At the end of your next turn, both stones are exhausted. With a minor action, any character touching a single stone renews the set.

Special: Sending stones normally come in a matched pair attuned to one another. Larger sets of stones attuned to each other can be created (add 50 percent to the base price for each additional stone).

Wondrous Items



Serpentine Owl Level 17

This serpentine statuette can serve as a messenger, guide, or guardian, depending on the command you give it.

Wondrous Item 65,000 gp

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a giant owl with green and brown feathers (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a Tiny owl that behaves as if you had performed the Animal Messenger ritual (*Player's Handbook*, page 300) or the Animal Friendship ritual (*Player's Handbook* 2, page 212) chosen at the time when you use this power. You do not expend components for these rituals. When you next take an extended rest or when the effect of either ritual ends, the serpentine owl returns to you in its normal statuette form.

Power (At-Will): Standard Action. The serpentine owl regains the use of its *swooping claws* power.

Serpentine Owl
Medium natural animate

Initiative as conjurer **Senses** Perception +20; darkvision

HP 22; **Bloodied** 11
AC 28; **Fortitude** 26, **Reflex** 27, **Will** 28
Speed 4, fly 8

↓ **Claws** (standard; at-will)
+20 vs. AC; 2d6 + 5 damage.

↓ **Swooping Claws** (standard; encounter)
The serpentine owl flies 8 squares and makes a claws attack at any one point during its movement. The owl does not provoke opportunity attacks from the target of this attack when moving. If the serpentine owl hits a Medium or smaller target with this attack, the target falls prone.

Combat Advantage
The owl's claws attack deals 1d6 extra damage against any target granting combat advantage to it.

Owl's Boon
The conjurer gains darkvision as long as it remains within 5 squares of the serpentine owl.

Alignment Unaligned **Languages** telepathy 10
Skills Stealth +19

Str 21 (+13) **Dex** 23 (+14) **Wis** 24 (+15)
Con 16 (+11) **Int** 4 (+5) **Cha** 10 (+8)

Sextant of the Planes Level 13

This small brass sphere unfolds to reveal a collection of crystal lenses, levers, and dials that provide guidance to nearby portals.

Wondrous Item 17,000 gp

Property: You can use the Plane Shift ritual as if you have the Ritual Caster feat and are of the appropriate level. When you perform the Plane Shift ritual, the component cost is halved, and it takes half the time to complete the ritual. You gain a +4 item bonus on the ritual's Arcana check.

Powers (Daily): Special. Use this power only during a short or an extended rest. You learn the direction and distance to a fixed location that you have previously visited.

Shard of Evil Level 33

A shard of the Heart of the Abyss is concentrated corruption.

Wondrous Item Priceless

Property: Every round a creature other than a demon touches or holds the naked crystal, it must make a saving throw. On an unsuccessful saving throw it loses 1d4 healing surges and is dominated (save ends, -2 penalty to saving throws). While dominated, the creature takes on demonic features such as wings, horns, scales, burning eyes, claws, mandibles, or similar features. On its turn, it attacks its closest former ally. It continues to do so each turn until it saves against the domination. If the creature fails three saving throws, it is permanently corrupted, and becomes a demonic version of its former self.

Power (Daily): Standard Action. In conjunction with the proper ritual, the shard has the ability to kill a god and transfer some amount of that god's power and influence into another creature. The time required and the amount of power transferred is highly variable. When the process is complete, the god dies, and the shard makes a saving throw; on a failed saving throw, the shard disintegrates.

Shielding Focus Level 10

This small silver shield increases the strength of your protective circles.

Wondrous Item 5,000 gp

Property: You can use this item as an optional focus for the Magic Circle ritual by placing it at the center of the circle when you complete the ritual. While it remains there, a creature of the affected origin passing the boundary takes double the damage the ritual would normally deal, and the circle does not break until the end of that creature's next turn.

Shiftstone Level 8

Building these stones into your home removes handholds from would-be intruders.

Wondrous Item 3,400 gp

Property: The DC of Athletics checks to climb a building incorporating shiftstone increases by 10. To gain this benefit, a house requires one batch of shiftstone during construction, a mansion requires five batches, and a castle or larger structure requires twenty-five batches.

Shining Sundial Level 10

This gem-studded silver sundial reflects light brilliantly, amplifying radiant effects.

Wondrous Item 5,000 gp

Property: This sundial must be placed in a location where it receives natural light while the sun is up. When you use a radiant attack power, until the end of your next turn, creatures within 10 squares of the sundial gain a +1 bonus to attack rolls and a +3 bonus to damage rolls.

Shroud of Protection Level 2

This diaphanous shroud appears insubstantial. Yet when laid over a dying ally, it provides a defense stronger than steel.

Wondrous Item 520 gp

Power (Daily): Standard Action. When you place the shroud of protection over an adjacent dying creature, that creature gains resist 20 to all damage. This effect lasts until the creature regains consciousness or dies, or until the shroud is removed (a standard action), whichever comes first.

Shroud of Revival Level 7

This white gossamer shroud grants protection and bodily strength to a dying ally.

Wondrous Item 2,600 gp

Power (Daily): Standard Action. When you place the shroud of revival over an adjacent dying creature, that creature gains resist 20 to all damage and a +2 power bonus to death saving throws. This effect lasts until the creature regains consciousness or dies, or until the shroud is removed (a standard action), whichever comes first.

Silence-Warded Room Level 4

This lush chamber offers privacy for your conversations.

Wondrous Item 840 gp

Property: When you speak a command word as a free action, creatures outside the room attempting to listen to sounds originating in the room take a -10 penalty to Perception checks until you end the effect with another free action. Creatures within the room can hear sounds originating outside the room as normal.

Silent Tool Level 2

This mundane-looking tool muffles the noise you make while you work.

Wondrous Item 520 gp

Property: When used to do the work it was designed for, a silent tool grants the user a +5 power bonus to Stealth checks made while using the tool. Any individual mundane tool—a woodcutter's axe, a crowbar, a grappling hook, a hammer, a shovel, and so on—can be made silent. For example, a silent crowbar could aid attempts to open a locked door without alerting the sleeping monster on the other side, while a silent grappling hook has less chance of being heard by nearby guards. This property can be applied only to mundane tools. It cannot be placed on weapons, clothing, jewelry, or other mundane objects.

Sitar of Restfulness Level 7

The sweet sounds of this breathtaking wooden stringed instrument instill a luck that can be realized only through boldness in action.

Wondrous Item 2,600 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +2 enhancement bonus to attack rolls and damage rolls, and it deals 2d6 extra damage on a critical hit.

Power (Daily): Standard Action. Use this power during a rest. At the end of the rest, you and each ally who remained within 20 squares of you during the rest gains 6 temporary hit points.

Song of Rest: The temporary hit points equal 9.

Wondrous Items



Skeleton Key Level 10

This ornate ivory key opens locks with ease.

Wondrous Item 5,000 gp

Power (Daily): Standard Action. When you touch the key to a locked door, chest, gate, or other object, make a Thievery check with a +20 bonus against the DC required to open the lock.

Slaying Stone of Kiris Dahn Level 17

Blood-red runes wind around this twisted mass of glassy black rock.

Wondrous Item — gp (cannot be purchased or sold)

Property: This item cannot be created with the Enchant Magic Item ritual or disenchant with the Disenchant Magic Item ritual.

Power (Daily): Standard Action. This power can be used only in the city of Kiris Dahn or within 5 miles of its borders. Make an attack: Ranged 20; +10 vs. Fortitude; the *slaying stone* is destroyed, and the target dies at the end of its next turn. **Effect:** You are weakened until the end of your next turn.

Solitaire (Aquamarine) Level 16

This jagged blue-green crystal lets you intensify your attacks against your foes.

Wondrous Item 45,000 gp

Power (Encounter): Free Action. Use this power when you score a critical hit on your turn. Make a basic attack against the same target struck by your critical hit.

Special: You cannot use more than one *solitaire* in an encounter.

Solitaire (Cerulean) Level 21

This rough blue crystal grants you the ability to shake off lingering effects in the thick of combat.

Wondrous Item 225,000 gp

Power (Encounter): Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against each effect on you that a save can end.

Special: You cannot use more than one *solitaire* in an encounter.

Solitaire (Cinnabar) Level 6

This jagged red crystal boosts your resilience when you hit your foes hard.

Wondrous Item 1,800 gp

Power (Encounter): Free Action. Use this power when you score a critical hit on your turn. Roll a saving throw against an effect that a save can end.

Special: You cannot use more than one *solitaire* in an encounter.

Solitaire (Citrine) Level 11

This irregular yellow crystal channels healing power to you in battle.

Wondrous Item 9,000 gp

Power (Encounter + Healing): Free Action. Use this power when you score a critical hit on your turn. You spend a healing surge.

Special: You cannot use more than one *solitaire* in an encounter.

Solitaire (Violet) Level 26

This jagged purple crystal lets you follow up on a successful attack.

Wondrous Item 1,125,000 gp

Power (Encounter): Free Action. Use this power when you score a critical hit on your turn. Gain 1 action point, which you must spend before the end of your turn. This does not count against the normal limit of spending an action point no more than once per encounter.

Special: You cannot use more than one *solitaire* in an encounter.

Spying Mirrors (pair) Level 18

You look into one mirror and see out of its twin.

Wondrous Item 85,000 gp

Power (At-Will): Standard Action. When each of these mirrors is affixed to a solid structure and you're adjacent to one of the mirrors, you can see and hear through the other mirror as if you were in its square until the start of your next turn. If you choose, creatures adjacent to the other mirror can also see and hear through yours.

Special: Spying mirrors are generally created as a matched pair, each mirror attuned to the other. One or more other mirrors can be attuned to both mirrors of a pair, allowing you to use this item's at-will power to look out through any one of the mirrors of the set (add 42,500 gp to the price for each additional mirror attuned). A single mirror can belong to only one set of *spying mirrors*.

Spymaster's Quill Level 10

This ornate quill pen can magically record and reproduce any text or illustration.

Wondrous Item 5,000 gp

Power (At-Will): Standard Action. Pass the *spymaster's quill* over an amount of text or an illustration equivalent to a single parchment page. The image or text is magically recorded for later reproduction. Recording another page with the quill erases the page already recorded.

Power (At-Will): Standard Action. You point the *spymaster's quill* at a sheet of parchment or paper and mentally command it to reproduce the illustration or text recorded within it. No matter what the medium of the original (charcoal on paper, runes scribed in stone, and so on), the reproduction is rendered in normal ink.

Special: The reproduction created by the quill is of perfect quality, but the quill cannot record magical properties. For example, you cannot perform a ritual from a ritual scroll recorded and copied by the *spymaster's quill*, nor can the quill copy powers or rituals from a wizard's spellbook.

Standard of the Silver Dragon Level 13

The silhouette of a silver dragon's head stands out against the blue background of this standard.

Wondrous Item 17,000 gp

Power (Encounter + Zone): Standard Action. When you plant this battle standard in your space or an adjacent square, it creates a zone in a close burst 5. A bloodied enemy that starts its turn within the zone takes 5 cold damage and is slowed until the start of its next turn.

Storm Torc Tattoo Level 8

Pulsing with blue lightning, this tattoo of spirit summons the winds.

Wondrous Item 3,400 gp

Property: When you spend an action point to make an attack, you can use your storm sorcerer Storm's Embrace feature if the natural attack roll is a 16 or higher.

Strikeback Tattoo Level 9

A viper is commonly part of this tattoo.

Wondrous Item 4,200 gp

Property: When a nonminion enemy scores a critical hit against you and deals damage, you gain a +2 bonus to attack rolls against that enemy until the end of the encounter.

Strongheart Tattoo Level 8+

This image shows why the hero fights on.

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

Wondrous Item

Property: When you spend a healing surge, you regain extra hit points equal to the number of healing surges you have spent since your last extended rest.

Level 18: Twice the number of healing surges you have spent since your last extended rest.

Level 28: Three times the number of healing surges you have spent since your last extended rest.

Stylus of the Translator Level 7

This writing implement allows you to scribe in translation.

Wondrous Item 2,600 gp

Power (At-Will): Free Action. Whenever you write with the stylus, your writing is automatically translated into another language. Each stylus can translate into only one language, chosen when the item is created.

Special: You must be fluent in the language that you are writing for the stylus to function. For example, you could not copy text in an unknown language and have the stylus translate it into a known language.

Sun Globe Level 1

After being installed in a socket on the wall or ceiling, these fist-sized crystal globes shed light when commanded.

Wondrous Item 360 gp

Property: You can command this item to shed bright or dim light either 5 or 10 squares in all directions as a free action (or to shed no light).

Wondrous Items



Sun's Sliver Minor Artifact

This sliver of pure sunlight is the only object in the universe that can truly destroy the Winter Witch.

Wondrous Item: Cannot be crafted
Property: The creature who possesses the Sun's Sliver suffers no ill effect from cold weather and has ice walk.
Property: Resist cold 10
Power (Daily): Standard Action. *Effect:* You and allies within 5 squares of you regain the use of their second wind and all spent encounter powers.
Power (Daily): Standard Action. *Effect:* Use against the Winter Witch when she is unconscious and at 0 hit points or fewer. This use permanently destroys Koliada the Winter Witch and the Sun's Sliver.

Talisman of Fortune Level 15

This small gold talisman renews a magic item or strengthens your health, attacks, and defenses in turn.

Wondrous Item 25,000 gp
Power (Daily): Minor Action. You must spend an action point to use this power. When you do, roll 1d20 and add +1 to the result for each milestone you've reached today. The total result determines the power's effect(s):
 1-9: Lose 1 healing surge, or take damage equal to one-quarter of your maximum hit point total if you have no healing surges remaining. Gain one extra daily use of a magic item in your possession (your choice, not including the talisman of fortune) until the end of the encounter. You also renew the power of the talisman.
 10-19: Recover one expended healing surge and gain a +1 power bonus to attack rolls and all defenses until the end of your next turn.
 20 or higher: As 10-19, and you renew the power of the talisman.

Tattoo of Arcane Blood Level 4+

Rods, orbs, the eye of Ioun, and other images symbolic of magic are used for this tattoo.

Lvl 4	840 gp	Lvl 24	525,000 gp
Lvl 14	21,000 gp		

Wondrous Item
Property: The first time you're bloodied during an encounter, you deal 3 force damage to the enemy that bloodied you.
 Level 14: 6 force damage.
 Level 24: 14 force damage.

Tattoo of Bonded Defense Level 6

One hero standing before a wounded ally is perfect for these tattoos.

Wondrous Item 1,800 gp
Property: The first time you're bloodied during an encounter, each ally you can see who also has a tattoo of bonded defense can shift 1 square closer to you as an immediate reaction.

Tattoo of Bonded Escape Level 6

The image of a surly dwarf holding a corridor while allies escape works well for these tattoos.

Wondrous Item 1,800 gp
Property: The first time you're bloodied during an encounter, each ally you can see who also has a tattoo of bonded escape can shift 1 square farther from you as an immediate reaction.

Tattoo of Shared Consequence Level 10

These tattoos usually display a hero taking a wound for another.

Wondrous Item 5,000 gp
Property: When a nonminion enemy scores a critical hit against you and deals damage, one ally who also has a tattoo of shared consequence and is in the attack's range can choose to reduce the damage you take from that attack by any amount and take that amount of damage.

Tattoo of Shared Vengeance Level 10

Swords, axes, implements, or other tools of war crossed in brotherhood serve well for these tattoos.

Wondrous Item 5,000 gp
Property: When a nonminion enemy scores a critical hit against you and deals damage, each ally you can see who also has a tattoo of shared vengeance can make a basic attack against that enemy as a free action.

Tattoo of the Escape Artist Level 8

Broken handcuffs and torn straitjackets are popular for this tattoo.

Wondrous Item 3,400 gp
Property: When a nonminion enemy scores a critical hit against you and deals damage, you gain the ability to teleport 1 square as a minor action until the end of the encounter.

Tattoo of the Unlucky Level 7

Broken coins, three-leaf clovers, mirror shards, or all three do nicely for this tattoo.

Wondrous Item 2,600 gp
Property: When you miss with a daily attack power that has an effect on a miss, that effect deals extra damage equal to the number of healing surges you have spent since your last extended rest.

Tattoo of the Wolverine Level 7+

This tattoo is invariably a wolverine, snarling and bloody.

Lvl 7	2,600 gp	Lvl 27	1,625,000 gp
Lvl 17	65,000 gp		

Wondrous Item
Property: The first time you're bloodied during an encounter, you gain a +1 bonus to your next attack roll and a +2 bonus to your next damage roll before the end of the encounter.
 Level 17: +4 bonus to your next damage roll.
 Level 27: +6 bonus to your next damage roll.

Tattoo of Vengeance Level 5+

This tattoo shows wicked-looking blades and bolts of lightning, representing the comeuppance you will extract.

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

Wondrous Item
Property: When a nonminion enemy scores a critical hit against you and deals damage, you gain a +3 bonus to damage rolls against that enemy until the end of the encounter.
 Level 15: +6 bonus to damage rolls.
 Level 25: +9 bonus to damage rolls.

Tattoo of the Shared Heart Level 14+

These marks resemble something dear, something to fight on for.

Lvl 14	21,000 gp	Lvl 24	525,000 gp
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Wondrous Item
Property: When you use your second wind, each ally you can see who also has a tattoo of the shared heart regains 5 hit points.
 Level 24: 10 hit points.

Teamstrike Tattoo Level 11

These tattoos frequently show wolves acting as a pack.

Wondrous Item 9,000 gp
Property: When you spend an action point to make an attack, each ally you can see who also has a teamstrike tattoo gains a +2 bonus to attack rolls against the first target of your attack until the end of your next turn.

Teleportation Disk Level 14

Usually set in the floor, this large, ornately inscribed teleportation circle moves you quickly around your domicile.

Wondrous Item 21,000 gp
Power (At-Will ♦ Teleportation): Move Action. When you speak a command word while standing on the disk, you teleport to any location in the same residence or structure as a move action.

Tempest Fan Level 5+

The tines of this metal fan resemble lightning, augmented with ripples of electricity.

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

Wondrous Item
Property: Wizards can use this fan as an implement for wizard powers and wizards paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra lightning damage on a critical hit.
 Level 15: +3 enhancement bonus and 3d6 points of extra lightning damage on a critical hit.
 Level 25: +5 enhancement bonus and 5d6 points of extra lightning damage on a critical hit.
Power (Daily ♦ Teleportation, Electricity): Move Action. You or an adjacent ally teleports up to 5 squares. Each enemy within a close 3 burst of this new location take 1d6 lightning damage.
 Level 15: Teleport 10 squares and enemies take 3d6 lightning damage.
 Level 25: Teleport 15 squares and enemies take 5d6 lightning damage.

Wondrous Items



Tenser's Circular Shield Level 4

This iron miniature of a circular shield protects your goods as they follow along behind you.

Wondrous Item 840 gp
Property: You can use this item as an optional focus for the Tenser's Floating Disk ritual. When you do, a force bubble over the disk prevents creatures other than you from moving anything on the disk without your express mental permission, and objects gain resist 20 to all damage while on the disk.

Thakorsil's Seat Level 30

This massive throne of dark, veined stone is elaborately carved. Each arm looks like the head and neck of a snarling dragon, and each of its four feet is like a draconic claw grasping a sphere.

Wondrous Item
Property: A creature seated in the throne is attacked each round: +38 vs. Will; the target is restrained and dominated until the end of its next turn. If a creature sits in *Thakorsil's Seat* willingly, the attack automatically hits. The creature can take no action other than to stay seated, although it can speak and think. While in the *Seat*, the creature cannot be located by powers or rituals used by a caster of lower than 30th level.

The Immortal Game Paragon Level

This fine marble chessboard has white and red pieces. When you set the pieces out before you, a spectral, skeletal figure appears opposite you and silently beckons you to take the first move.

The Immortal Game is a wondrous item.
Property: +2 bonus on skill checks made as part of a scrying or divination ritual.

Throne of Dominion Level 12

This throne is carved with ornate filigree and reliefs showing a king ruling over subjects that span the chair's entire surface.

Wondrous Item 13,000 gp
Property: While you sit on the throne, when a creature you can see attempts to deceive, disobey, or betray you, it is stunned (save ends). All creatures you can see take a -3 penalty to attack rolls that target your Will.
Power (Daily ♦ Charm): Standard Action. Make an attack: Ranged sight; Charisma + 5 vs. Will; on a hit, the target is dominated until the end of your next turn.

Throne of Grandeur Level 18

This magnificent carved stone throne is decorated with symbols and images of nobility and heroism.

Wondrous Item 85,000 gp
Property: While you sit on the throne, you gain a +4 item bonus to Diplomacy checks, Insight checks, and Intimidate checks.

Tourmaline Turtle Level 23

On your command, the carving swells in size to become a mighty turtle that can carry you wherever you wish to travel.

Wondrous Item 425,000 gp
Property: While conjured, the tourmaline turtle is considered a navigation focus for the Plane Shift ritual (*Manual of the Planes™*, page 150). When traveling to other planes using that ritual, the *tourmaline turtle* must move from one large body of water (or other liquid) to another. After transporting, the *tourmaline turtle* disappears and it cannot be conjured again until after the conjurer takes an extended rest.

Power (Daily ♦ Conjuration): Standard Action. Use this figurine to conjure a massive turtle capable of carrying you and your allies on its back (see below for statistics). There must be a body of water adjacent to you in which the turtle can appear; otherwise you cannot use this power. As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

Tourmaline Turtle

Gargantuan natural animate (aquatic, mount)

Initiative as conjurer **Senses** Perception +17
Airy Water aura 5; allies within the aura can breathe normally and speak normally while underwater.
HP 28; **Bloodied** 14
AC 34; **Fortitude** 35, **Reflex** 30, **Will** 32
Speed 1, swim 4

† **Bite** (standard; at-will)
 Reach 2; +26 vs. AC; 2d8 + 9 damage.
Multiple Riders
 The *tourmaline turtle* can carry up to twelve Medium or Small characters weighing no more than 14,400 pounds. If more than 14,400 pounds are placed on it, the turtle disappears and cannot be conjured again until after the conjurer takes an extended rest.

Tourmaline Shell ♦ Mount
 Creatures riding the *tourmaline turtle* are protected from environmental effects.

Alignment Unaligned **Languages** –
Str 28 (+20) **Dex** 21 (+16) **Wis** 23 (+17)
Con 26 (+19) **Int** 2 (+7) **Cha** 6 (+9)

Treeform Box Level 10

A leaf placed into this small wooden box does not decompose.

Wondrous Item 5,000 gp
Power (Daily ♦ Polymorph): Standard Action. You and your gear transform into a tree matching the leaf stored inside this box. Your tree form can be of a tree that is your age to a tree of your age times 20 years. While in tree form, you can take no actions, and you are considered an object. You are aware of your surroundings, and you remain in tree form until you choose to return to normal form (minor action) or you are reduced to 0 or fewer hit points. While in tree form, you do not age.

Twining-Scorpion Tattoo Level 8+

This tattoo of blood wraps down your forearms onto your wrists. The harshly inked scorpion isn't pretty, but in your hands vengeance is always pretty messy.

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
 Lvl 18 85,000 gp
Wondrous Item
Property: When a nonminion enemy scores a critical hit against you while you are raging, you gain a +1 bonus to attack rolls against that enemy until the end of the encounter. You also gain a +2 bonus to damage rolls against that enemy until the end of the encounter.
 Level 18: +4 bonus to damage rolls.
 Level 28: +6 bonus to damage rolls.

Umbral Eye Level 12

Coils of darkness writhe across this fist-sized silvery orb's surface. Through it, you can see a shadowy world that mimics your surroundings.

Wondrous Item 13,000 gp
Power (Daily): Standard Action. The orb allows you to see and hear into a place in the world that corresponds to your current position in the Shadowfell, if any. You make an Arcana check at +5 to determine how long you can view the place. A result of 10 or lower allows you to look for 1 round. You can look for an additional round for every 5 points by which your check result exceeds 15.
 The sphere creates a scrying sensor in the location you're observing. A creature might notice the sensor with a DC 20 Perception check.

Unfettered Thieves' Tools Level 11

The picks, keys, tweezers, and tongs that comprise this set of thieves' tools move through the air and operate under your mental command.

Wondrous Item 9,000 gp
Property: Like a normal set of thieves' tools, *unfettered thieves' tools* grant a +2 bonus to Thievery checks made to open locks or disable traps.
Power (Daily): As part of the action required to make a Thievery check, you can make the check on an object up to 5 squares away. You must have line of sight to the object.

Unseen Servant's Hand Level 4

This barely visible glass hand improves your magical, invisible work force.

Wondrous Item 840 gp
Property: You can use this item as a focus for the Unseen Servant ritual in place of the standard focus. When you do, the ritual conjures two unseen servants with each casting, and each servant conjured by the ritual can lift up to 300 pounds.

Wondrous Items



Vagabond's Die Level 8

This die is well used—the images on its faces are almost worn away.

Wondrous Item 3,400 gp

Power (Daily ♦ Varies): Minor Action. You target a creature of your choice within 10 squares and roll a d6.
 1: *Drunkard's Mug*. The target takes a -2 penalty to attack rolls until the end of its next turn.
 2: *Gambler's Dice*. Roll a d20. If the result is even, the target takes damage equal to the result. If the result is odd, the target regains hit points equal to the result.
 3: *Jester's Chair*. The target falls prone.
 4-5: *Soldier's Fist*. The first attack that hits the target before the end of your next turn deals 2d6 extra damage.
 6: *Storm's Fury*. The target and all creatures adjacent to it take 1d10 lightning damage.

Versatile Spellbook Level 11

The pages of this spellbook are magically treated, allowing you to quickly draw on their arcane power.

Wondrous Item 9,000 gp

Property: Wizards can use this item as a spellbook.
Power (At-Will): Free Action. *Trigger:* You finish a short rest. *Effect:* Replace one wizard utility power you prepared with a wizard utility power of the same level or lower from your spellbook that you didn't prepare. If it's an encounter power, you must replace it with another encounter power, and if it's a daily power, you must replace it with another daily power.

Vigilant Gargoyle Level 17

This ghastly stone gargoyle looks like a typical church decoration, but it's much more than that.

Wondrous Item 65,000 gp

Power (At-Will): Minor Action. You can perform this action from anywhere on the same plane as the structure in which this gargoyle is installed. Until the end of your next turn, you see through the eyes of the *vigilant gargoyle* as though you were in its square. While under the effect of this power, you're considered blinded in your current location.

Vistani Buzu Level 7

Music plucked from this long-necked, fretted lute soothes the worn and weary, especially those who keep time with the tune.

Wondrous Item 2,600 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +2 enhancement bonus to attack rolls and damage rolls, and it deals 2d6 extra damage on a critical hit.
Power (Daily): Use this power during a short rest. You gain the benefits of the *Comrade's Succor* ritual without having to pay the component cost.

Vistani Tambourine Level 2

A tiny drum with ringing jingles, or zils, this instrument helps you keep a lively tempo despite difficulty.

Wondrous Item 520 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +1 enhancement bonus to attack rolls and damage rolls, and it deals 1d6 extra damage on a critical hit.
Power (Encounter): Move Action. You and any ally within 5 squares of you ignore difficult terrain until the end of your next turn, and you move your speed.

Vistani Violin Level 12

This fiddle looks well used, but sturdy and merry. Its tune brings forth strong emotions, inspiring resolute action.

Wondrous Item 13,000 gp

Property: Bards can use this item as an implement for bard powers and bard paragon path powers. As an implement, it grants a +3 enhancement bonus to attack rolls and damage rolls, and it deals 3d6 extra damage on a critical hit.
Power (Daily): Standard Action. Use this power during a rest. At the end of the rest, you and any ally who remained within 20 squares of you during the rest gain a +1 power bonus to attack rolls and all defenses during the surprise round and first round of the first encounter to occur after the rest.
Song of Rest: The bonus increases to +2.

Voran's Eternal Chalk Level 1

Vandals, scholars, and explorers alike appreciate the magical longevity of this short stick of chalk.

Wondrous Item 360 gp

Property: A stick of *eternal chalk* never breaks or wears down with normal use. Any writing or drawing made with this chalk cannot be erased for one week by anyone except the original artist or author.
Voran's eternal chalk is red.
Special: If the *eternal chalk* is used to drawn anything inside the magic circle in the inner sanctum, a portal opens to Voran's Study in his ruined keep. The portal lasts until the wielder takes an extended rest.

Voran's Floating Lantern Level 3

This silver lantern floats in midair under your control.

Wondrous Item 680 gp

Property: This lantern never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.
Power (At-Will): Minor Action. While you hold the floating lantern or are adjacent to it, you can set its light to be bright (10-square radius), dim (5-square radius), or off.
Power (At-Will): Move Action. The last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from it.
Special: If *Voran's floating lantern* illuminates the magic circle in either the library or the inner sanctum, a portal appears allowing travel between the two rooms. The portal lasts until the lantern no longer illuminates either portal. The lantern can travel through the portal with no ill effect.

Wandering Trove Level 30

What seems an ordinary hill suddenly vanishes into thin air!

Wondrous Item 3,125,000 gp

Property: The trove's interior is a rough sphere about 10 squares across. It has no doors. If you spend 24 hours attuning yourself to the trove, you can use the *Linked Portal* ritual to create a portal to the interior of the trove. If the trove is on another plane, you must instead use *Planar Portal*. Once attuned, you are always aware of the trove's location, even if it is on a different plane. As long as you remain attuned to the trove, no other creature can attune to the trove. The trove shifts location every 2d6 days to an unoccupied space elsewhere on the same plane or another plane. If you wish to randomly determine where the trove goes or where the trove is at any given time, roll 2d6 and consult the following table.

Result	Destination Plane
2	Feywild
3	Shadowfell
4-6	Astral Sea
7	Same plane as last attuned creature
8-10	Elemental Chaos
11-12	The World

Watcher's Horn Level 9

This small black horn produces no noise when sounded, but it awakens your slumbering friends and makes them ready to fight.

Wondrous Item 4,200 gp

Power (Daily): Minor Action. The horn silently awakens each sleeping ally within 10 squares of you. Each ally is not surprised when he or she wakes up.

Watchful Eye Level 12

Taking the form of some lesser gem in the eye socket of an idol, or just stuck in the middle of a wall, this spy reports all that it sees back to its master.

Wondrous Item 13,000 gp

Property: When a creature enters this eye's line of sight, the eye telepathically warns you of the creature's presence and provides a description, as long as you are on the same plane as the eye.

Watchful Ruby Eye Level 6

This crimson gem set in gold and silver enhances your warding rituals.

Wondrous Item 1,800 gp

Property: While grasping this gem, any skill check you make as part of a warding ritual gains a +2 power bonus.
Special: The *watchful ruby eye* can be used as a focus in warding rituals that allow a focus (such as *eye of alarm*). The value of a *watchful ruby eye* must meet the focus cost requirement for the ritual, as normal.



Wayfinder Badge

This simple gold brooch has a shape that indicates your affiliation with a secret society.

Wondrous Item

Power (Heroic; Encounter): Standard Action. You can send a short message to a person you know who possesses a *Wayfinder badge* attuned to yours, as long as the target is on the same plane.

Paragon: The power becomes at-will, and the target need not be on the same plane.

Epic: All primal spirits the wearer knows of are considered to have attuned *Wayfinder badges* and are thus eligible targets for this power.

Power (Paragon; At-Will ♦ Teleportation): Free Action. Triggered if you fall off *Hand of Fate*. You arrive on the deck of *Hand of Fate* in a square of your choice.

Power (Paragon; Daily ♦ Teleportation): Move Action. An allied character can trigger it if you are unconscious or helpless. The ally can trigger this effect even if he or she lacks line of sight or line of effect to you, and from up to 1 mile away. You teleport to the deck of *Hand of Fate* in a square of your choice.

Property (Epic): You gain a +2 bonus to Perception checks against aberrant creatures, as well as a +2 bonus to saving throws against any effect an aberrant creature imposes on you.

Whistle of Warning

Level 8

This small, unremarkable-looking silver whistle gives off a shrill noise when sounded.

Wondrous Item 3,400 gp

Power (Encounter): Minor Action. Each ally within 10 squares of you who can hear the whistle can shift 1 square and draw a weapon or retrieve an implement as a free action.

Window of Deception

Level 3

A glance through this fine glass window reveals whatever you desire.

Wondrous Item 680 gp

Power (At-Will ♦ Illusion): Standard Action. You create an illusion seen by any creature looking through the window. The illusion is static and remains until the window is broken or opened, or until you or another creature changes the illusion or ends it with another standard action. When no illusion is presented, creatures see through the window normally. The window can maintain a separate illusion in each direction, and a character using the window can change either or both at once.

Window of Escape

Level 2

When you need to get out of a room in a hurry, this unremarkable window is your best escape.

Wondrous Item 520 gp

Property: When you jump or fall out of this window, you take no damage when you hit the ground, regardless of the distance.

Woundstitch Powder

Level 1

This worn leather pouch contains a quantity of life-saving yellow powder.

Wondrous Item 360 gp

Power (At-Will): Standard Action. You sprinkle this dust on an adjacent dying creature. That creature stops making death saving throws until it takes damage, and any untyped ongoing damage on the creature ends.

Zaarani's Solitaire

Heroic Level

The power of this golden spherical gem drives your foes to the ground.

Wondrous Item

Power (Encounter): Free Action. **Trigger:** You score a critical hit on your turn. **Effect:** The target of the critical hit slides 2 squares and is knocked prone.

Special: You cannot use more than one solitaire in an encounter.