



 *December 2007*

Buck-A-Batch Wondrous Items

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

Buck-A-Batch Wondrous Items

For 4th Edition Dungeons & Dragons

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Lvl	Name	Price (gp)	Category
2	Dire Totem	520	Wondrous Item
3	Emberdust	680	Wondrous Item
3	Shockdust	680	Wondrous Item
3	Tetherspike	680	Wondrous Item
4	Sounding Stones	840	Wondrous Item
5	Bag of Marbles	1,000	Wondrous Item
5	Bag of Seeds	1,000	Wondrous Item
5	Beast Charm	1,000	Wondrous Item
5	Dire Treats	1,000	Wondrous Item
5	Funeral March Charm	1,000	Wondrous Item
5	Fusegem	1,000	Wondrous Item
5	Sack of Shards	1,000	Wondrous Item
5	Skeleton Key	1,000	Wondrous Item
5	Skull Candy	1,000	Wondrous Item
6	Chime of Disruption	1,800	Wondrous Item
6	Dire Totem	1,800	Wondrous Item
6	Manual of Strategic Victory	1,800	Wondrous Item
7	Book of Souls	2,600	Wondrous Item
7	Zonemill	2,600	Wondrous Item
8	Arrowstone	3,400	Wondrous Item
8	Bag of Skulls	3,400	Wondrous Item
10	Bell of Turning	5,000	Wondrous Item
10	Chime of Ineptitude	5,000	Wondrous Item
11	Dust of Grounding	9,000	Wondrous Item
12	Dire Totem	13,000	Wondrous Item
12	Ghost Box	13,000	Wondrous Item
13	Emberdust	17,000	Wondrous Item
13	Shockdust	17,000	Wondrous Item
13	Tetherspike	17,000	Wondrous Item
15	Beast Charm	25,000	Wondrous Item
15	Dire Treats	25,000	Wondrous Item
15	Skull Candy	25,000	Wondrous Item
20	Phasewarp Lantern	125,000	Wondrous Item
23	Emberdust	425,000	Wondrous Item
23	Shockdust	425,000	Wondrous Item
23	Tetherspike	425,000	Wondrous Item
25	Beast Charm	625,000	Wondrous Item
25	Dire Treats	625,000	Wondrous Item
25	Skull Candy	625,000	Wondrous Item

Arrowstone

Level 8

Missiles of all types seem to be attracted to this simple white stone.

Wondrous Item 3,400gp

Power (Daily ♦ Zone): Minor Action. Burst 3 within 1 square. Dropping this fist size stone onto an adjacent space creates a zone that affects the accuracy of ranged weapons. Any creature that makes a range attack with a non-magical weapon suffers a -1 penalty to their attack for each affected square that the thrown or fired weapon passes through. An attack that misses due to the penalty it accumulates in the zone lands in the stone's space.

Bag of Marbles

Level 5

When scattered across the floor, these simple pearl white marbles cause chaos on the battlefield.

Wondrous Item 1,000gp

Power (Daily ♦ Zone): Minor Action. Blast 4. Dumping the contents of this bag into an adjacent space creates a zone with the following characteristics: 1) Creatures that begin their turn in the zone must make a save to move. Success: Move ½ normal movement rate. Failure: Shift 1. 2) Creatures that end their turn in the zone shift 1. 3) Anytime a creature is struck with a melee attack in the zone the damage is decreased by 1 and they are pushed 1 square. 4) A target that suffers a critical hit in the zone must make a save or be knocked prone. Success: Push 2.

Power (At-Will): Minor Action. Use after the zone has been created. You will the marbles to return to the bag, ending the effects of the zone.

Bag of Seeds

Level 5

The odd looking seeds contained in this cloth pouch replenish themselves daily.

Wondrous Item 1,000gp

Property: Plant a seed. After an extended rest a tree will spring up bearing an assortment of fruit. This fruit is enough to feed five medium or small creatures, or one large creature, for 24 hours.

Power (Encounter): Free Action. You drop a seed from the bag into the square you end your turn in. At the start of your next turn you become covered in a bark-like layer of armor. You gain a temporary +2 bonus to your AC. Each time you are hit by an attack reduce this bonus by 1. The bark and bonus disappear at the end of the encounter.

Power (Daily): Minor Action. Close burst 3. A seed dropped into an adjacent square sprouts into a sea of tangling vines. Enemy creatures in the target area are considered restrained (save ends).

Power (Daily ♦ Zone): Minor Action. Blast 4. Drop a seed into a square in front of you. The ground in the target area becomes covered in thorny vines. Movement in this area is halved. Creatures that end their turn in this area are dealt 1d4 points damage.

Bag of Skulls

Level 8

The small skull shaped stones contained within this bag are ice cold to the touch.

Wondrous Item 3,400gp

Power (Daily): Standard Action. You drop a small skull from this bag into an empty space adjacent to you. At the end of your turn 1d4 decrepit skeletons will rise from the ground and fight as your allies. The first will form in the space the skull was dropped in. The others will rise in empty spaces adjacent to it. A skeleton that rises in an

occupied space is destroyed. The skeletons remain until they are destroyed or until the end of the encounter.

Beast Charm

Level 3+

This small copper charm resembles a creature comprised of the parts of many different animals.

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

Wondrous Item

Power (Daily ♦ Charm): Standard Action. Make an attack against a beast in a square adjacent to you: +17 vs. Will. Miss: The beast is dazed until the end of its next turn. Hit: The beast fights for you until the end of the encounter. If the beast is trained and its controller or master is present it may make a successful save at the end of its turn to end this effect. If the beast is attacked by you or an ally the effect also ends. The beast flees at the end of combat if possible.

Level 15: +22 vs. Will.

Level 25: +28 vs. Will.

Bell of Turning

Level 10+

The chime of this holy bell is unbearable to the undead.

Wondrous Item 5,000gp

Power (Daily): Standard action. You can use this bell to turn undead as though you were a cleric of the same level. If you are a cleric, using this power does not count against your once per encounter restriction.

Book of Souls

Level 7

Penned by a fearsome warlock, this book allows you to quickly exploit any weaknesses in the foes they target.

Wondrous Item 2,600gp

Property: You gain a +1 bonus to your attack rolls against creatures that have previously been damaged during the encounter by a warlock's spell.

Power (Daily): Immediate reaction. You may use this ability when a creature in a space adjacent to you takes damage from a warlock's spell. Make a melee basic attack against the creature.

Chime of Disruption

Level 6

Sounding this brass chime creates a wave of holy energies harmful to the undead.

Wondrous Item 1,800gp

Power (Daily ♦ Radiant): Standard action. Close burst 5. Undead in affected area are dealt 2d4 radiant damage and suffer a -1 penalty to their AC until the end of the encounter.

Chime of Ineptitude Level 10

Sounding this silver chime creates a mesmerizing effect which temporarily befuddles your enemies.

Wondrous Item 5,000gp

Power (Daily): Standard Action. Close burst 3. All enemy creatures in range must make a saving throw. Failure: target may only use basic attacks until the end of their next turn.

Dire Totem Level 2+

This 6 inch tall wooden totem is carved to resemble a series of dire beasts stacked one on top of the other.

Lvl 2 520gp Lvl 12 13,000gp

Lvl 6 1,800gp

Wondrous Item

Power (Daily): Minor Action. Drop the totem into an empty space adjacent to you to summon a dire rat. The dire rat fights for you until the end of the encounter. The dire rat cannot move more than 2 squares away from the space that the totem was dropped in. The rat disappears at the end of the encounter.

Level 6: Dire wolf is summoned.

Level 12: Dire bear is summoned.

Dire Treats Level 5+

This box contains a replenishing supply of palm-size dwarf-shaped biscuit treats that dire beasts love.

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

Lvl 15 25,000gp

Wondrous Item

Power (Encounter): Minor Action. Make an attack +17 vs. Will against a dire beast up to 3 squares away. Hit: The creature is stunned until the end of its next turn.

Level 15: +22 vs. Will.

Level 25: +28 vs. Will.

Dust of Grounding Level 11

The fine dark powder contained in this hollow tube is heavier than it looks.

Wondrous Item 9,000gp

Power (Daily): Standard Action. Blast 3. You blow into the end of this tube spraying a fine dust over nearby creatures. All creatures with the flying ability in the targeted area that are on the ground at the time lose their ability to fly until the end of the encounter (save ends).

Emberdust Level 3+

The magic embers contained within this hollow tube amplify the damage inflicted by fire attacks.

Lvl 3 680gp Lvl 23 425,000gp

Lvl 13 17,000gp

Wondrous Item

Power (Daily ♦ Fire, Zone): Standard action. Blast 5.

You blow through the end of the tube releasing a cloud of smoldering embers into the air. The blast creates a zone which boosts the damage of fire attacks. Creatures that take fire damage while in the zone are dealt an additional 1d4 fire damage and must make a saving throw. If they fail they take an additional 2d4 fire and the zone erupts dealing 1d4 fire to any other creatures standing within. After this eruption the zone is destroyed otherwise it remains until the end of the encounter.

Level 13: Creatures take 2d4. Failure: additional 3d4 and 2d4 to other creatures.

Level 23: Creatures take 3d4. Failure: additional 4d4 and 3d4 to other creatures.

Funeral March Charm Level 5

This small metal disk bears the image of a progression of skeletons moving towards the entrance to a tomb.

Wondrous Item 1,000gp

Property: When you reduce a creature's hit points to zero or less the charm becomes attuned to that creature type. Once this occurs you gain a +1 bonus to your attack rolls against that creature type. This bonus ends once you reduce the hit points of a different creature type to zero or less at which point the charm ceases to function. The charm resets itself after you take an extended rest.

Power (Daily ♦ Necrotic): Free Action. Use this power when you hit a creature the charm is attuned to with a ranged or melee weapon. Your attack deals an additional 1w in necrotic damage.

Fusegem Level 5

These small gems become painfully hot when in the presence of damage dealing magic.

Wondrous Item 1,000gp

Property: There is a fusegem for each of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, and thunder. If you hold the gem in your hand, the fusegem will fuse to your palm. After this fusing takes place whenever you deal the specified damage you deal an addition point of the damage type to the target.

Power (Daily): Free Action. Use after making a successful melee attack against a target. You deal an additional 1d6 points of the specified damage type.

Ghost Box Level 12

This lantern like box can be willed to illuminate, casting flickering light in distracting patterns.

Wondrous Item 13,000gp

Power (Daily ♦ Zone): Minor Action. Close burst 5. You create a zone of flickering lights and shadows. Enemy creatures in this zone are considered flanked for the purpose of melee combat. This zone lasts until the end of your next turn. You may sustain the zone for an additional turn by spending an action point. You must be holding the lantern for this power to work. If you move from the square you were in when you created the zone the effect ends.

Manual of Strategic Victory Level 6

A hefty tome penned by a great warlord preaches the wisdom of staying close to one in battle.

Wondrous Item 1,800gp

Property: At the end of any turn you become bloodied in you may shift 1 space towards a warlord ally.

Power (Daily): No action. When a warlord uses a power which has an effect that targets an ally, use this power to treat the square you occupy as though it were up to 3 squares closer to the warlord.

Phasewarp Lantern Level 20

This elaborate lantern is covered with a series of lenses and mirrors. The light it emits can be quite disorienting.

Wondrous Item 125,000gp

Property: This lantern sheds light in a 10-square radius as normal, but it never needs lighting or refilling.

Power (Daily ♦ Zone): Minor Action. Close burst 10. The lantern creates a zone which makes travel by teleportation or phasing difficult. A creature attempting to move into the zone by either of these means must make a saving throw. If they fail they appear in an unoccupied space in the zone closest to their original starting point and their movement ends. A creature attempting to move by phasing or teleporting from a space inside the zone must also make a saving throw. If they fail they only move one square in the desired direction and their movement ends. This zone lasts until the end of your next turn. You may maintain the zone with a standard action. You must be holding the lantern for this power to work. If you move from the square you were in when you created the zone the effect ends.

Shack of Shards Level 5

This sack contains the shattered remains of a stain glass window from a haunted temple.

Wondrous Item 1,000gp

Power (Daily ♦ Zone): Standard Action. Blast 4. You open the sack and release a swarm of animated glass shards. These shards deal 1d4 damage to creatures in the area of effect when the zone is created. Creatures that end their turn in the zone are dealt 1d4 damage. For

each square of the zone a creature moves into they must make a successful saving throw or else take 1d4 damage. This zone lasts until the end of your next turn. You may maintain the zone with a standard action. The shards return to the sack when the effect ends.

Shockdust Level 3+

The glittering dust contained within this hollow tube amplifies the damage inflicted by lightning attacks.

Lvl 3 680gp Lvl 23 425,000gp

Lvl 13 17,000gp

Wondrous Item

Power (Daily ♦ Lightning, Zone): Standard action. Blast 5. You blow through the end of the tube releasing a cloud of glittering dust into the air. The blast creates a zone which boosts the damage of lightning attacks. Creatures that take lightning damage while in the zone are dealt an additional 1d4 lightning damage and must make a saving throw. If they fail they take an additional 2d4 lightning and the zone discharges dealing 1d4 lightning to any other creatures standing within. After this discharge the zone is destroyed otherwise it remains until the end of the encounter.

Level 13: Creatures take 2d4. Failure: additional 3d4 and 2d4 to other creatures.

Level 23: Creatures take 3d4. Failure: additional 4d4 and 3d4 to other creatures.

Skeleton Key Level 5

This fiendish looking key unlocks a skeleton from its corpse and forces it to serve you.

Wondrous Item 1,000gp

Power (Consumable): Standard action. Plunging this key into the chest of a medium size humanoid corpse and giving it a quick turn begins a reanimating process. After an extended rest the skeleton will animate and pull itself from its corpse. This skeleton will serve as your ally until it is destroyed.

Skull Candy Level 5+

This bag contains a regenerating supply of skull shaped candies. Undead seem to like them a lot.

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

Lvl 15 25,000gp

Wondrous Item

Power (Encounter): Minor Action. Make an attack +17 vs. Will against an undead creature up to 3 squares away. Hit: The creature is stunned until the end of its next turn.

Level 15: +22 vs. Will.

Level 25: +28 vs. Will.

Sounding Stones (pair)

Level 4

A pair of fist sized stones covered in primitive runes. They serve as a simple alarm system among goblin tribes.

Wondrous Item 840gp

Property: The sound made by banging one of these stones against an object issues out of the other stone instead.

Tetherspike

Level 3+

This simple looking iron spike can be used to restrain dangerous beasts.

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

Wondrous Item

Power (Encounter): Minor Action. Drop this spike into a space adjacent to a beast and make an attack +15 vs. Will. Hit: The beast cannot move more than 1 square away from the square containing the spike (save ends).

Level 13: +22 vs. Will.

Level 23: +27 vs. Will.

Zonemill

Level 7

The blades of this tiny stone windmill turn when its magic is active.

Wondrous Item 2,600gp

Power (Daily ♦ Zone): Minor Action. Burst 6 within 1 square. Drop this item into an empty space adjacent to you. There is a zonemill for each of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, and thunder. Until the end of the encounter any time a creature in the zone is dealt the specified damage type they take an additional 2 points of the specified damage type.

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Arrowstone

Missiles of all types seem to be attracted to this simple white stone.

Level:

Value:

Power (Daily ✦ Acid): Minor Action. Burst 3 within 1 square. Dropping this fist size stone onto an adjacent space creates a zone that affects the accuracy of ranged weapons. Any creature that makes a range attack with a non-magical weapon suffers a -1 penalty to their attack for each affected square that the thrown or fired weapon passes through. An attack that misses due to the penalty it accumulates in the zone lands in the stone's space.

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Bag of Marbles

When scattered across the floor, these simple pearl white marbles cause chaos on the battlefield.

Level:

Value:

Power (Daily ✦ Zone): Minor Action. Blast 4. Dumping the contents of this bag into an adjacent space creates a zone with the following characteristics: 1) Creatures that begin their turn in the zone must make a save to move. Success: Move $\frac{1}{2}$ normal movement rate. Failure: Shift 1. 2) Creatures that end their turn in the zone shift 1. 3) Anytime a creature is struck with a melee attack in the zone the damage is decreased by 1 and they are pushed 1 square. 4) A target that suffers a critical hit in the zone must make a save or be knocked prone. Success: Push 2.

Power (At-Will): Minor Action. Use after the zone has been created. You will the marbles to return to the bag, ending the effects of the zone.

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Bag of Seeds

The odd looking seeds contained in this cloth pouch replenish themselves daily.

Level:

Value:

Property: Plant a seed. After an extended rest a tree will spring up bearing an assortment of fruit. This fruit is enough to feed five medium or small creatures, or one large creature, for 24 hours.

Power (Encounter): Free Acton. You drop a seed from the bag into the square you end your turn in. At the start of your next turn you become covered in a bark-like layer of armor. You gain a temporary +2 bonus to your AC. Each time you are hit by an attack reduce this bonus by 1. The bark and bonus disappear at the end of the encounter.

Power (Daily): Minor Action. Close burst 3. A seed dropped into an adjacent square sprouts into a sea of tangling vines. Enemy creatures in the target area are considered restrained (save ends).

Power (Daily ✦ Zone): Minor Action. Blast 4. Drop a seed into a square in front of you. The ground in the target area becomes covered in thorny vines. Movement in this area is halved. Creatures that end their turn in this area are dealt 1d4 points damage.

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Bag of Skulls

The small skull shaped stones contained within this bag are ice cold to the touch.

Level:

Value:

Power (Daily): Standard Action. You drop a small skull from this bag into an empty space adjacent to you. At the end of your turn 1d4 decrepit skeletons will rise from the ground and fight as your allies. The first will form in the space the skull was dropped in. The others will rise in empty spaces adjacent to it. A skeleton that rises in an occupied space is destroyed. The skeletons remain until they are destroyed or until the end of the encounter.

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Beast Charm

This small copper charm resembles a creature comprised of the parts of many different animals.

Level:

Value:

Power (Daily ✦ Charm): Standard Action. Make an attack against a beast in a square adjacent to you: +17 vs. Will. Miss: The beast is dazed until the end of its next turn. Hit: The beast fights for you until the end of the encounter. If the beast is trained and its controller or master is present it may make a successful save at the end of its turn to end this effect. If the beast is attacked by you or an ally the effect also ends. The beast flees at the end of combat if possible.

Level 15: +22 vs. Will.

Level 25: +28 vs. Will.

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Bell of Turning

The chime of this holy bell is unbearable to the undead.

Level:

Value:

Power (Daily): Standard action. You can use this bell to turn undead as though you were a cleric of the same level. If you are a cleric, using this power does not count against your once per encounter restriction.

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Book of Souls

Penned by a fearsome warlock, this book allows you to quickly exploit any weaknesses in the foes they target.

Level:

Value:

Property: You gain a +1 bonus to your attack rolls against creatures that have previously been damaged during the encounter by a warlock's spell.

Power (Daily): Immediate reaction. You may use this ability when a creature in a space adjacent to you takes damage from a warlock's spell. Make a melee basic attack against the creature.

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Chime of Disruption

Sounding this brass chime creates a wave of holy energies harmful to the undead.

Level:

Value:

Power (Daily ✦ Radiant): Standard action. Close burst 5. Undead in the affected area are dealt 2d4 radiant damage and suffer a -1 penalty to their AC until the end of the encounter.

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Chime of Ineptitude

Sounding this silver chime creates a mesmerizing effect which temporarily befuddles your enemies.

Level:

Value:

Power (Daily): Standard Action. Close burst 3. All enemy creatures in range must make a saving throw. Failure: target may only use basic attacks until the end of their next turn.

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Dire Totem

This 6 inch tall wooden totem is carved to resemble a series of dire beasts stacked one on top of the other.

Level:

Value:

Power (Daily): Minor Action. Drop the totem into an empty space adjacent to you to summon a dire rat. The dire rat fights for you until the end of the encounter. The dire rat cannot move more than 2 squares away from the space that the totem was dropped in. The rat disappears at the end of the encounter.

Level 6: Dire wolf is summoned.

Level 12: Dire bear is summoned.

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Dire Treats

This box contains a replenishing supply of palm-size dwarf-shaped biscuit treats that dire beasts love.

Level:

Value:

Power (Encounter): Minor Action. Make an attack +17 vs. Will against a dire beast up to 3 squares away. Hit: The creature is stunned until the end of its next turn.

Level 15: +22 vs. Will.

Level 25: +28 vs. Will.

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Dust of Grounding

The fine dark powder contained in this hollow tube is heavier than it looks.

Level:

Value:

Power (Daily): Standard Action. Blast 3. You blow into the end of this tube spraying a fine dust over nearby creatures. All creatures with the flying ability in the targeted area that are on the ground at the time lose their ability to fly until the end of the encounter (save ends).

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Emberdust

The magic embers contained within this hollow tube amplify the damage inflicted by fire attacks.

Level:

Value:

Power (Daily ✦ Fire, Zone): Standard action. Blast 5. You blow through the end of the tube releasing a cloud of smoldering embers into the air. The blast creates a zone which boosts the damage of fire attacks. Creatures that take fire damage while in the zone are dealt an additional 1d4 fire damage and must make a saving throw. If they fail they take an additional 2d4 fire and the zone erupts dealing 1d4 fire to any other creatures standing within. After this eruption the zone is destroyed otherwise it remains until the end of the encounter.

Level 13: Creatures take 2d4. Failure: additional 3d4 and 2d4 to other creatures.

Level 23: Creatures take 3d4. Failure: additional 4d4 and 3d4 to other creatures.

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Funeral March Charm

This small metal disk bears the image of a progression of skeletons moving towards the entrance to a tomb.

Level:

Value:

Property: When you reduce a creature's hit points to zero or less the charm becomes attuned to that creature type. Once this occurs you gain a +1 bonus to your attack rolls against that creature type. This bonus ends once you reduce the hit points of a different creature type to zero or less at which point the charm ceases to function. The charm resets itself after you take an extended rest.

Power (Daily ✦ Necrotic): Free Action. Use this power when you hit a creature the charm is attuned to with a ranged or melee weapon. Your attack deals an additional 1w in necrotic damage.

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Fusegem

These small gems become painfully hot when in the presence of damage dealing magic.

Level:

Value:

Property: There is a fusegem for each of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, and thunder. If you hold the gem in your hand, the fusegem will fuse to your palm. After this fusing takes place whenever you deal the specified damage you deal an addition point of the damage type to the target.

Power (Daily): Free Action. Use after making a successful melee attack against a target. You deal an additional 1d6 points of the specified damage type.

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Ghost Box

This lantern like box can be willed to illuminate, casting flickering light in distracting patterns.

Level:

Value:

Power (Daily ✦ Zone): Minor Action. Close burst 5. You create a zone of flickering lights and shadows. Enemy creatures in this zone are considered flanked for the purpose of melee combat. This zone lasts until the end of your next turn. You may sustain the zone for an additional turn by spending an action point. You must be holding the lantern for this power to work. If you move from the square you were in when you created the zone the effect ends.

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Manual of Strategic Victory

A hefty tome penned by a great warlord preaches the wisdom of staying close to one in battle.

Level:

Value:

Property: At the end of any turn you become bloodied in you may shift 1 space towards a warlord ally.

Power (Daily): No action. When a warlord uses a power which has an effect that targets an ally, use this power to treat the square you occupy as though it were up to 3 squares closer to the warlord.

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Phasewarp Lantern

This elaborate lantern is covered with a series of lenses and mirrors. The light it emits can be quite disorienting.

Level:

Value:

Property: This lantern sheds light in a 10-square radius as normal, but it never needs lighting or refilling.

Power (Daily ✦ Zone): Minor Action. Close burst 10. The lantern creates a zone which makes travel by teleportation or phasing difficult. A creature attempting to move into the zone by either of these means must make a saving throw. If they fail they appear in an unoccupied space in the zone closest to their original starting point and their movement ends. A creature attempting to move by phasing or teleporting from a space inside the zone must also make a saving throw. If they fail they only move one square in the desired direction and their movement ends. This zone lasts until the end of your next turn. You may maintain the zone with a standard action. You must be holding the lantern for this power to work. If you move from the square you were in when you created the zone the effect ends.

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Shack of Shards

This sack contains the shattered remains of a stain glass window from a haunted temple.

Level:

Value:

Power (Daily ✦ Zone): Standard Action. Blast 4. You open the sack and release a swarm of animated glass shards. These shards deal 1d4 damage to creatures in the area of effect when the zone is created. Creatures that end their turn in the zone are dealt 1d4 damage. For each square of the zone a creature moves into they must make a successful saving throw or else take 1d4 damage. This zone lasts until the end of your next turn. You may maintain the zone with a standard action. The shards return to the sack when the effect ends.

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Shockdust

The glittering dust contained within this hollow tube amplifies the damage inflicted by lightning attacks.

Level:

Value:

Power (Daily ✦ Lightning, Zone): Standard action. Blast 5. You blow through the end of the tube releasing a cloud of glittering dust into the air. The blast creates a zone which boosts the damage of lightning attacks. Creatures that take lightning damage while in the zone are dealt an additional 1d4 lightning damage and must make a saving throw. If they fail they take an additional 2d4 lightning and the zone discharges dealing 1d4 lightning to any other creatures standing within. After this discharge the zone is destroyed otherwise it remains until the end of the encounter.

Level 13: Creatures take 2d4. Failure: additional 3d4 and 2d4 to other creatures.

Level 23: Creatures take 3d4. Failure: additional 4d4 and 3d4 to other creatures.

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Skeleton Key

This fiendish looking key unlocks a skeleton from its corpse and forces it to serve you.

Level:

Value:

Power (Consumable): Standard action. Plunging this key into the chest of a medium size humanoid corpse and giving it a quick turn begins a reanimating process. After an extended rest the skeleton will animate and pull itself from its corpse. This skeleton will serve as your ally until it is destroyed.

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Skull Candy

This bag contains a regenerating supply of skull shaped candies. Undead seem to like them a lot.

Level:

Value:

Power (Encounter): Minor Action. Make an attack +17 vs. Will against an undead creature up to 3 squares away. Hit: The creature is stunned until the end of its next turn.

Level 15: +22 vs. Will.

Level 25: +28 vs. Will.

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Sounding Stones (pair)

A pair of fist sized stones covered in primitive runes. They serve as a simple alarm system among goblin tribes.

Level:

Value:

Property: The sound made by banging one of these stones against an object issues out of the other stone instead.

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Sounding Stones (pair)

A pair of fist sized stones covered in primitive runes. They serve as a simple alarm system among goblin tribes.

Level:

Value:

Property: The sound made by banging one of these stones against an object issues out of the other stone instead.

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Tetherspike

This simple looking iron spike can be used to restrain dangerous beasts.

Level:

Value:

Power (Encounter): Minor Action. Drop this spike into a space adjacent to a beast and make an attack +15 vs. Will. Hit: The beast cannot move more than 1 square away from the square containing the spike (save ends).

Level 13: +22 vs. Will.

Level 23: +27 vs. Will.

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Zonemill

The blades of this tiny stone windmill turn when its magic is active.

Level:

Value:

Power (Daily ✦ Zone): Minor Action. Burst 6 within 1 square. Drop this item into an empty space adjacent to you. There is a zonemill for each of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, and thunder. Until the end of the encounter any time a creature in the zone is dealt the specified damage type they take an additional 2 points of the specified damage type.

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These cards can be cut out and handed to players when they're awarded treasure.

DMs can add a random element to their treasure by shuffling the cards and letting the players pick one.

Or let the players use the cards as a wish list. They can select one to be awarded to them during the adventure.

The majority of cards also have enough blank space to record bits of information.

Zonemill

The blades of this tiny stone windmill turn when its magic is active.

Level:

Value:

7

2,600 GP

Power (Daily ✦ Zone): Minor Action. Burst 6 within 1 square. Drop this item into an empty space adjacent to you. There is a zonemill for each of the following damage types: acid, cold, fire, force, lightning, necrotic, radiant, and thunder. Until the end of the encounter any time a creature in the zone is dealt the specified damage type they take an additional 2 points of the specified damage type.

ZONEMILL BOOSTS
FIRE DAMAGE.

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