

# FOURTHCORE ARMORY

A COMPENDIUM OF TREASURES MYTHIC & DEADLY



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# FOURTHCORE ARMORY

## A COMPENDIUM OF TREASURES MYTHIC & DEADLY

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## What This Book Is

FOURTHCORE ARMORY is a supplement designed to offer Dungeon Masters and players new options and rewards suitable for their fourthcore adventures. Items in this book share the following traits:

- ♦ **Dramatic.** Many of the items in the ARMORY have overly-dramatic secondary effects, such as moving the sun and moon, sending whispers through time, or destroying entire worlds.
- ♦ **Narrative.** Items in the ARMORY often have abilities that give the dungeoneers narrative boons, such as the ability to steal the body of a monster or instantly raise a valley of crops.
- ♦ **Powerful.** Though compatible with items such as those found in the ADVENTURER'S VAULT, treasure in the ARMORY is intentionally more powerful, prominent, and complex.

## New Terms

**Power (Action Point):** You begin with one use of the power per day. You can recharge this item's power by spending an action point as a standard action. Spending an action point in this way doesn't grant you an additional action, nor does it trigger the features of a paragon path. This standard action is separate from the action required to activate the item's power.

**Dead (Condition):** Some items in this supplement refer to being dead as a status condition, such as 'you are dead (save ends).' While dead, you are unconscious and appear dead if examined. When the effect ends, you regain consciousness as normal, and suffer no additional penalty.



# CHAPTER 1: WEAPONS & IMPLEMENTS

Whether they are brandished by an expert warrior, a devout crusader, or a formidable arch-mage, these weapons and implements will ensure that you decimate your enemies and the worlds in which they hide.

## Astral Bell of Sanctuary

### Level 23+ Rare

*Every tap of this heavy golden bell bathes you in a shimmering shield of radiant feathers. The front is adorned with a stern face, wherein you sense a powerful spirit waiting to be released.*

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

### Implement (Holy Symbol)

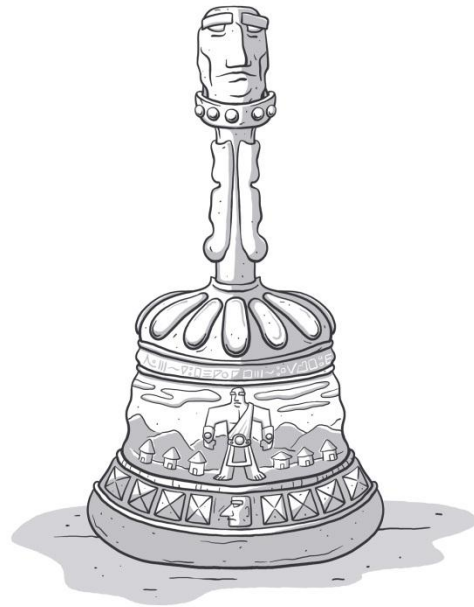
**Enhancement:** Attack and damage rolls

**Critical:** +1d6 damage per plus

**Power (At-Will):** Standard Action. Gain resist 15 all until the start of your next turn.

**Power (Daily):** Minor Action. Gain resist 25 all until the end of your next turn.

**Power (Consumable):** You destroy the *astral bell of sanctuary* and summon a godforged colossus (MONSTER MANUAL) that joins you for the duration of the battle. At the end of the encounter, the colossus ceases all movement and stands an eternal vigil at the site of your battle. If any enemy that died in the battle is returned to life, the colossus reanimates and travels unerringly in their direction, not stopping until the enemy is destroyed. It returns to the site afterward.



## Banishment Weapon

### Level 4+ Rare

*Sigils of chaos have been etched onto this weapon, each casting off a shower of crimson sparks.*

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

**Weapon:** Any

**Enhancement:** Attack and damage rolls

**Critical:** +1d8 damage per plus

**Property:** Enemies may not teleport into squares within 1 square per plus of you.

**Power (Daily ♦ Teleportation):** Free

Action. *Trigger:* You deal damage to an enemy. *Effect:* That enemy must make a saving throw with an additional +2 bonus. On a failure, they are teleported back to their exact place of birth on the plane. If the creature was not born on this

plane, they are instead teleported to the spot through which they first entered the plane. If the creature was not born but created, they are teleported to the spot in which their creation was completed. If the creature satisfies none of these conditions, or if they succeed on their saving throw, the enemy is instead teleported 10 squares, knocked prone, and dazed until the end of your next turn.

## Battlesphere of Doom

### Level 3+ Uncommon

*This spiked steel orb hovers effortlessly in your hand. A great power dwells within it, and when battle calls it will carve a path of destruction like none seen before.*

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

### Implement (Orb)

**Enhancement:** Attack and damage rolls

**Critical:** +1d8 damage per plus

**Power (Encounter):** Minor Action. Toss the *battlesphere of doom* into an unoccupied square no more than 3 squares away. It grows to Huge size. At the end of each of your turns, the *battlesphere* rolls 1d6 squares in a random direction, attacking any creatures whose squares it moves through. Any creatures restrained by the *battlesphere* move with it. The *battlesphere* can move through occupied squares and end its movement in an occupied square. It cannot be attacked or damaged.

**Attack:** Melee 0 (one creature); Item level + 3 vs. Reflex

**Hit:** 2d12 damage per plus, and the target is knocked prone and restrained (escape moderate DC by item level).

**Miss:** Half damage.

**Power (At-Will):** Minor Action. Recall the *battlesphere* to you. It shrinks to its original size and teleports back into your hand. You must be within 10 squares of the *battlesphere* to use this power.

## Calamity

### Level 13+ Rare

*This weapon is a physical conduit to the Primordial Chaos, capable of rending the very earth asunder.*

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

**Weapon:** Heavy blade, hammer, spear

**Enhancement:** Attack and damage rolls

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

**Power (Daily ♦ Fire, Lightning, Thunder):**

Standard Action. You thrust *calamity* into a single square of solid ground. It cannot be removed. At the start of each of your turns, *calamity* attacks (item level + 3 vs. Reflex) all creatures in a close burst with its location as the origin square.

**Round 1:** Close burst 1. **Hit:** 1d10 lightning damage per plus.

**Round 2:** Close burst 10. **Hit:** 1d6 thunder damage per plus. **Miss:** Half damage.

**Effect:** Creatures in the encounter with an Intelligence of 3 or higher immediately learn all of *calamity's* effects.

**Round 3:** Close burst 5. **Effect:** The ground around *calamity* cracks open, creating a pit 10 feet deep per plus. Creatures in the burst must make a saving throw or fall in.

**Round 4:** Close burst 20. **Hit:** 1d10 fire, lightning, and thunder damage per plus.

**Round 5:** Close burst 5. **Effect:** The ground slams shut. Any creatures inside the pit must make an immediate saving throw. On a success, the creature is knocked prone and slid into the nearest safe

square. On a failure, the creature is crushed to death.

*Round 6:* The effect ends, and *calamity* can be removed from the ground as a minor action.

## Death God's Razor

### Level 13+ Rare

*This jet black shard has neither grip nor handle. Wielding it becomes an exercise in self-control, as it seems to constantly beckon you to death's waiting arms.*

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

**Weapon:** Light blade

**Enhancement:** Attack and damage rolls

**Critical:** +1d8 necrotic damage per plus

**Power (Daily):** Standard Action. You slit your own throat, reducing your hit points to 0. Your soul leaves your body, appearing immediately in an adjacent square. Your soul has phasing, a fly speed equal to your speed, immunity to all damage, and the same attacks, defenses, powers, and other game statistics as you. You may take actions as your soul instead of your body until the end of your next turn. You are still required to make death saving throws at the end of each of your turns. *Sustain (Special):* If you fail a death saving throw, this power persists for an additional turn.

## Fléchette Crossbow

### Level 4+ Uncommon

*A cursed skull at the end of this iron crossbow grinds your bolt into a cloud of jagged projectiles.*

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

**Weapon:** Crossbow

**Enhancement:** Attack and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Basic ranged attacks made with the *fléchette crossbow* may be made with a range of close blast 3.

**Power (Encounter):** Free Action. An at-will attack you are about to make using the *crossbow* has a range of close blast 5.

*Level 14:* Close blast 10.

*Level 24:* Close blast 20.

## Grand Tempest Weapon

### Level 8+ Rare

*Water churns and clouds gather whenever this weapon is unsheathed.*

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

**Weapon:** Any melee

**Enhancement:** Attack and damage rolls

**Critical:** The target is pushed 2 squares per plus and knocked prone

**Property:** You take no penalties when using this weapon underwater or in adverse weather conditions.

**Power (Daily):** Standard Action. Make a melee basic attack with this weapon. If you hit, the target is pushed 10 squares per plus and knocked prone.

## Icon of Consecrated Turning

### Level 3+ Rare

*The blessed magic imbued in this pendant consecrates the ground even as it drives away the dead.*

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

### Implement (Holy Symbol)

**Enhancement:** Attack and damage rolls

**Critical:** +1d8 radiant damage per plus

**Property:** Whenever you use the *turn undead* power, squares in the burst become consecrated. Undead creatures of the *icon's* level or lower may never again willingly enter these squares. An undead creature that starts its turn in or is forced into a consecrated square takes 5 radiant damage per plus.

**Power (Daily ♦ Divine, Radiant):** Minor Action. Deal 10 radiant damage per plus to each undead creature in a consecrated square you can see.

## Idol of Harvest and Famine

### Level 10+ Rare

*The scent of roasted meat wafts from beneath the leaves that swaddle this clay idol.*

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

### Implement (Totem)

**Enhancement:** Attack and damage rolls

**Critical:** The target is permanently weakened

**Property:** You no longer need to eat.

**Property:** You are immune to the weakened condition and gain an item bonus to

Endurance checks equal to the *idol's* enhancement bonus.

**Power (Daily):** Standard Action. A field of crops and livestock 10 squares to a side per plus sprouts from the ground, ready to be harvested and eaten. The crops are difficult terrain.

**Power (Daily):** Standard Action. A field of crops, livestock, or vegetation 10 squares to a side per plus wilts, dies, and rots as if one month had passed. Creatures in the area are weakened (save ends).

## Impostor's Talon

### Level 10+ Rare

*Blood surges up through the blade's hilt, blurring your features into those of your victim.*

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

**Weapon:** Light Blade

**Enhancement:** Attack and damage rolls

**Critical:** +1d6 damage per plus

**Property:** Whenever you deal damage to an enemy using this weapon, you are considered that creature's ally for the purpose of resolving powers and effects until the end of your next turn.

**Property:** When disguised by the *impostor's talon*, you gain a +10 bonus to Bluff checks to disguise yourself off as the creature you are imitating.

**Power (Daily ♦ Polymorph):** Free Action.

**Trigger:** You reduce a Small or Medium creature of the *talon's* level or lower to 0 hit points with this weapon. **Effect:** Spend a healing surge. You permanently assume the form of the slain creature. The likeness is completely accurate and cannot be disproved through observation. You do not gain the knowledge, mannerisms, or abilities of the dead creature.

## Khopesh of Extinction

### Level 17+ Rare (Unique)

*Claimed from the sepulcher of a dead god, this curved blade is caked with the blood of creatures that no longer exist in any land.*

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

**Enhancement:** Attack and damage rolls

**Critical:** +1d12 damage per plus

**Power (Encounter):** Free Action. Choose a creature type (see MONSTER VAULT).

While wielding the *khopesh of extinction*, you gain an additional bonus to damage rolls against creatures of that type equal to this weapon's enhancement bonus.

**Power (Daily):** Free Action. *Trigger:* You deal damage with the *khopesh* to an enemy that is taking ongoing damage. *Effect:* That ongoing damage becomes permanent.

**Power (Annual):** Free Action. *Trigger:* You reduce a living enemy to 0 hit points with the *khopesh*. *Effect:* One-quarter of the creatures on the plane with the same origin, type, and race as the slain creature perish, starting with those furthest from the target. Creatures with a level higher than this weapon's level are unaffected.

*Level 22:* One-half of the population.

*Level 27:* The entire population.

## Orb of Twisted Souls

### Level 15+ Uncommon

*In an instant, you and your enemy fall dead. Close observers see your souls continuing the battle within this translucent obsidian orb.*

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

### Implement (Orb)

**Enhancement:** Attack and damage rolls

**Critical:** +1d6 necrotic and psychic damage per plus

### Power (Action Point ♦ Necrotic, Psychic):

Minor Action. You and one living creature you can see die (save ends). The first creature to make its saving throw deals necrotic and psychic damage to the other equal to 1d12 plus the *orb's* level.

## Redeemer

### Level 23+ Rare

*Carved from a sprig of the world tree and bound in rings crafted by five different gods, this mighty quarterstaff has been passed down through the centuries to preserve existence against the most ultimate of threats.*

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

### Implement (Rod, Staff, or Wand)

**Enhancement:** Attack and damage rolls

**Critical:** You or an ally within 10 squares of you may spend a healing surge or end one effect that a saving throw can end.

**Power (Encounter):** Minor Action. End all effects a save can end on each ally within 10 squares.

**Power (Daily):** Immediate Interrupt.

*Trigger:* A world you occupy would be destroyed. *Effect:* That world cannot be destroyed for 24 hours.



## Serpent Totem

### Level 4+ Uncommon

*Speckled with tiny bits of jade, this small wooden totem grants the form of a snake – a boon to some, a curse to others.*

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

### Implement (Totem)

**Enhancement:** Attack and damage rolls

**Critical:** The target is polymorphed into a snake until the start of your next turn (see below)

**Power (Daily ♦ Polymorph):** Minor Action. You or one willing ally polymorphs into a snake until the end of the encounter, for 5 minutes, or until the target chooses to end the effect as a minor action. While polymorphed, the creature can take no actions other than moving, has its size reduced to Tiny, has a speed of 5, a climb speed of 5, and a swim speed of 5.

## Staff of Kodama

### Level 13+ Rare

*This simple wooden staff rattles with the sound of forest spirits eager to travel beyond their own mystic groves.*

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

### Implement (Staff)

**Enhancement:** Attack and damage rolls

**Critical:** +1d6 damage per plus, and 1 square adjacent to you per plus becomes kodama wood terrain until the end of the encounter (see below)

**Property:** You may cast the following rituals at-will as a standard action without

spending their component cost: Bloom (PLAYER'S HANDBOOK 2), Commune with Nature (PLAYER'S HANDBOOK), Create Campsite (PLAYER'S HANDBOOK 2), and Secure Shelter (EBERRON PLAYER'S GUIDE).

**Power (Daily):** Standard Action. Area wall 10 within 10. Create a grove of kodama trees. This wall lasts until the end of the encounter. If this power is used in a wooded environment, the range is close burst 5 instead, and the grove created is permanent. Enemies treat kodama wood as difficult terrain. Kodama wood grants cover to you and your allies.

## Sundered Harp of Frost's Domain

### Level 8+ Rare

*A Fomorian perversion of elven beauty, this instrument strikes both foes and discordant melodies. Asleep in icy prisons, its victims can only dread the refrain.*

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

**Weapon:** Flail

**Enhancement:** Attack and damage rolls

**Critical:** +1d6 cold damage per plus, and the target is restrained (save ends)

**Property:** Gain immunity to cold and resist 5 fire per plus.

**Power (At-Will ♦ Cold):** Free Action.

**Trigger:** You reduce a creature to 0 hit points with the *harp* but choose to knock them unconscious instead of killing them.  
**Effect:** The creature is petrified until you choose to end the effect as a free action.

## Tentacle of the Nether King

### Level 12+ Rare

*Wreathed in flame and dripping ethereal blood, this weapon leaps from your grasp, pulling your foe toward you with its serrated head.*

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: Flail

**Enhancement:** Attack and damage rolls

**Critical:** +1d6 fire and necrotic damage per plus

**Property:** This weapon adds 2 to its reach.

**Power (At-Will):** Standard Action. Make a melee basic attack with this weapon. If the attack hits, the target is grabbed and pulled to a square adjacent to you.

**Power (Daily ♦ Fire, Necrotic):** Minor Action. Use this power on a target grabbed by this weapon. *Effect:* The target takes ongoing 10 fire and necrotic damage per plus and is dazed until it escapes your grab. If the target is reduced to 0 hit points as a result of this ongoing damage, you become insubstantial until the end of the encounter.

## The Sword That Shall Not Be Drawn

### Level 2+ Rare

*When the forces of creation measured what would and would not be, this weapon was the signpost that read 'you have gone too far.' Yet it could not be unmade, and so it has slumbered for all eternity. A symbol of the gods' humility and the wisdom of peace, whoever would defy its sacred history is surely damned by the heavens.*

Lvl 2	+1	520 gp
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

#### Implement (Holy Symbol)

**Enhancement:** Attack and damage rolls

**Critical:** The target cannot make attacks until the end of your next turn

**Power (At-Will):** Minor Action. Draw the sword that shall not be drawn. Until the end of the encounter, you may use it as a +7 longsword that deals an extra 1d8 radiant damage per plus on a hit and an extra 7d12 damage on a critical hit. At the end of the encounter, you and your allies are teleported before a council of celestial justiciars to answer for your crime. Convincing them to spare your lives is a complexity 5 skill challenge of your level (12 successes before 3 failures).

## Unstoppable Spear

### Level 3+ Uncommon

*Once thrown, this powerful spear unerringly pierces through all who stand in its way.*

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

#### Weapon: Spear

**Enhancement:** Attack and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter ♦ Weapon):** Standard Action. Throw the *unstoppable spear* and make the following attack:

*Attack:* Close line 40 (creatures in the line);  
Item level + 3 vs. Reflex

*Hit:* 1[W] + Strength modifier damage. On a critical hit, the target is pushed to the last square of the line (or the last unoccupied square in the line) and restrained (save ends).

*Effect:* If there are no creatures restrained by the *spear*, it returns to your hand.

*Level 13 or 18:* 2[W] + Strength modifier damage.

*Level 23 or 28:* 3[W] + Strength modifier damage.

## World-Rending Axe of Total Devastation

### Level 25+ Rare

*Presaged in obscure prophecies and foretold by blind seers, this axe shatters along its handle when smashed into the ground, breaking apart the very world from which it was made.*

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

#### Weapon: Axe

**Enhancement:** Attack and damage rolls

**Critical:** +1d10 damage per plus

**Property:** You gain a +10 bonus to Intimidate checks.

**Power (Encounter):** Standard Action.

Plunge the *world-rending axe of total devastation* into the ground, sending tremors rippling outward from where you stand. Destroy up to 10 squares of terrain you can see. These squares do not have to be contiguous.

**Power (Consumable):** Standard Action.

Hurl the *axe* into the ground. At the end of your next turn, the world you occupy, its inhabitants, and the *axe* are utterly destroyed. You and your allies are teleported to a random location in the nearest plane.

## CHAPTER 2: ARMOR

Protect yourself from the endless hazards of the underworld with armor both durable and fearsome.

### A armor of Tragic Ends

#### Level 2+ Uncommon

*Valued by actors, necromancers, smugglers, and spies, this bone-lined armor allows for dramatic and convincing death scenes.*

Lvl 2	+1	520 gp
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

**Armor:** Any

**Enhancement:** AC

**Property:** While dead, you take half damage from falling.

**Power (Daily):** Free Action. Choose a length of time as short as until the start of your next turn or as long as 24 hours. You are dead until that amount of time has elapsed.

### Corset of the Marilith

#### Level 18+ Rare

*The faint shimmer of snake scales upon this black corset accentuates your shapeliest features.*

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

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

**Property (Teleportation):** You gain a teleport speed equal to your speed.

**Power (Encounter):** Minor Action. Choose one of the following damage types: acid,

cold, fire, lightning, or thunder. Gain resist 10 to that damage type until the end of the encounter.

*Level 23:* Resist 15.

*Level 28:* Resist 20.

**Power (Daily):** Minor Action. You sprout four additional arms until the start of your next turn, each holding a copy of any weapon you are wielding. While affected by this power, you may make six melee basic attacks as a standard action.

### Gallery Armor

#### Level 7+ Uncommon

*Crafted of interlocking plates of enchanted marble, this heavy plate armor allows its wearer to turn into a statue at will.*

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

**Armor:** Plate

**Enhancement:** AC

**Property:** You gain vulnerable 5 thunder.

**Power (At-Will ♦ Polymorph):** Standard Action. You are petrified until the end of your next turn, appearing to be a masterfully-crafted, mundane marble statue to anyone who fails a DC 23 Perception check. *Sustain (Minor):* You continue to be petrified. You may use this power while petrified.

*Level 12:* Perception DC 28.

*Level 17:* Vulnerable 10 thunder form; Perception DC 31.

*Level 22:* Perception DC 36.

*Level 27:* Vulnerable 15 thunder; Perception DC 39.



## Hydra Soul Armor

### Level 3+ Uncommon

*Intertwining serpents adorn this organic looking armor.*

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

**Armor:** Hide, Scale

**Enhancement:** AC

**Power (Daily):** Minor Action. You sprout two additional heads until the end of your next turn. While you have additional heads, you gain all-around vision. At the end of your turn, you automatically save against the dazed and stunned conditions and against charm effects that a save can end. *Sustain (Minor):* Spend a healing surge without regaining hit points. Sustain this power until the end of your next turn.



## Icarus Armor

### Level 12+ Uncommon

*At your command, a pair of brass-and-wax wings snap out of this armor, granting you the power to soar to your heart's content.*

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

**Armor:** Leather, Hide, Scale

**Enhancement:** AC

**Power (Daily):** Minor Action. You sprout wings, gaining a fly speed of 6 until the end of your next turn. If you take fire damage, you immediately cease flying and begin to fall. *Sustain (Minor):* The wings persist until the end of your next turn. You cannot sustain the wings for more than five consecutive minutes.

## Invisible Armor

### Level 3+ Uncommon

*It's there... trust me.*

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

**Armor:** Any

**Enhancement:** AC

**Property:** This armor is invisible. It is still detectable by magic, blindsight, and tremorsense, but other forms of vision cannot identify its presence. Any sort of physical contact (e.g. an arrow, a pat on the shoulder) reveals the armor for what it is.

**Property:** This armor does not apply its armor check penalty to Stealth checks.

## Raveling Armor

### Level 3+ Uncommon

*Woven of an intricate series of braided and knotted silk ropes, this armor is of particular use to the adventurer on the go.*

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

**Armor:** Any

**Enhancement:** AC

**Power (At-Will):** Standard Action. You pull up to 50 feet per plus of enchanted rope from this armor. The rope has 20 hit points and can hold up to 1000 pounds (roughly four medium creatures and their gear).

**Power (At-Will):** Minor Action. You feed 50' of enchanted rope back into the armor.

**Power (At-Will):** Minor Action. You tie a perfect knot in an adjacent piece of enchanted rope.

## Robe of Expectations

### Level 2+ Uncommon

*All who look upon this robe see a different glamour drawn from all their minds know of authority and rulership.*

Lvl 2	+1	520 gp
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

**Armor:** Cloth

**Enhancement:** AC

**Property (Illusion):** Any who look upon you believe you to be dressed in a manner appropriate to the royalty of their parent culture. As a general rule, this grants a power bonus to Diplomacy and

Intimidate checks equal to twice the armor's enhancement bonus. This bonus becomes a penalty with rebels, anarchists, and those whose cognitive dissonance reveals the actual nature of this armor.

## Robe of the Winter Witch

### Level 5+ Rare

*Thick frost coalesces beneath the hem of this white-and-blue garment.*

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

**Armor:** Cloth

**Property:** Gain ice walk.

**Property:** Gain resist 5 cold.

*Level 15:* Resist 10 cold.

*Level 25:* Resist 15 cold.

**Property:** Enemies gain a +5 bonus to Perception checks made to track you.

**Power (Daily):** Minor Action. Until the end of the encounter, you leave a trail of ice wherever you walk. Anytime you move (not shift) with a move action, every square you occupy becomes frozen. A frozen square is considered difficult terrain for any creature without the icewalking ability. Liquids are similarly frozen, allowing you to create bridges of ice across such terrain. Your frozen footsteps have 10 hit points, cold immunity, and vulnerability 5 to fire and thunder damage.

*Level 10:* Your frozen footsteps have 15 hit points.

*Level 15:* 20 hit points.

*Level 20:* 25 hit points.

*Level 25:* 30 hit points.

*Level 30:* 35 hit points.

## Simulacrum Suit

### Level 5+ Uncommon

*Numerous irregular mirrors adorn this shimmering silver armor, catching and twisting the wearer's reflection with every step.*

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

**Armor:** Cloth, Leather, Hide

**Enhancement:** AC

### Power (Daily ♦ Summoning, Illusion):

Move Action. You create a clone of yourself in an adjacent square. The clone is treated as a summoned minion of your level with the same attack bonuses, speed, and defenses as you. The clone's attacks are melee basic attacks that deal minimum damage and have the illusion keyword.

*Level 10:* You create 2 clones. One action commands both clones.

*Level 15:* 3 clones. One action commands all clones.

*Level 20:* 4 clones. One action commands all clones.

*Level 25:* 5 clones. One action commands all clones.

*Level 30:* 6 clones. One action commands all clones.

## CHAPTER 3: SLOTTED ITEMS

Amulets, gauntlets, rings, helmets, and other adornments are not only staple rewards of the dungeon adventure – they are necessary tools for survival.

### Bouldergrasp Gauntlets

#### Level 10 Uncommon

*These immobile stone gloves become fluid and pliant when you place your hands inside.*

**Item Slot:** Hands      5,000 gp

**Property:** You gain a +4 item bonus to Athletics checks when climbing stone.

**Property:** You get a +2 item bonus to bull rush attempts made against creatures with the earth keyword.

**Power (Daily):** Immediate Interrupt.

*Trigger:* You would be hit by a stone projectile or trap, such as a giant's boulder or falling statue. *Effect:* You halt the object and place it in a square adjacent to you, taking no damage as a result.

### Mask of the Balor

#### Level 27 Rare

*Fashioned from the polished facial bones of a balor, this terrifying mask wreathes your body in flame when worn.*

**Item Slot:** Head      1,625,000 gp

**Property:** Gain blindsight 6.

**Property:** Creatures that start their turn within 2 squares of you take 10 fire damage.

**Power (Consumable ♦ Fire):** No Action.

*Trigger:* You die. *Attack:* Close burst 10 (creatures in the burst). *Effect:* 6d10 fire damage.

### Choker of Unsettling Restlessness

#### Level 2+ Uncommon

*This black-and-silver neckpiece keeps your soul close at hand, no matter how much it tries to leave.*

Lvl 2	+1	520 gp
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

**Item Slot:** Neck

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

**Property:** While dead, your eyes continue to function normally, allowing you to blink and make Perception checks and knowledge checks.

**Property:** While dead, your soul continues to linger in your physical form as though affected by the Gentle Repose ritual.

### Circlet of Clairvoyance

#### Level 10 Uncommon

*When worn, the scarlet band of this circlet fades into nothingness, causing this item to appear as a third eye in the middle of your forehead.*

**Item Slot:** Head      5,000 gp

**Power (Daily ♦ Zone):** Standard Action.

Create a zone in an area burst 5 within 20. You do not need line of sight or line of effect to the zone. You see and hear all that occurs in the zone. The zone lasts for 5 minutes, or until you choose to dismiss it as a minor action.



## Cloak of the Lamia

### Level 13 Rare

*This tattered cloak chitters and undulates, as if thousands of insects crawled just beneath its surface.*

**Item Slot:** Neck      17,000 gp

**Property:** Gain a +3 bonus to Fortitude, Reflex, and Will.

**Property:** Gain resist 10 swarms.

**Power (Healing Surge ♦ Poison):** Until the start of your next turn, you become a swarm of insects. You can take no actions other than moving. You take half damage from melee and ranged attacks and gain vulnerable 10 area and close attacks. You may move through enemies' spaces without provoking opportunity attacks and may squeeze through any space small enough for a single insect. Any enemy that ends its turn adjacent to you while you are in this form takes 10 poison damage.

## Crown of the Chimera

### Level 15 Rare

*Three figurines – a lion, a dragon, and a ram – perch atop this gnarled, ornamented crown.*

**Item Slot:** Head      25,000 gp

**Property:** Gain all-around vision.

**Property:** Gain a +5 bonus to Diplomacy, Heal, and Intimidate checks made when interacting with creatures that are a hybrid of one or more creatures (DM's discretion).

**Power (Encounter):** Standard Action. Make three melee basic attacks.

**Power (Daily ♦ Fire):** Standard Action.  
*Attack:* Close blast 5 (creatures in the blast); +18 vs. Reflex. *Hit:* 3d8 + 8 damage, and ongoing 10 fire damage (save ends). *Miss:* Half damage.

## Gauntlets of Wear & Weathering

### Level 8 Uncommon

*Cracks and patches of rust mar this set of bronze gauntlets. When you touch the door to the death knight's armory, it cracks and rusts in kind.*

**Item Slot:** Hands      3,400 gp

**Property:** Gain a +5 item bonus to damage rolls against objects that are part of a location's architecture, such as a door, pillar, or wall.

**Power (Daily):** Touch an object or piece of terrain that fills an area no greater than 3 squares wide by 6 squares tall. The DC to break, knock over, or force open that object is reduced by 5.

## Helm of Challenges

### Level 6 Uncommon

*This wrought iron helmet affixed with the horns of a demon never lets you shrink from a challenge. Not that you would, of course.*

**Item Slot:** Head      1,800 gp

**Property:** While marked, you take an additional -3 penalty to attacks rolls that do not include the creature that marked you.

**Property:** Gain a +2 bonus to attack rolls, damage, and defenses against creatures that have marked you.

## Kraken Bracers

### Level 10 Uncommon

*The azure and violet shimmer of these scaled bracers suggests a core of tempestuous magic.*

**Item Slot:** Arms      5,000 gp

**Property:** You gain a +10 item bonus to damage rolls against objects that are part of a ship or other seafaring vessel.

**Power (Daily):** Minor Action. Your reach increases to 10 until the start of your next turn.

## Mask of the Medusa

### Level 13 Rare

*A pair of crossed snakes is engraved onto this green iron mask pressed into the shape of a woman's face. When worn, rusting tears drip from her eyes.*

**Item Slot:** Head 17,000 gp

**Property:** You are immune to attacks with the gaze keyword.

**Property:** You cannot be petrified.

**Power (Encounter ♦ Poison):** Minor Action.

You bite an adjacent enemy, delivering a potent poison. *Attack:* Melee 1 (one creature); +16 vs. Fortitude. *Hit:* 2d6 + 6 poison damage, and ongoing 10 poison damage (save ends). If the target rolls a natural 1 on their saving throw against this ongoing damage, they also fall unconscious (save ends).

**Power (Daily ♦ Gaze):** Minor Action.

*Attack:* Close blast 3 (one creature in the blast); +16 vs. Fortitude. *Hit:* The target is petrified (save ends). *Third Failed Save:* The petrification is permanent.

## Phylactery of Lich's Patience

### Level 16+ Rare

*A small ossuary dangles from a chain around your neck, the magic within granting you the foresight to put in motion impossibly precise schemes.*

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

**Item Slot:** Neck

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

**Property:** You no longer need to sleep. You cannot sleep if you attempt to.

**Property:** When you first find the *phylactery of lich's patience*, you gain any gambit (see Chapter 6) of the *phylactery's* level or lower.

**Property:** When you ready an action, you gain a bonus to attack rolls and skill checks made as part of that action equal to the *phylactery's* enhancement bonus.

**Power (Action Point):** No Action. You must use this power at the start of your turn. You can take no actions and grant combat advantage until the start of your next turn. Gain two additional standard actions on your next turn.

*Level 21:* Three standard actions.

*Level 26:* Four standard actions.

## Psionic Symbiote

### Level 15+ Uncommon

*Its tendrils digging into the back of your skull, your strange passenger absorbs psychic attacks and urges you to let it borrow your psyche for a few minutes when additional defenses are needed.*

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

**Item Slot:** Head

**Property:** Gain resist 10 psychic.

*Level 20:* Resist 15 psychic.

*Level 25:* Resist 20 psychic.

**Power (Daily):** Minor Action. Share your consciousness with the *psionic symbiote*. While affected by this power, you are dazed, slowed, and unable to speak. You gain a +5 bonus to Will and are immune to the dominated and stunned conditions and attacks with the fear keyword. You may end this effect as a minor action.

## Ring of Arcane Memory

### Level 18 Rare

*Dozens of small gems line the outside of this silver ring, each imbued with energy from a different school of magic.*

**Item Slot:** Ring      85,000 gp

**Requirement:** You must draw energy from the Arcane power source. A creature from any other power source that willingly puts on the *ring of arcane memory* is instantly killed and crumbles into a pile of *residuum* equal to the one-fifth the value of a magic item of the creature's level.

**Property:** Gain a +5 bonus to Arcana checks made as part of casting a ritual.

**Power (Healing Surge):** Standard Action. Choose a ritual you have mastered with Arcana as one of its key skills and a casting time of one hour or less. You immediately cast that ritual without spending its component cost.

## Ring of Divine Favor

### Level 18 Rare

*Given by the gods to their most faithful and accomplished mortal servants, this brilliant ring allows a dungeoneer to effortlessly channel his or her deity's power.*

**Item Slot:** Ring      85,000 gp

**Requirement:** You must draw energy from the Divine power source. A creature from any other power source that willingly puts on the *ring of divine favor* is smitten by the *ring's* patron deity.

**Property:** Gain a +5 bonus to Religion checks made as part of casting a ritual.

**Power (Healing Surge):** Standard Action. Choose a ritual you have mastered with Religion as one of its key skills and a casting time of one hour or less. You immediately cast that ritual without spending its component cost.

## Ring of the Iron Golem

### Level 19+ Rare

*This segmented band of polished hexagonal iron is etched with the enchantments needed to complete the ritual of binding a spirit into an iron golem. Instead, you bind your own spirit, protecting yourself within a mobile tomb of metal.*

Lvl 19      105,000 gp

Lvl 29      2,625,000 gp

**Item Slot:** Ring

**Property:** You cannot run or shift.

**Power (Healing Surge ♦ Poison):** Standard Action. *Attack:* Close burst 2 (creatures in the burst). *Effect:* 2d8 poison damage, and the target is weakened (save ends).  
*Level 29:* 4d8 poison damage.

**Power (Daily):** Minor Action. Gain resist 20 all until the end of the encounter.  
*Level 29:* Resist 30 all.

## Ring of the World Tree

### Level 18 Rare

*This simple band of knotted wood was clipped from the branches of the World Tree, from which all vegetation first sprung.*

**Item Slot:** Ring      85,000 gp

**Requirement:** You must draw energy from the Primal power source. A creature from any other power source that willingly puts on the *ring of the world tree* is permanently and irreversibly polymorphed into a plant of the Dungeon Master's choice.

**Property:** Gain a +5 bonus to Nature checks made as part of casting a ritual.

**Power (Healing Surge):** Standard Action. Choose a ritual you have mastered with Nature as one of its key skills and a casting time of one hour or less. You immediately cast that ritual without spending its component cost.

## Sounding Boots

### Level 3 Uncommon

*These rugged brown boots make as much noise as you like.*

**Item Slot:** Feet          680 gp

**Property:** Gain tremorsense 10.

**Power (At-Will ♦ Illusion):** Minor Action. Choose a creature you have heard walking. Until you use this power again, your footsteps sound exactly like that creature.

## Spectacles of Rapid Calculation

### Level 1 Uncommon

*Numbers soar through your head when you stare through these simple reading glasses.*

**Item Slot:** Head          360 gp

**Power (At-Will):** Minor action. You count up to 1,000 individual items according to any categorization you see fit.

## Talisman of Sphere Command

### Level 29 Rare

*This winged talisman is set with a jet-black oval that drinks in the light.*

**Item Slot:** Neck          2,625,000 gp

**Property:** Gain a +6 bonus to Fortitude, Reflex, and Will.

**Power (At-Will):** Minor Action. Move a sphere of annihilation you can see within 5 squares up to 2 squares, including vertically. It may move through or end its move in occupied squares.

**Power (Daily):** Standard Action. You conjure a sphere of annihilation (DUNGEON MASTER'S BOOK) in an adjacent unoccupied square. It does not move on its own. It lasts until the end of the encounter, or until you dismiss the sphere as a minor action.

## Wings of the Couatl

### Level 18 Rare

*This cloak of prismatic feathers crackles with lightning. With a thought, the cloak takes the shape of a pair of wings, lifting you into the clouds.*

**Item Slot:** Neck          85,000 gp

**Property:** Gain a +4 bonus to Fortitude, Reflex, and Will.

**Property:** Gain a fly (hover) speed equal to your speed.

**Property:** Deal 1d10 extra radiant damage to demons.

**Power (Encounter ♦ Lightning, Radiant):**

Immediate Interrupt. *Trigger:* You are hit by an attack. *Attack:* Close burst 2 (enemies in the burst); +21 vs. Reflex. *Hit:* 3d8 + 18 lightning and radiant damage, and the target is blinded until the end of your next turn. *Effect:* You may shift 8 squares.



## CHAPTER 4:

# WONDROUS ITEMS

The realm is full of artifacts mystic and powerful, each waiting to be reclaimed from haunted ruins, inhospitable wastes, and impregnable citadels.

### Blessed Vase of Elmeyer

**Level 6 Rare**

*Drinking from this simple clay vessel floods the mind with clarity of purpose, allowing for enlightened judgments and decisions.*

**Wondrous Item** 1,800 gp

**Power (At-Will):** Standard Action. Drink from the *vase*. You gain a +20 power bonus to the next Wisdom-based skill check you make before the end of your next turn. At the end of your next turn, make a death saving throw. If you fail, you fall into a permanent coma filled with dreams that reveal the truths and mysteries of the metaverse. You have memory of only one of these revelations if revived, such as by the Remove Affliction ritual.

**Power (Daily):** Standard Action. Drink from the *vase*. You gain a +20 power bonus to the next Wisdom-based skill check you make before the end of your next turn.

### Bookmark of Second Glances

**Level 3+ Uncommon**

*This strange little scrap of parchment seems to jump around your tome, appearing between pages to remind you of thoughts long discarded.*

**Wondrous Item** 680+ gp

**Power (Daily):** Free Action. *Trigger:* You miss every target with an encounter attack power with a level equal to or less than the level of the *bookmark of second glances*. *Effect:* The triggering power is not expended. *Special:* You must be using a tome implement to benefit from this item.

### Brute Formula

**Level 6+ Uncommon**

*This rare elixir transforms you into a hulking, dim-witted brute for a short time.*

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

### Potion

**Power (Consumable):** Minor Action. Spend a healing surge. You do not regain hit points as normal. Instead, your reach increases by 1, and you gain a +2 power bonus to Strength checks, Strength-based skill checks, and melee damage rolls. You may only make melee basic attacks. This effect lasts until the end of the encounter.

*Level 11:* +4 power bonus

*Level 16:* +6 power bonus

*Level 21:* +8 power bonus

*Level 26:* +10 power bonus

## Celestial Pocketwatch

### Level 14 Uncommon

*Two dancing spirits – one radiant, one shadowy – swirl on the face of this gilded pocketwatch. When wound, the very planets themselves move.*

**Wondrous Item** 21,000 gp

**Property:** Gain resist 10 necrotic and radiant.

**Power (Daily):** If it is day, it becomes night. If it is night, it becomes day.

## Charm of the Lady of Snakes

### Level 8 Rare

*Given by the Lady of Snakes to her many lovers, this scaled bracelet is rough against the skin despite its fashionable appearance and intoxicating scent.*

**Wondrous Item** 3,400 gp

**Property:** Gain a +2 bonus to Charisma checks and Charisma-based skill checks.

**Property:** Gain a +2 bonus to saving throws against poison.

**Power (Daily):** Standard Action. Make the following attack:

*Attack:* Close burst 10 (reptiles in the burst); Charisma + 3 vs. Will

*Hit:* The target is dominated (save ends). On a critical hit, the target is permanently dominated, and any spawn that hatch from eggs it lays perceive you as their mother, even if they have never seen you.

*Miss:* The target is dazed until the end of your next turn.

*Effect:* Reptile eggs in the burst hatch.

## Crest of One Thousand Allegiances

### Level 2 Common

*This woven badge magically re-stitches itself to bear any crest or holy symbol.*

**Wondrous Item** 520 gp

**Property:** Gain a +1 item bonus to Bluff and Diplomacy checks.

**Power (At-Will):** Free Action. The *crest of one thousand allegiances* changes to bear a symbol that is most favorable to the group of creatures you are interacting with.

## Deck of Mortals

### Level 17 Rare (Unique)

*A gift from the goddess of luck to her first human priestess, the Deck of Mortals has for epochs tempted gamblers and those who seek limitless power.*

**Wondrous Item** 65,000 gp

**Property:** Gain a +4 item bonus to skill checks made as part of a divination ritual.

**Power (Daily):** Standard Action. You or one willing creature draws the top card from the *deck of mortals*. The effects are permanent. Attempts to divine the next card in the *Deck* to be drawn always fail, as do attempts to draw any other card but the top. All cards drawn from the *deck* return to it at the end of your next extended rest.

**K♣ - Warlock.** Whenever you spend a healing surge in an encounter to regain hit points, you instead gain only temporary hit points.

**Q♣ - Summoner.** A balor (MONSTER VAULT) appears and attacks you. It disappears at the end of the third round of combat.

**J♣ - Leper.** If you contract a disease, you automatically fail your saving throw against it and advance to its worst stage.

**A♠ - Jailer.** You take a -20 penalty to initiative, and you cannot ready actions or delay.

**2♣ - Hangman.** If you fail a death saving throw at any time, you immediately die.

**K♦ - Curate.** Your maximum and current hit points increase by 30.

**Q♦ - Charioteer.** Your speed becomes 8, and you gain a +20 bonus to initiative.

**J♦ - Magician.** Gain 2 action points and training in two skills of your choice. You may spend more than one action point in an encounter.

**A♦ - Oracle.** Know the answer to your next dilemma.

**2♦ - Dancer.** Gain a +5 bonus to Athletics, Acrobatics, and Endurance checks, and you never grant combat advantage.

**K♥ - Lover.** While you are adjacent to an ally, you gain resist 10 all and may use your second wind as a free action.

**Q♥ - Princess.** You are immune to all harmful conditions except ongoing damage.

**J♥ - Avatar.** An angel of protection (MONSTER VAULT) appears in your service. If you die, it serves an ally of your choice.

**A♥ - Knight.** Gain a +4 bonus to all defenses. In addition, you may use total defense as a move action.

**2♥ - Hierophant.** Gain a magic item of your choice of 20th level or lower, or 125,000 gp. You have three minutes to decide.

**K♠ - Thief.** You lose all non-weapon, non-armor, non-implement items. If this causes you to lose the *deck*, you are imprisoned in a random fortune-telling card somewhere on the plane.

**Q♠ - Medusa.** Whenever you fail a saving throw, you take 15 poison damage. If you roll a natural 1 on a saving throw, you die.

**J♠ - Traitor.** You are not considered an ally for the purposes of powers and abilities the other dungeoneers have. You may not count the other dungeoneers as allies yourself.

**A♠ - Witch.** While you take ongoing damage, you are polymorphed into a harmless small animal. While in this form, you can take no actions other than moving. You revert back to normal when you save against the ongoing damage.

**2♠ - Jester.** You must roll twice on all attack rolls and saving throws and take the lower result.

## Eye Spiders

### Level 11 Uncommon

*These tiny magical spiders crawl on the surface of your eyes, granting powerful magical sight while occasionally interrupting your field of vision.*

**Wondrous Item** 9,000 gp

**Property:** You take a -3 penalty to Perception checks.

**Power (Healing Surge):** Minor Action. Gain truesight until the end of your next turn.

## Flask of Portal Storing

### Level 5 Uncommon

*The image of a portcullis has been engraved on the surface of this heavy steel flask. When opened, tendrils of silver smoke roil outward.*

**Wondrous Item** 1,000 gp

**Power (Daily):** Standard Action. Target a closed doorway or active portal within 5 squares of you. It disappears from the wall, leaving behind solid terrain, and becomes stored inside the *flask of portal storing*. As a standard action, you may release the doorway or portal, which fits itself into the nearest wall or piece of solid terrain with enough space to accommodate it. The doorway or portal leads to its original destination. This effect does not open locked, sealed, or barred doors. Only one door or portal may be stored in the *flask* at a time.

## Fortress Cube

### Level 6 Uncommon

*Resting bolts rim the sides of this wrought iron cube the size of your fist. On each face, the symbol of a watchtower has been etched.*

**Wondrous Item** 72 gp

**Power (Consumable):** Standard Action.

You throw the *fortress cube* to the ground. A 4 square-wide by 8 square-tall tower springs forth from the cube in one minute, fully stocked with food and staffed by phantom human guards. The guards prevent creatures of 11th level or lower from approaching within 20 squares of the tower. This effect ends in 12 hours, or whenever you choose to dismiss it as a standard action. If there is not enough room for the tower to expand, or if a creature is standing in one of the squares at the tower's potential base, the *cube* does not activate.



## Gambit Pawn

### Level 1 Uncommon

*Appearing as the last pawn it imitated, this unusual trinket allows you to study your opponent's strengths for future reference.*

**Wondrous Item** 360 gp

**Power (At-Will):** Minor Action. The *gambit pawn* morphs its shape to match exactly any pawn with which you are in physical contact.

**Power (Daily):** Immediate Reaction.

*Trigger:* The *pawn* is taken over the course of a standard chess match. *Effect:* You know the exact level, race, role, defenses, and Intelligence score of the creature that has captured the *pawn*.

## Harp of Frost's Domain

### Level 15 Rare

*It is said the Prince of Frost hid what little warmth he had away when ascending the Winter Court's throne. With one strum of his lukewarm strings, ice cracks and is swept away.*

**Wondrous Item** 25,000 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. All creatures within 20 squares of you suffering from the restrained or immobilized condition are released and cannot be grabbed, immobilized, or restrained until the end of your next extended rest. Affected creatures suffering from an effect with the cold keyword that a save can end may make a save immediately. In addition, the ambient temperature of the area within 100 squares of you is permanently increased by 5 degrees.



## Head of the Medusa Demilich

### Level 13 Rare

*Claimed at a great cost from her gallery-crypt, the skull of the medusa demilich is both a formidable weapon and a potent ward against petrification.*

**Wondrous Item** 1,000 gp

**Property:** You are immune to the petrified condition.

**Power (Consumable):** Submerge the *head of the medusa demilich* in at least one gallon of holy water. It dissolves, and 6d10 statues from the surrounding lands come to life (13th-level or lower minions of the DM's choice) and pilgrimage to the site of this power's use. They arrive in one hour and serve the party until death.

## Horn of the Final Legion

### Level 9+ Rare

*Strips of parchment flutter from the end of this curved silver horn. It is said that the discordant bellow of this instrument heralds the end of days.*

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

### Wondrous Item

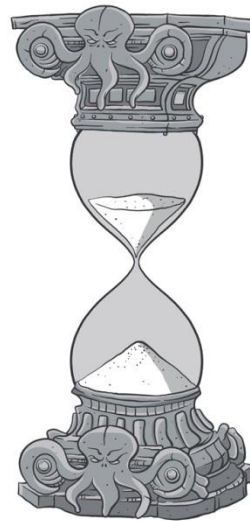
**Property:** You gain a +1 item bonus to AC for each ally adjacent to you.

**Power (Daily):** Minor Action. Blow the *horn of the final legion*. At the start of your next turn, 10 minion humanoids of your level or lower join the battle as your allies.

**Power (Consumable):** Minor Action. Blow the *horn*. At the start of your next turn, 100 minion humanoids of your level or lower attack a village, city, stronghold, or other location you have visited. They siege the location until destroyed.

*Level 19: 1,000 minion humanoids.*

*Level 29: 10,000 minion humanoids.*



## Hourglass of the Warrior-Oracle

### Level 14 Rare

*Careful inspection of the sand flowing through this antiquated timepiece reveals the slightest stutter.*

**Wondrous Item** 21,000 gp

**Property:** Gain a +3 item bonus to History checks and initiative.

**Power (Daily):** Free Action. *Trigger:* You or an ally you can see rolls initiative. *Effect:* The triggering creature can take an additional standard action on its first turn.

**Power (Daily):** Free Action. *Trigger:* You or an ally you can see rolls initiative. *Effect:* The triggering creature gains a +5 bonus to initiative.

**Power (Daily):** Free Action. *Trigger:* An enemy you can see rolls initiative. *Effect:* The triggering creature takes a -5 penalty to initiative.

## Mystic Libram

### Level 9 Rare

*An iron latch holds this black leather tome closed. When unclasped, the pages within glow with magic that is carried to your eyes and ears upon a whispering draft.*

**Wondrous Item** 4,200 gp

**Property:** When you first find the *mystic libram*, you immediately master 5 rituals of your level or lower. You forget these rituals if the *libram* is lost, destroyed, or consumed.

**Power (Action Point):** Cast one ritual you have mastered without spending its component cost.

**Power (Consumable):** Read the *mystic libram* over the course of an extended rest. At the end of that extended rest, you gain a level.

## Ooze Sphere

### Level 4+ Uncommon

*This hollow glass sphere the size of a cannonball is heavy with the swirling core of emerald slime inside of it.*

Lvl 4	33 gp
Lvl 6	72 gp
Lvl 8	136 gp
Lvl 10	200 gp

### Wondrous Item

**Power (Consumable):** Standard Action.

Toss the *ooze sphere* into an unoccupied square within 2 squares of you. It shatters, and a green slime (MONSTER VAULT) flows free. It acts on your initiative count – 1, moving toward and attacking the nearest creature on each of its turns, including you or your allies. The green slime will continue to attack you and your allies when all of your enemies have been defeated.

*Level 6: A bloodied ochre jelly (MONSTER VAULT) appears.*

*Level 8: A bloodied gelatinous cube (MONSTER VAULT) appears.*

*Level 10: A bloodied black pudding (MONSTER VAULT) appears.*

## Orb of Worlds

### Level 29 Rare

*Said to have been created by a race of ancients that transcended even godhood, this pearlescent orb churns with flashing clouds, like a thunderstorm spied from atop a mountain.*

**Wondrous Item** 105,000 gp

**Power (Consumable):** Speak a single word and throw the *orb of worlds* from the bow of a planar vehicle into the vastness of the Astral Sea. It travels until it reaches a safe distance from any object, at which point it explodes, birthing a world that embodies the command word spoken.

## Portable Portcullis

### Level 5 Uncommon

*When scattered across the floor, this pouch of iron grounds coalesces into a heavy portcullis that bars the passageway.*

**Wondrous Item** 50 gp

**Power (Consumable):** Standard Action.

Spread the iron grounds across the floor in an straight line no larger than 3 squares across. Each square in the line must be adjacent to you, and the ceiling must be no higher than 3 squares above. A lowered portcullis appears in these squares, which lasts until the end of your next extended rest. The DC to force open the portcullis is 22.

## Prince of Coppers

### Level 2 Rare (Unique)

*This copper coin bears the regal profile of an unknown noble wearing a simple, unadorned crown. If you didn't know better, you'd swear he just winked at you.*

**Wondrous Item (Intelligent)** 520 gp

**Power (Encounter):** Minor Action. Flip the *prince of coppers*. You choose the results of the flip.

**Communication:** Speech

**Persona:** The *prince* is a gossipy scoundrel, always eager to trade secrets with its recognized possessor. He offers his aid and friendship readily to other good creatures, particularly when they are working against corrupt merchants, evil dragons, and other miserly beings.

**Alignment:** Good

**Languages:** Common, Draconic

**Skills:** The *prince* grants a +2 bonus to Streetwise checks made to locate an item for purchase.

## Raven of Timeless Omen

### Level 5+ Rare

*When freed from its gemstone egg, this spectral raven carries a message across not only distance, but time.*

Lvl 5	50 gp
Lvl 15	1,000 gp
Lvl 25	25,000 gp

### Wondrous Item

**Power (Consumable):** Whisper a message of 20 words or less to the *raven of timeless omen*. It delivers that message to a creature of your choice, traveling up to one day into the past or the future. The target must be within 10 miles of your current location at the destination time.

*Level 15:* One year, and 100 miles.

*Level 25:* One decade, and 1,000 miles.

## Rod of Wonder

### Level 16 Rare (Unique)

*Coveted by magic-users of all specialties, this simple oak rod is set with iron rings, each a different color of the rainbow.*

**Wondrous Item** 45,000 gp

**Power (Action Point):** Minor Action. Point the *rod of wonder* at a creature or object you can see within 10 squares. Roll a d20 on the table below to determine what effect the *rod* has. (The Dungeon Master is encouraged to keep this table secret from the *rod's* wielder, if possible.)

1. Black tendrils snake forth from the rod and constrict the target if it is a creature. It is slowed (save ends).
2. You are blinded by a flash of magic (save ends).
3. A gust of wind pushes the target 10 squares.
4. A zone of poison gas in a close burst 2 centered on you appears. Living creatures that enter or start their turn in the zone take 10 poison damage and are weakened until they leave the zone. The zone lasts until the end of the encounter.
5. You become invisible until the end of your next turn, disappearing in a cloud of shimmering dust.
6. The target becomes invisible until the end of your next turn. The *rod* emits a cackling sound.
7. The *rod* creates a zone of reversed gravity in a close burst 5 centered on you that lasts until the end of your next turn. Creatures in the zone take falling damage as if they had fallen the distance from the floor to the ceiling. If there is no ceiling, creatures in the zone instead float 10 squares in the air and grant combat advantage.

8. You and the target swap places. A trail of magical sparks flutters in the path between you.
9. If the target is a creature, a force sarcophagus is conjured that seals it in. It is immobilized (save ends). If the target is an object, it is instead affected as if you had cast the Knock ritual (PLAYER'S HANDBOOK) on it with an Arcana check result of 40.
10. A lightning bolt arcs out from the *rod*, attacking each creature in a close line 10 (Dexterity + 3 vs. Reflex). The line must include the target. On a hit, the lightning bolt deals 4d6 + 12 lightning and thunder damage (half damage on a miss).
11. A magic rope lassos the target, allowing you to slide it up to 5 squares, including vertically.
12. If the target is a creature, it becomes affected by a magical haste. It gains an extra standard action on each of its turns until the end of the encounter, or for 5 minutes.
13. If the target is a creature, it is polymorphed into a harmless animal of your choice (save ends). While polymorphed, the target can take no actions other than moving. If the target is an object, you are polymorphed instead (save ends).
14. The target is bathed in faerie fire. If it is a creature, you mark it until the end of the encounter.
15. A fireball issues from the *rod*, attacking each creature in an area burst 3 centered on the target (Intelligence + 3 vs. Reflex). On a hit, the fireball deals 6d6 + 6 fire damage (miss half).
16. The target regains hit points as if it had spent a healing surge.
17. You may teleport up to 8 squares.
18. The target sprouts demon wings, gaining a fly speed of 6 (hover) until the end of the encounter.

19. The magic of the *rod* drains your life-force. You lose two healing surges.
20. Roll again 3 times, ignoring duplicate results. You may choose the order in which the effects resolve.

## Sandstone of Evaporation

### Level 4 Uncommon

*The surface of this sandstone brick is porous and gritty to the touch.*

**Wondrous Item** 33 gp

**Power (Consumable):** Minor Action. Toss the *sandstone of evaporation* into a body of liquid no more than 5 squares wide by 5 square deep. The *stone* absorbs all of the water in one round, and then crumbles to dust.

## Sepulcher Bracelet

### Level 5 Uncommon

*Though first distributed by the goddess of death to her coterie of undertaker-angels, these bone-white bracelets are now a favorite among necromancers seeking only the finest corpses.*

**Wondrous Item** 1,000 gp

**Power (At-Will):** Touch a sarcophagus, urn, or other vessel in which the deceased might be stored. You learn the identity of the creature originally interred therein and their date and cause of death. This power reveals nothing about creatures other than the one for which the vessel was intended. This power functions even if the vessel is empty.

## Shield Sigil (Protection)

### Level 7 Common

*When a shield bearing this divine sigil is raised in defense, allies nearby are warded.*

**Wondrous Item** 2,600 gp

**Requirement:** You must be carrying a shield. A shield may benefit from only one *sigil*. Imbuing a shield with a *sigil* requires a standard action and is permanent.

**Property:** When you use total defense, allies within 2 squares of you gain 5 temporary hit points.

## Shield Sigil (Fear)

### Level 7 Common

*When a shield bearing this sneering icon is raised in defense, nearby enemies recoil in supernatural fear.*

**Wondrous Item** 2,600 gp

**Requirement:** You must be carrying a shield. A shield may benefit from only one *sigil*. Imbuing a shield with a *sigil* requires a standard action and is permanent.

**Property:** When you use total defense, enemies within 2 squares of you are pushed 1 square.

## Tablet of One Thousand Prayers

### Level 8 Uncommon

*Impossibly smooth and hewn from marble white as snow, this mystic tablet allows you to blend with any congregation, no matter how obscure or foul.*

**Wondrous Item** 3,400 gp

**Property:** Gain a +2 item bonus to Religion checks.

**Power (At-Will):** Free Action. Lay the *tablet of one thousand prayers* on or within 1 square of an altar, shrine, or other divine terrain feature. The most-recited prayer to that deity (or deities) appears on the *tablet* in a language of your choice that you can read.

## Talisman of Recall

### Level 8+ Uncommon

*This amulet bears the icon of a crossroads and a compass rose. When invoked, the magic within whisks a traveler and her companions home in an instant.*

Level 8	135 gp
Level 18	2,400 gp
Level 28	85,000 gp

### Wondrous Item

**Power (Consumable, Teleportation):** Minor Action. Attune the *talisman of recall* to yourself and the square in which you currently stand. Before the end of your next extended rest, you may expend the *talisman* as a move action, teleporting yourself and up to five willing allies you can see to the attuned location (or the nearest unoccupied square) if it is within 10 miles. If the duration expires without you using this ability, the *talisman* is not expended.

*Level 18:* One week, and anywhere on the same plane.

*Level 28:* A year and a day, and anywhere in the metaverse.



## Whistle & Tokens of Charon

### Level 13 Rare

*A ruddy tin whistle and a handful of black coins jangle inside this goristro-skin pouch.*

**Wondrous Item** 17,000 gp

**Property:** When found, the pouch contains 6d6 *tokens of charon*.

**Power (At-Will):** Blow the *whistle of charon*.

A robed skeletal creature in a floating canoe appears within 5 squares of you, its hand outstretched for a toll. Pay 1 *token* for each dungeoneer who wishes to ride. The skeleton ferries you and your allies across a distance no greater than 10 miles. The boat has a fly speed of 12 (hover). A dungeoneer may ride without paying a *token*; if so, there is a 10 percent chance per dungeoneer who does not pay that the skeleton leads the party into the den of demons (encounter level 16).

## Wraith Lantern

### Level 3 Uncommon

*Ghostly luminescent fog billows from the mouth of this glass skull-lantern.*

**Wondrous Item** 680 gp

**Property:** The *wraith lantern* sheds dim light out to a range of 10 squares. It does not require fuel and will glow eternally if left alone. The *lantern* may be snuffed out or lit as a minor action.

**Power (Daily):** A zone of dim light appears in a close burst 10 centered on the *lantern*. The zone is permanent.

# CHAPTER 5: CHARGED ITEMS

A **charged item** is a specially-crafted magic item that contains a utility or attack power – typically a wizard spell or cleric prayer. Charged items channel these spells by expending ‘charges,’ a numeric value that represents the limits of its magic reservoir. A charged item grants its wielder the ability to use the powers contained within, regardless of the user’s power source, level, or class.

## Using Charged Items

All charged items are subject to the following rules:

- ◆ Activating a charged item is a standard action, and can only be done once per round. You must be wielding a charged item in one of your hands to use it.
- ◆ All charged items attack Fortitude, Reflex, or Will (as determined by the power), using the item’s level + 3 as the attack bonus.
- ◆ The wielder of a charged item always knows how many charges the item has and how many charges each power costs to activate (when applicable).
- ◆ When a charged item is depleted, it crumbles into an amount of *residuum* equal to one-fifth its value.
- ◆ Anyone can use a charged item.
- ◆ Unless otherwise noted, a charged item’s level is equal to the level of the highest level power it contains.
- ◆ The wielder of a charged item is considered to have an ability modifier of +2 per item tier when

resolving the effects of stored powers.

- ◆ Charged items are not implements and cannot be used as implements.

Charged items are classified by tier, with a specific type assigned to each tier. While charged items can take any form and store any power, this volume will introduce only three – *wands*, *staves*, and *orbs* – and will emphasize wizard spells and cleric prayers.

## Wands

*Charged wands* are the most common charged item found during the heroic tier, representing their most basic and classic form. Charged wands contain a single power that expends 1 charge per use. Wands are divided by rarity in terms of power. Despite their designation as a heroic tier charged item, wands can be created with powers from any tier.

**Common.** A common wand contains an at-will or equivalent power. It has 5d10 charges when found.

**Uncommon.** An uncommon wand contains an encounter or equivalent power. It has 3d10 charges when found.

**Rare.** A rare wand contains a daily or equivalent power. It has 1d10 charges when found.

### Example: Wand of Fireball

Our Dungeon Master wants to include a *wand of fireball* in her next adventure. Opening HEROES OF THE FALLEN LANDS, she looks up the wizard’s *fireball* attack power.

She finds it, and sees that it’s a level 5 daily power. Her *wand*, then, would be a level 5 rare magic item with a value of 1,000 gp. She rolls 1d10 – the number of charges a

rare charged wand contains when found – and gets a 6!

Being a level 5 wand, its attack bonus would be +8 vs. Reflex (the defense targeted by the power). On a hit, the *fireball* would deal 4d6 fire damage, +2 for the ‘Intelligence modifier’ at heroic tier.

Once the *wand of fireball* is depleted of all charges, it dissolves into 200 gp worth of *residuum* – one-fifth the value of a 5th-level magic item.

### Example: *Wand of Heal*

One year later, our Dungeon Master is still running her campaign, and her dungeoneers are nearing the epic tier. She wants to include something really special in her next vault, and decides to create an epic tier charged wand: a *wand of heal*.

Referencing *HEROES OF THE FALLEN LANDS*, she sees that *heal* is a level 22 cleric daily utility power. Like the *wand of fireball*, the *wand of heal* would be a rare magic item with 1d10 charges when found. A dungeoneer wielding it would be able to use *heal* as a standard action, at the cost of 1 charge per use.

Since *heal* is a utility power, there’s no need to calculate an attack bonus. However, if she did, it would be +25 (wand level + 3).

Furthermore, since *heal* provides a static boon, there’s no need to worry about the ability modifier, either. If it mattered, it’d be +6.

*Heal* has a range of melee touch, so she notes that the wielder of the *wand* will have to touch someone with it to use the power.

### Excellent Power Choices for Charged Wands

**Wizard Spells:** *magic missile, arc lightning, burning hands, sleep, shield, spectral image, fireball, invisibility, lightning bolt, ice storm, hold monster, cone of cold, mass charm, disintegrate, chain lightning, confusion, meteor swarm*

**Cleric Prayers:** *bles, cure light wounds, cure serious wounds, resurrection, cure critical wounds, heal, purify*

### Staves

At paragon tier, dungeoneers begin to find charged items called **staves**. A charged staff contains three thematically-linked powers of its level or lower, all from the same power source:

- ◆ One at-will or equivalent power.
- ◆ One encounter or equivalent power.
- ◆ One daily or equivalent power.

A charged staff still holds a set number of charges (3d10 + 10); however, the amount of charges expended depends on the power used. Typically, the at-will power uses 1 charge, the encounter power uses 2 charges, and the daily power consumes 3 charges (4 charges if the power is 21st-level or higher).

In addition, a charged staff with at least 1 charge remaining can be broken by its wielder as a standard action, causing the stored magical energy to explode into an extremely powerful effect to be determined when the staff is created. If broken in this way, the staff is destroyed, cannot be repaired, and does not dissolve into *residuum* as if it had been depleted.

A charged staff has a level equal to the highest level power stored within it. Unlike wands, all charged staves are rare.

### Example: Staff of the Skull Mage

Our DM sits down to create a charged staff, and decides she would like to give the party's wizard something to reward his brave and skilled performance while in the Catacombs of the Skull Mage. Calling it, appropriately, the *staff of the skull mage*, she picks an at-will power, an encounter power, and a daily power from the wizard class: *magic missile* (1 charge), *dimension switch* (2 charges), and *disintegrate* (3 charges). She notes that the ability modifier for the attack powers is +4.

The highest-level power, *disintegrate*, is level 19 – thus, the *staff* is also level 19. All staves are rare. She rolls  $3d10 + 10$  to determine the number of charges, and gets a 21.

Finally, she decides that she wants a simple but powerful close blast 20 effect if the wizard decides to break the staff. Referencing the Damage by Level chart in the DUNGEON MASTER'S BOOK, she determines that the damage for a 19th-level limited power that affects multiple creatures is about  $5d6 + 12$ . 'But this is fourthcore, and he's breaking a rare magic item,' so she increases the damage to  $7d6 + 18$  fire and necrotic damage.

After adding a touch of description and a bit of lore, she makes a nice card for her wizard player, ready to entice him with the *staff of the skull mage*.

## Frost-Staff of Deras, Slayer of the Iron Lich

### Level 16 Rare (Unique)

*This ornate steel staff tipped with ice is freezing to the touch. It was enchanted and wielded by Deras, a powerful frost mage who hunted and destroyed the Iron Lich. Deras was the sole survivor of the assault on the Tomb.*

**Charged Item (Staff)** 45,000 gp

**Charges:** 3d10 + 10

**Power (At-Will ♦ Cold):** Standard Action (1 charge). *Attack:* Ranged 20 (one creature).

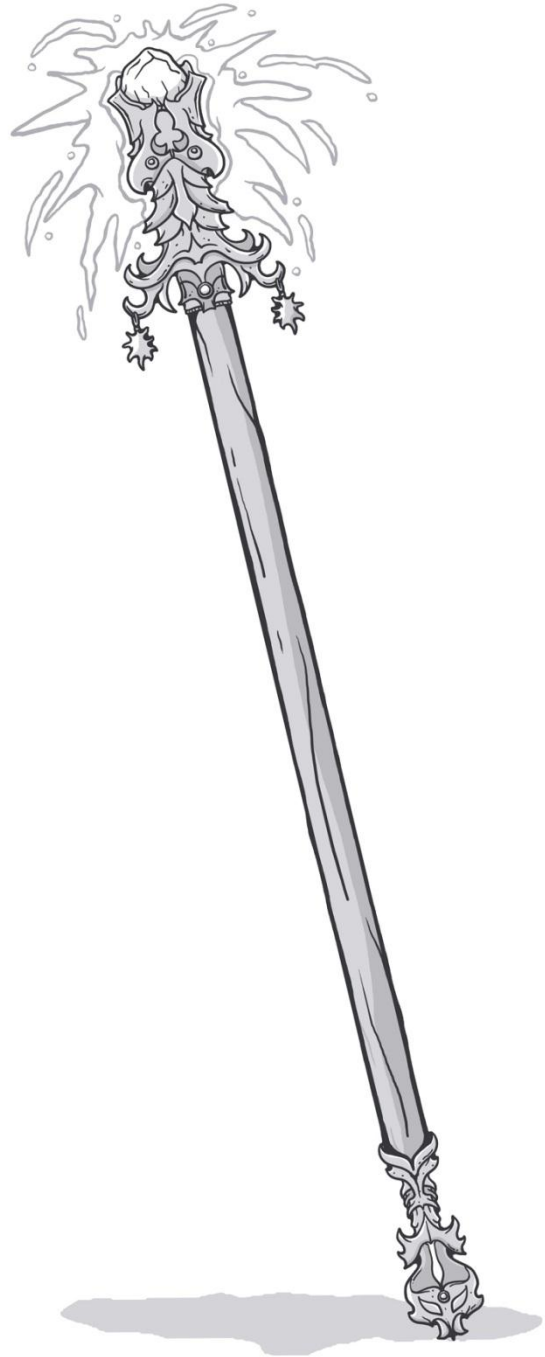
*Effect:* 6 cold damage. *Special:* You may use this power as a ranged basic attack.

**Power (At-Will ♦ Cold):** Standard Action (2 charges). *Attack:* Ranged 5 (one creature).

*Effect:* The target is restrained until the end of your next turn.

**Power (At-Will ♦ Cold):** Standard Action (3 charges). As the wizard's *cone of cold* power (HEROES OF THE FALLEN LANDS).

**Power (Consumable ♦ Cold):** Standard Action. Break the *frost-staff of deras, slayer of the iron lich*. *Attack:* Close burst 10 (enemies in the burst); +19 vs. Fortitude. *Hit:* 5d6 + 6 cold damage, and the target is petrified (save ends). *Aftereffect:* The target is slowed (save ends). *Effect:* Gain a +4 bonus to all defenses until the end of your next turn. *Special:* You may use this power as an immediate interrupt when you are hit by an attack.





## Orbs

In epic tier, dungeoneers gain access to some of the most powerful charged items, including **orbs**. Unlike charged wands and staves, which are enchanted by a magic-user, charged orbs draw their potency from the imprisoned spirit of a powerful being such as a djinni, a greater elemental, or a demon.

Orbs are always rare items whose level is equal to the level of the creature trapped within. When found, a charged orb has  $2d10 + 10$  charges.

A charged orb has the following powers:

- ◆ An aura 3 granted to the bearer of the orb. This aura should match the aura of the creature trapped within. If the trapped creature has no aura, the Dungeon Master should create one that is thematically-linked to the trapped creature.
- ◆ One of the trapped creature's at-will powers (or equivalent). This power uses 1 charge.
- ◆ One of the trapped creature's encounter or recharge powers (or equivalent). This power consumes 3 charges when used.
- ◆ If a power targets AC, it instead targets Reflex.

Upon being depleted, a charged orb does one of two things: it either releases the trapped creature, or it immediately uses one of the creature's powers that trigger when it reaches 0 hit points (such as the balor's *death burst* power) if it has one. In either case, the charged orb is destroyed and produces no *residuum*.

Whether or not the creature attacks the dungeoneers if released depends on the creature's alignment, if they chose to release the creature prematurely (a standard action), or whether they can plead with the creature for one final act of aid.

### Orb of the Seventh Balor

#### Level 27 Rare (Unique)

*Once, only six balors were to roam and rule the Abyss. When the seventh rose from the pits, it was imprisoned by the sixth in a jealous rage.*

**Charged Item (Orb)** 1,625,000 gp  
**Charges:**  $2d10 + 10$

**Power (Aura 3 ♦ Fire):** Creatures that start their turn in the aura take 10 fire damage, or 20 fire damage if you are bloodied.

**Power (At-Will ♦ Fire):** Standard Action (1 charge). *Attack:* Ranged 5 (one creature); +30 vs. Reflex. *Hit:*  $2d10 + 10$  fire damage, and ongoing 15 fire damage (save ends). You may pull the target up to 5 squares to a square adjacent to you.

**Power (At-Will ♦ Lightning):** Standard Action (3 charges). *Attack:* Close blast 3 (enemies in the blast); +30 vs. Reflex. The attack can score a critical hit on a roll of a natural 15-20. *Hit:*  $5d12 + 14$  lightning damage, or  $3d12 + 74$  lightning damage on a critical hit.

**Power (Consumable ♦ Fire):** No Action.  
*Trigger:* The orb of the seventh balor is depleted of charges. *Attack:* Close burst 10 (creatures in the burst); +30 vs. Reflex. *Hit:*  $6d10$  fire damage. *Miss:* Half damage.  
*Effect:* The orb is destroyed.

## Alternate Charged Items

When creating charged items of your own, don't feel restricted to just arcane and divine powers. Primal, psionic, shadow, and even martial powers can all make effective and interesting charged items. For example, instead of a *wand of lightning bolt*, you might hand out a *totem of owl's wisdom* or a *helm of commander's strike*.

Likewise, a charged item doesn't have to be a wand, staff, or orb. You might create charged gauntlets, amulets, rings, boots – anything you can imagine!

## Creating Charged Items with the Enchant Magic Item Ritual

Common charged items can be created using the Enchant Magic Item ritual. A ritual caster must currently have the power they wish to imbue into the item.

When crafting a charged item, the creator must make a skill check as part of the ritual using the relevant skill for the power source of the wand he or she is creating (Arcana for Arcane, Religion for Divine, or Nature for Primal, DM's discretion otherwise).

If the ritual caster succeeds against a moderate DC (using the item's level to determine DC), the player may maximize one of the d10s rolled when randomizing charges. If the caster succeeds against a hard DC, he or she may maximize two of the dice rolled.

## Using Charged Items in One-Shot Adventures

The rules for charged items, particularly the number of charges granted, were designed with campaign play in mind, with each charged item having a lifespan of about 3-4 levels if used wisely and conservatively. Moreover, because the vast majority of charged items must be found as treasure, the Dungeon Master can control their distribution, ensuring that their use doesn't become troublesome.

However, in one-shot adventures, the players are typically entitled to choose the magic items their dungeoneers are equipped with, and the number of charges is so high relative to the number of encounters. If each player takes a charged item, they'll decimate your encounters with no trouble, using encounter and daily powers nearly every turn.

If you allow players to take charged items when creating dungeoneers for a one-shot, consider using the following number of charges:

- ◆ Common wand: 6 charges.
- ◆ Uncommon wand: 3 charges.
- ◆ Rare wand: 1 charge.
- ◆ Staff: 5 charges.
- ◆ Orb: 4 charges.

## CHAPTER 6: GAMBITS

*DM:* With the Bloody Jesters dead, you have a moment of peace. Out of game, I can tell you that you have about a month of downtime. We'll spend the last hour of tonight making purchases and whatnot, and then next session we'll pick up with the next adventure.

*Wizard:* Finally! I'm making that staff.

*DM:* Awesome. [turns to rogue] How about you?

*Rogue:* I'd like to fill the power vacuum left by the Bloody Jesters.

*DM:* Oh.

Item creation is a great mechanic, giving dungeoneers a way to spend resources in a precise, efficient fashion. However, it often leads to situations where the party sits around tapping their feet while they wait for the wizard to finish his business.

Proactive players like the rogue above are a thrill to have in any game, but their downtime efforts suffer from a severe lack of mechanics. Yes, we want our rogue to start her own thieves' guild, but unless her efforts become the focal point of the next adventure, they run the risk of monopolizing table time at the expense of other players' fun.

**Gambits** provide a means to quickly incorporate such schemes into a campaign. Priced and balanced similarly to wondrous items, they stretch the boundaries of the game by giving a dungeoneer the ability to 'rewrite' the story to their advantage. A gambit allows a dungeoneer to field unplanned reinforcements, locate caches, commit sabotage, spread rumors, or pull a dungeon map out of his pocket.

Just as item creation condenses days of research and experimentation into a single easy mechanic, so too do gambits condense

the labors of back alley deals, diplomatic negotiations, and other productive downtime tasks into a single, smooth mechanic.

### Mechanics

*DM:* How much do you have to invest in this little scheme of yours?

*Rogue:* Five thousand. Maybe six.

*DM:* [hands him *Fourthcore Armory*] Turn to Chapter 6. Pick out some powers that you think your new thieves' guild would give you access to and deduct them from your budget.

*Rogue:* Okay. Well, I want them all, but I think I'm starting out with Scouting Reports and You and What Army.

*DM:* No Preemptive Sabotage?

*Rogue:* Nah, not yet anyway. The guild's still pretty small for the time being, and we're not risking our best members on anything more dangerous than scouting.

Gambits function exactly like divine boons, grandmaster training, or other intangible rewards. Consumable gambits are lost after being used. Unless otherwise noted, any dungeoneer may purchase and use a gambit, provided it has a rarity of common. Uncommon and rare gambits must be negotiated from NPCs or given as treasure. Normally, a gambit may not be sold or given away, though the Dungeon Master may rule it possible if he or she chooses.

Gambits can be purchased in appropriately-sized settlements like any other item, but purchasing them requires one day of uninterrupted activity per 1000 gp in the base price. A dungeoneer may not have more than one of the same gambit at a given time unless specified otherwise.

## Aerial Evacuation

### Level 22 Common

*By investing in an airship to shadow your movements, you insure that a quick escape is never far from reach.*

**Gambit** 325,000 gp

**Requirement:** You must be aboveground, or in an underground space accessible to a flying vehicle.

**Power (Action Point):** Standard Action. At the end of your next turn, an airship or similar aerial transport appears 20 squares above you, and a rope ladder appears in an adjacent square of your choice. You may use this airship as you see fit until the end of your next extended rest.

## Convenient Alibi

### Level 4+ Common

*Faced with an (admittedly true) accusation, you demonstrate how there's no way you could have been where you were.*

Lvl 4	40 gp
Lvl 14	800 gp
Lvl 24	21,000 gp

### Gambit

**Power (Consumable):** Free Action. Use this power after failing a Bluff check regarding your whereabouts at a previous time. You may reroll the Bluff check with a +5 bonus.

*Level 14: +10 bonus*

*Level 24: +15 bonus*

## Doppelganger Agent

### Level 6+ Uncommon

*With the help of your loyal doppelganger, you deceive friend and foe alike to assure your safety.*

Lvl 5	50 gp
Lvl 13	680 gp

### Gambit

**Power (Consumable):** Free Action. Remove yourself from combat and place a single doppelganger sneak (MONSTER VAULT) in your square. You have control of the doppelganger until the end of the encounter, at which point it explains itself to the party and goes to fetch you. You arrive five minutes later in a highly fashionable manner.

*Level 13: Your doppelganger is a doppelganger infiltrator (MONSTER VAULT).*

## Fame Precedes Me

### Level 7+ Uncommon

*Word of your exploits – exaggerated as they might be – travel far, and rarely do you miss an opportunity to capitalize on it.*

Lvl 7	2,600 gp
Lvl 17	65,000 gp
Lvl 27	1,625,000 gp

### Gambit

**Power (Action Point):** Free Action. You identify yourself to a group of creatures of this gambit's level or lower with whom you share a language. You gain a permanent +2 bonus to Charisma-based skill checks made against the creatures.

*Level 17: +4 bonus*

*Level 27: +6 bonus*

## Friends in High Places

### Level 8+ Uncommon

*You have nurtured relationships with important members of a certain race. By invoking key alliances, you are able to manipulate their followers through secondhand loyalty.*

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

### Gambit

**Property:** When first acquiring this gambit, choose a humanoid race or monster type (such as elf, tiefling, or ghoul; DM's discretion). Your use of this gambit's power is limited to that race.

**Power (Action Point):** No Action. Gain a +5 bonus to your next Diplomacy check.

*Level 18: +10 bonus*

*Level 28: +15 bonus*

## Getaway Vehicle

### Level 10+ Common

*When a hasty retreat becomes necessary, you make your way toward an escape vehicle stashed some days before.*

Lvl 10	400 gp
Lvl 20	10,000 gp
Lvl 30	250,000 gp

### Gambit

**Power (Consumable):** No Action. Choose a single unoccupied square which no enemy has line of sight to or is within 5 squares of. That square just so happens to contain any combination of mounts and vehicles with a combined value of 200 gp or less.

*Level 20: 5,000 gp or less.*

*Level 30: 125,000 gp or less.*

## Guardian Angels

### Level 17 or 22 Uncommon

*When all seems lost, a host of angels swoops down to protect you from your foes.*

Lvl 17	65,000 gp
Lvl 22	325,000 gp

### Gambit

**Power (Action Point):** No Action. *Trigger:*

You fall unconscious. *Effect:* Five angel of valor veterans (MONSTER VAULT) appear as close to your unconscious body as possible, acting immediately and continuing to act on your initiative each round. They act independently, attempting to stabilize you, pull you from danger, defend you against attacks, aid your allies, or anything else that seems like it would preserve your life. The angels return to the sky at the end of the encounter.

*Level 22: Ten angels appear.*

## Preemptive Sabotage

### Level 4+ Common

*A trap falls apart when it fails to activate, long disabled by your stealthy agents.*

Lvl 4	840 gp
Lvl 9	4,200 gp
Lvl 14	21,000 gp
Lvl 19	105,000 gp
Lvl 24	525,000 gp
Lvl 29	2,625,000 gp

### Gambit

**Power (Action Point):** No Action. Use this power when a trap of this gambit's level or lower within line of sight activates. Make a Thievery check with a +2 bonus per gambit tier. If the trap requires more than one skill check to disable, you may attempt one check per success necessary. If a skill besides Thievery is required to disable the trap, you may attempt those skill checks as if you were trained.



## Ranger Ambush

### Level 6 Common

*My brothers are with us.*

**Gambit** 72 gp

**Power (Consumable):** No Action. *Trigger:*

You roll initiative. *Effect:* Place an elf archer or elf scout (MONSTER VAULT) in any unoccupied square no enemy has line of sight to. The elf acts on your initiative and serves you until the end of the encounter.

## Scouting Report

### Level 5 Common

*Your minions have already scouted the room ahead, warning you of its dangers and appraising you of its spoils.*

**Gambit** 1,000 gp

**Power (Action Point):** Standard Action. You produce from your pack a thorough map of a dungeon room you can access but have not yet entered. The map reveals any traps, secret doors, and other features that can be observed with your passive Perception check.

## Seed Rumor

### Level 5 Common

*With a few well-placed whispers, your fabrication spreads and takes on a truth of its own.*

**Gambit** 50 gp

**Power (Consumable):** Minor Action. Use this power outside of combat in a well-populated area. You whisper a lie to nearby creatures you share a language with. At the end of your next extended rest, you gain a +5 bonus to your next Bluff check made to convince creatures in the area that the lie you told is true.

## Sleeper Agent

### Level 2+ Uncommon

*Through reconnaissance and well-placed bribes, your agents have infiltrated the enemy's ranks.*

Lvl 2	520 gp
Lvl 7	2,600 gp
Lvl 12	13,000 gp
Lvl 17	65,000 gp
Lvl 22	325,000 gp
Lvl 27	1,625,000 gp

### Gambit

**Power (Consumable):** No Action. Use this power during your first turn in a combat encounter. Choose one non-elite, non-solo enemy you can see of this gambit's level or lower. That enemy fights alongside you in the encounter instead of against you. At the end of the encounter, the monster nods knowingly and leaves.

## Trap Snare

### Level 3 Common

*The ogre surges toward you, only to stumble into a hidden pit trap your cohorts dug and covered nights before.*

**Gambit** 680 gp

**Power (Action Point):** No Action. *Trigger:*

You roll initiative. *Effect:* Place two hidden false-floor pits (DUNGEON MASTER'S BOOK) in unoccupied squares at least 5 squares away from any enemy.

## Unlikely Cache

### Level 7+ Common

*You pull aside a loose stone and smile to find...*

Lvl 7 100 gp

Lvl 17 2,600 gp

Lvl 27 65,000 gp

### Gambit

**Power (Consumable):** Standard Action. Use this power at the start of a short rest. You find 50 gp worth of common items of your choice, which appear in a hidden compartment that just so happens to be in your location.

*Level 17: 1,300 gp worth.*

*Level 27: 32,500 gp worth.*

## You and What Army?

### Level 8 Common

*For a scoundrel of your influence, a group of menacing thugs is never far from reach.*

**Gambit** 3,400 gp

**Power (Action Point):** Standard Action. Use this power when making an Intimidate check outside of combat in a well-populated area. Five human thugs (MONSTER VAULT) appear, granting a +5 bonus to your check result. If the failed Intimidate check leads to a combat encounter, they support you in the ensuing battle.