

Player Name Neil

Jacinth d'Velderan

11

Bard/Swordmage

Life Singer

26

Character Name

Level Class

Paragon Path

Epic Destiny

Total XP

Human Medium 28 Male

Height Weight Alignment Deity

Adventuring Company RPGA Number

INITIATIVE

SCORE	DEX	1/2 LVL	MISC
4	-1	5	

CONDITIONAL MODIFIERS

DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
28	AC	15	7			3	3	

CONDITIONAL BONUSES

MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
11	STR Strength	0	5
14	CON Constitution	2	7
9	DEX Dexterity	-1	4
21	INT Intelligence	5	10
12	WIS Wisdom	1	6
19	CHA Charisma	4	9

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
20	FORT	15	2			2	1	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
25	REF	15	5			2	2	1

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
24	WILL	15	4	2		2	1	

CONDITIONAL BONUSES

SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
21	Passive Insight	10	+

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
19	Passive Perception	10	+

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Harsh Songblade Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 11	5	0		3		2	

ABILITY: Guiding Strike - Harsh Songblade Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 15	5	4		3		2	

ABILITY: Booming Blade - Harsh Songblade Longsword

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 16	5	5		3		2	

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Harsh Songblade Longsword

DAMAGE	ABIL	FEAT	ENH	MISC
1d8+4	0		2	2

ABILITY: Guiding Strike - Harsh Songblade Longsword

DAMAGE	ABIL	FEAT	ENH	MISC
1d8+8	4		2	2

ABILITY: Booming Blade - Harsh Songblade Longsword

DAMAGE	ABIL	FEAT	ENH	MISC
1d8+9	5		2	2

FEATS

Mark of Finding - Shift when enemy who grants combat advantage to you shifts, perform certain rituals**Bardic Knowledge** - +2 bonus to several skill checks**Jack of All Trades** - +2 to untrained skill checks**Linguist** - Learn three new languages**Ritual Caster** - Master and perform rituals**Hybrid Talent** - Gain a talent option from one of your hybrid classes**Weapon Expertise (Heavy Blade)** - Gain bonus to attack rolls with heavy blades.**Implement Expertise (Heavy Blade)** - +1 to attack rolls with Heavy Blades.

HIT POINTS

MAX HP	BLOODED	HEALING SURGES
77	38	19
	1/2 HP	1/4 HP

CURRENT HIT POINTS	CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 10 To a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, radiant, sonic, storm, lightning, fire, cold, acid, necrotic, poison, radiant, sonic, storm

CURRENT CONDITIONS AND EFFECTS

ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES

Bonus Feat - Choose an extra feat at 1st level.**Bonus Skill** - Trained in one additional class skill.**Bonus At-Will Power** - Know one extra 1st-level attack power from your class.**Human Defense Bonuses** - +1 to Fortitude, Reflex, and Will.

CLASS / PATH / DESTINY FEATURES

Majestic Word (Hybrid) - Gain majestic word power**Skill Versatility** - +1 to untrained skill checks**Hybrid Bard Will****Swordbond** - Bond with one blade (1 hr.); standard action to**Swordmage Aegis (Hybrid)** - Mark at range, but only one at**Aegis of Shielding** - Use aegis of shielding as an at-will power**Swordmage Warding** - +1 AC with blade, +3 AC if off-hand i**Find Another Way** - +2 skill and ability checks for allies within**Peaceful Action** - When an ally within 5 spends an action poi

LANGUAGES KNOWN

Common, Giant, Elven, Draconic, Goblin

SKILLS

BONUS	SKILL NAME	ABIL	MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
7	Acrobatics	DEX	4	0		3
17	Arcana	INT	10	5	n/a	2
8	Athletics	STR	5	0		3
15	Bluff	CHA	9	0	n/a	6
15	Diplomacy	CHA	9	0	n/a	6
9	Dungeoneering	WIS	6	0	n/a	3
12	Endurance	CON	7	0		5
9	Heal	WIS	6	0	n/a	3
17	History	INT	10	5	n/a	2
11	Insight	WIS	6	0	n/a	5
14	Intimidate	CHA	9	5	n/a	
13	Nature	WIS	6	5	n/a	2
9	Perception	WIS	6	0	n/a	3
13	Religion	INT	10	0	n/a	3
7	Stealth	DEX	4	0		3
16	Streetwise	CHA	9	5	n/a	2
7	Thievery	DEX	4	0		3

POWER INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

AT-WILL POWERS

Guiding Strike	<input type="checkbox"/>
Booming Blade	<input type="checkbox"/>
Sword Burst	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ENCOUNTER POWERS

Second Wind	<input type="checkbox"/>
Majestic Word	<input type="checkbox"/>
Aegis of Shielding	<input type="checkbox"/>
Sword of Sigils	<input type="checkbox"/>
Cunning Ferocity	<input type="checkbox"/>
Electrified Lash	<input type="checkbox"/>
Pacifying Voice	<input type="checkbox"/>

DAILY POWERS

Dimensional Thunder	<input type="checkbox"/>
Word of Mystic Warding	<input type="checkbox"/>
Hymn of the Daring Rescue	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

UTILITY POWERS

Host of Shields	<input type="checkbox"/>
Chord of Resilience	<input type="checkbox"/>
Veil	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

OTHER EQUIPMENT

Adventurer's Kit
Standard Identification Papers
Sunrod (2)

COINS AND OTHER WEALTH

Money on hand: 20 pp; 65 gp
Stored money:
Encumbrance: 54 / 110

MAGIC ITEM INDEX

List your powers below.
Check the box when the power is used.
Clear the box when the power renews.

MAGIC ITEMS

WEAPON	Harsh Songblade Longsword +2 (E)	<input type="checkbox"/>
WEAPON	Sunblade Longsword +1	<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
WEAPON		<input type="checkbox"/>
ARMOR	Drowmesh of Resistance +3 (E)	<input type="checkbox"/>
ARMS	Iron Armbands of Power (heroic tier) (E)	<input type="checkbox"/>
FEET	Boots of Quickness (heroic tier) (E)	<input type="checkbox"/>
HANDS	Antipathy Gloves (heroic tier) (E)	<input type="checkbox"/>
HEAD	Gem of Colloquy (paragon tier) (E)	<input type="checkbox"/>
NECK	Cloak of Survival +2 (E)	<input type="checkbox"/>
RING		<input type="checkbox"/>
RING		<input type="checkbox"/>
WAIST	Viper Belt (heroic tier) (E)	<input type="checkbox"/>
	Demonskin Tattoo (heroic tier) (Tattoo) (E)	<input type="checkbox"/>
	Potion of Healing (heroic tier) () (2)	<input type="checkbox"/>
	Lesser Elixir of Invisibility (heroic tier) ()	<input type="checkbox"/>
	Elixir of Dragonbreath (heroic tier) () (2)	<input type="checkbox"/>
	Elixir of Aptitude (heroic tier) () (2)	<input type="checkbox"/>
	Siberys Shard of the Mage (heroic tier) ()	<input type="checkbox"/>
	Nail of Sealing (heroic tier) () (2)	<input type="checkbox"/>
	Glowstone (heroic tier) () (3)	<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>
		<input type="checkbox"/>

Daily Item Powers Per Day

Heroic (1-10)	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>		
Paragon (11-20)	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	
Epic (21-30)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Milestone	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>	/	<input type="checkbox"/>

RITUALS / ALCHEMY

Comprehend Language
Glib Limerick
Silence
Inquisitive's Eyes
Find the Path
Detect Secret Doors
Detect Object
Arcane Mark
Explorer's Fire
Fastidiousness
Secret Page
Traveler's Chant
Wizard's Curtain

CHARACTER PORTRAIT**PERSONALITY TRAITS**

MANNERISMS AND APPEARANCE

CHARACTER BACKGROUND

Tharashk Prospector
Dragon shards have had a grip on your heart since you were a child, and you've scoured the Shadow Marches in search of Eberon's most valuable commodity. Have you ever struck rich, only to lose your fortune through fraud, bad luck, or dissolute living? Would you like to repay any rival for jumping one of your claims? What monsters and natural hazards of the Shadow Marches have you had to deal with?

COMPANIONS AND ALLIES

SESSION AND CAMPAIGN NOTES

Jacinth d'Velderan

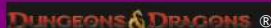
PLAYER NAME

Neil

RACE Human CLASS Hybrid LEVEL 11

HP 77	STR 11	AC 28
Spd 6	CON 14	Fort 20
Init +4	DEX 9	Ref 25
	INT 21	Will 24
	WIS 12	
	CHA 19	
21 Passive Insight	19 Passive Perception	

PLAY DATA



ENCOUNTER SPECIAL



Second Wind

KEYWORDS	USED
Standard	Personal
ACTION	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER
	<input type="checkbox"/> DAILY
Effect: You spend a healing surge and regain 19 hit points. You gain a +2 bonus to all defenses until the start of your next turn.	
ADDITIONAL EFFECTS	
CLASS	LEVEL BOOK PH

UTILITY POWER



Guiding Strike

KEYWORDS	Arcane, Weapon	USED
Standard	Melee weapon	
ACTION	RANGE	
15 vs AC	One creature	
ATTACK	DEFENSE	TARGET
Attack: Charisma vs. AC Hit: 1[W] + Charisma modifier (+4) damage, and the target takes a -2 penalty to the defense of your choice until the end of your next turn. Level 21: 2[W] + Charisma modifier (+4) damage. Harsh Songblade Longsword +2: +15 attack, 1d8 +8 damage		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL 1	BOOK PH2

AT-WILL POWER



Sword Burst

KEYWORDS	Arcane, Force, Implement	USED
Standard	Close burst 1	
ACTION	RANGE	
13 vs Reflex	Each enemy in burst	
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. Reflex Hit: 1d6 + Intelligence modifier (+5) force damage. Increase damage to 2d6 + Intelligence modifier (+5) at 21st level. Harsh Songblade Longsword +2: +13 attack, 1d6 +7 damage		
ADDITIONAL EFFECTS		
CLASS Swordmage	LEVEL 1	BOOK FRPG

AT-WILL POWER



Booming Blade

KEYWORDS	Arcane, Thunder, Weapon	USED
Standard	Melee 1	
ACTION	RANGE	
16 vs AC	One creature	
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. AC Hit: 1[W] + Intelligence modifier (+5) damage, and if the target is adjacent to you at the start of its next turn and moves away during that turn, it takes 1d6 + Constitution modifier (+2) thunder damage. Increase damage to 2[W] + Intelligence modifier (+5) at 21st level. Harsh Songblade Longsword +2: +16 attack, 1d8+9 damage		
ADDITIONAL EFFECTS		
CLASS Swordmage	LEVEL 1	BOOK FRPG

AT-WILL POWER



Majestic Word

KEYWORDS	Arcane, Healing	USED
Minor	Close burst 5 (10 at 11th level, 15)	
ACTION	RANGE	
5 vs	You or one ally in burst	
ATTACK	DEFENSE	TARGET
Effect: The target can spend a healing surge and regain additional hit points equal to your Charisma modifier (+4). You also slide the target 1 square. Level 6: 1d6 + Charisma modifier (+4) additional hit points. Level 11: 2d6 + Charisma modifier (+4) additional hit points. Level 16: 3d6 + Charisma modifier (+4) additional hit points. Level 21: 4d6 + Charisma modifier (+4) additional hit points. Level 26: 5d6 + Charisma modifier (+4) additional hit points. Unarmed: +7 attack		
ADDITIONAL EFFECTS		
CLASS Bard	LEVEL	BOOK PH2

ENCOUNTER POWER



Aegis of Shielding

KEYWORDS	Arcane	USED
Minor	Close burst 2	
ACTION	RANGE	
2 vs	One creature in burst	
ATTACK	DEFENSE	TARGET
Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate interrupt to reduce the damage dealt by that attack to any one creature by an amount equal to 5 + your Constitution modifier (+2). At 11th level, reduce the damage dealt by 10 + your Constitution modifier (+2). At 21st level, reduce the damage dealt by 15 + your Constitution modifier (+2).		
ADDITIONAL EFFECTS		
CLASS Swordmage	LEVEL	BOOK FRPG

ENCOUNTER POWER



Sword of Sigils

KEYWORDS	Arcane, Force, Weapon	USED
Standard	Close burst 1	
ACTION	RANGE	
1 vs	Each enemy in burst	
ATTACK	DEFENSE	TARGET
Attack: Intelligence vs. AC Hit: 1[W] + Intelligence modifier (+5) damage, and the target is marked until the end of your next turn. Until the mark ends, if the target makes an attack that does not include you as a target, it takes force damage equal to your Intelligence modifier (+5) after the attack is resolved. Aegis of Shielding: If a target marked by this power hits a creature within 10 squares of you with an attack that does not include you as a target, you can use an immediate interrupt to reduce the damage dealt by that attack to any single creature by an amount equal to your Constitution modifier (+2). Harsh Songblade Longsword +2: +16 attack, 1d8+7 damage		
ADDITIONAL EFFECTS		
CLASS Swordmage	LEVEL 1	BOOK AP

ENCOUNTER POWER



Cunning Ferocity

KEYWORDS Arcane, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	← *	RANGE
15	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
Hit: 1[W] + Charisma modifier (+4) damage, and each ally within 5 squares of you gains a +2 bonus to damage rolls against the target until the end of your next turn.
Virtue of Cunning: The bonus to damage rolls equals 1 + your Intelligence modifier (+5).
 Harsh Songblade Longsword +2: +15 attack, 1d8 +8 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 3 BOOK PH2

ENCOUNTER POWER DUNGEONS & DRAGONS®

Electrified Lash

KEYWORDS Arcane, Implement, Lightning USED

Standard	↑ ↘	Close burst 1
ACTION	1 ← *	RANGE
13	vs Fort	Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
Hit: 2d8 + Intelligence modifier (+5) lightning damage.
 Harsh Songblade Longsword +2: +13 attack, 2d8 +7 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 7 BOOK FRPG

ENCOUNTER POWER DUNGEONS & DRAGONS®

Pacifying Voice

KEYWORDS Arcane, Implement USED

Standard	↑ ↘ 10	Ranged 10
ACTION	← *	RANGE
12	vs Will	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Will
Hit: Until the end of your next turn, the target is dazed and weakened and takes a penalty to attack rolls equal to your Intelligence modifier (+5).
 Harsh Songblade Longsword +2: +12 attack

ADDITIONAL EFFECTS

CLASS Life Singer LEVEL 11 BOOK AP

ENCOUNTER POWER DUNGEONS & DRAGONS®

Dimensional Thunder

KEYWORDS Arcane, Teleportation, Thunder, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	← *	RANGE
16	vs Fort	One creature
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude
Effect: Teleport a number of squares equal to your Constitution modifier.
Hit: 2[W] + Intelligence modifier (+5) thunder damage.
Effect: Each enemy adjacent to you gains ongoing 5 thunder damage (save ends).
 Harsh Songblade Longsword +2: +16 attack, 2d8 +9 damage

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 1 BOOK Dragon 367

DAILY POWER DUNGEONS & DRAGONS®

Word of Mystic Warding

KEYWORDS Arcane, Psychic, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	← *	RANGE
15	vs AC	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier (+4) psychic damage. Choose an ally within 5 squares of you. If the target moves closer to that ally during the target's turn, the target takes psychic damage equal to your Charisma modifier (+4) (save ends).
Miss: Half damage.
 Harsh Songblade Longsword +2: +15 attack, 3d8 +8 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 5 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS®

Hymn of the Daring Rescue

KEYWORDS Arcane, Teleportation, Weapon USED

Standard	* ↑ ↘	Melee weapon
ACTION	← *	RANGE
15	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex
Hit: 3[W] + Charisma modifier (+4) damage.
Effect: Choose an ally within 5 squares of you. Until the end of the encounter, that ally can teleport to a space adjacent to you as a move action.
 Harsh Songblade Longsword +2: +15 attack, 3d8 +8 damage

ADDITIONAL EFFECTS

CLASS Bard LEVEL 9 BOOK PH2

DAILY POWER DUNGEONS & DRAGONS®

Host of Shields

KEYWORDS Arcane, Stance USED

Minor	↑ ↘	Personal
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Until the stance ends, you gain a +2 power bonus to AC and Reflex.

ADDITIONAL EFFECTS

CLASS Swordmage LEVEL 2 BOOK AP

UTILITY POWER DUNGEONS & DRAGONS®

Chord of Resilience

KEYWORDS Arcane USED

Imm Intern	↑ ↘ 10	Ranged 10
ACTION	← *	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: An attack hits an ally
Target: The ally who was hit
Effect: The damage the target takes is reduced by an amount equal to 5 + your Charisma modifier (+4).

ADDITIONAL EFFECTS

CLASS Bard LEVEL 6 BOOK AP

UTILITY POWER DUNGEONS & DRAGONS®

Veil

KEYWORDS Arcane, Illusion USED

Minor	↑ ↘	Close burst 10
ACTION	10 ← *	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You and each ally in burst
Effect: You transform the auditory, tactile, and visual qualities of the targets' bodies and equipment. Each target assumes the appearance of a humanoid of the same size, even the appearance of a specific individual you have seen. The illusion lasts for 1 hour, or you can end it as a minor action. A creature can recognize a target's form as illusory with an Insight check opposed by that target's Bluff check with a +5 power bonus.

ADDITIONAL EFFECTS

CLASS Bard LEVEL 10 BOOK PH2

UTILITY POWER DUNGEONS & DRAGONS®

Harsh Songblade Longsword +2

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d8 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
Bards can use this blade as an implement for bard powers and bard paragon path powers.
Versatile

Melee Basic Attack: +11 attack, 1d8+4 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Free Action. Trigger: You hit an enemy with a bard thunder power using this blade. Effect: Each enemy within 2 squares of the triggering enemy is dazed until the end of your next turn.

ITEM SLOT	One-hand	WEIGHT	4	PRICE	3400	BOOK	PH
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MAGIC WEAPON

Sunblade Longsword +1

1d8	3	Heavy Blade	
DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		4	+1d6 damage
ENHANCEMENT		LEVEL	CRITICAL

PROPERTIES
This weapon can shed bright or dim light up to 20 squares. You control the brightness and range of the light.
Versatile

Melee Basic Attack: +11 attack, 1d8+4 damage

AT-WILL ENCOUNTER DAILY

POWER
Power (At-Will • Radiant): Free Action. All damage dealt by this weapon is radiant damage. Another free action returns the damage to normal.
Power (Daily • Radiant): Standard Action. You cause motes of light to burst out and attach to your enemies. Make an attack: Close burst 1; targets enemies; Strength vs. Reflex (apply a bonus to the attack roll equal to the weapon's enhancement bonus); on a hit, the target takes 1d8 radiant damage.

ITEM SLOT	One-hand	WEIGHT	4	PRICE	840	BOOK	PH
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MAGIC WEAPON

Drowmesh of Resistance +3

2	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+3 AC		12	Armor
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Resist 10 to a damage type chosen from the following list at the time the armor is created: acid, cold, fire, force, lightning, necrotic, poison, psychic, thunder.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Body	WEIGHT	10	PRICE	13000	BOOK	AV
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MAGIC ITEM

Cloak of Survival +2

			1
AC BONUS	CHECK	SPEED	QUANTITY
+2 Fortitude, Reflex, and Will		9	Neck Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Gain a +2 item bonus to Endurance checks
Gain resist 5 cold.
Gain resist 5 fire.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Neck	WEIGHT	0	PRICE	4200	BOOK	PH
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MAGIC ITEM

Gem of Colloquy (paragon tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		12	Head Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Gain a +3 item bonus to Bluff and Diplomacy checks. Understand and speak 2 additional languages, chosen at the time of the gem's creation.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Head	WEIGHT	0	PRICE	13000	BOOK	AV
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MAGIC ITEM

Iron Armbands of Power (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		6	Arms Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Gain a +2 item bonus to melee damage rolls.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Arms	WEIGHT	0	PRICE	1800	BOOK	AV
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MAGIC ITEM

Antipathy Gloves (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		10	Hands Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
An enemy must spend 1 extra square of movement to enter a square adjacent to you. An enemy that is pulled, pushed, or slid moves through those squares as normal.

AT-WILL ENCOUNTER DAILY

POWER
Power (Daily): Standard Action. Make an attack: Ranged 10; +13 vs. Reflex; on a hit, the target is restrained (save ends).

ITEM SLOT	Hands	WEIGHT	0	PRICE	5000	BOOK	AV
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MAGIC ITEM

Viper Belt (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		4	Waist Slot Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
Gain resist 5 poison.

AT-WILL ENCOUNTER DAILY

POWER
Power (Encounter): No Action. Use this power when making a saving throw against ongoing poison damage. Gain a +2 power bonus to the saving throw.

ITEM SLOT	Waist	WEIGHT	0	PRICE	840	BOOK	AV
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MAGIC ITEM

Demonskin Tattoo (heroic tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		3	Wondrous Item
ENHANCEMENT		LEVEL	TYPE

PROPERTIES
When you spend an action point to take an extra action, choose acid, cold, fire, lightning, or thunder. You gain resist 5 to the chosen damage type until the end of the encounter.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT	Tattoo	WEIGHT	0	PRICE	680	BOOK	AV2
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MAGIC ITEM

Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			2
ENHANCEMENT		5 LEVEL	Potion TYPE

PROPERTIES

POWER

Power (Consumable • Healing): Minor Action. Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

ITEM SLOT WEIGHT 0 PRICE 50 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS®

AT-WILL ENCOUNTER DAILY

Lesser Elixir of Invisibility (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		7 LEVEL	Potion TYPE

PROPERTIES

POWER

Power (Consumable): Minor Action. Effect: You drink the elixir and become invisible until the end of your next turn. The effect ends if you make an attack roll.
Special: Consuming this elixir counts as a use of a magic item daily power.

ITEM SLOT WEIGHT 0 PRICE 100 BOOK SOTAC

MAGIC ITEM DUNGEONS & DRAGONS®

AT-WILL ENCOUNTER DAILY

Elixir of Dragonbreath (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			2
ENHANCEMENT		7 LEVEL	Potion TYPE

PROPERTIES

POWER

Power (Consumable • Acid, Cold, Fire, Lightning, or Poison): Minor Action. Use this power after you drink the elixir. Until the end of the encounter, you gain an at-will attack power that requires a standard action to use: Close blast 3; +10 vs. Reflex; on a hit, deal 2d6 + Constitution modifier (+2) damage of a type determined when the elixir is created: acid, cold, fire, lightning, or poison.
Special: Consuming this elixir counts as a use of a magic item daily power.

ITEM SLOT WEIGHT 0 PRICE 100 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

AT-WILL ENCOUNTER DAILY

Elixir of Aptitude (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			2
ENHANCEMENT		5 LEVEL	Potion TYPE

PROPERTIES

POWER

Power (Consumable): Minor Action. For 1 hour, gain a +1 power bonus to checks using one skill of your choice.
Special: Consuming this elixir counts as a use of a magic item daily power.

ITEM SLOT WEIGHT 0 PRICE 50 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

AT-WILL ENCOUNTER DAILY

Siberys Shard of the Mage (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		3 LEVEL	Dragonshard Augmen TYPE

PROPERTIES

You gain a +1 bonus to damage rolls with implement attacks that use the augmented weapon.

POWER

ITEM SLOT WEIGHT 0 PRICE 680 BOOK EPG

MAGIC ITEM DUNGEONS & DRAGONS®

AT-WILL ENCOUNTER DAILY

Nail of Sealing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			2
ENHANCEMENT		4 LEVEL	Consumable TYPE

PROPERTIES

POWER

Power (Consumable): Standard Action. When you push this nail into a door, chest, or other closeable object, it magically sinks into the material of that object and seals it shut. Treat this as if you had used an Arcane Lock ritual with an Arcana check result of 25.
Special: You can use this item in place of the required component cost for an Arcane Lock ritual. In that case, use your own Arcana check instead of that of the nail.

ITEM SLOT WEIGHT 0 PRICE 40 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

AT-WILL ENCOUNTER DAILY

Glowstone (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			3
ENHANCEMENT		10 LEVEL	Consumable TYPE

PROPERTIES

A glowstone radiates dim light in a 2-square radius.

POWER

Power (Consumable • Radiant, Zone): Standard Action. Use the glowstone to create a zone of bright illumination in an area burst 2 within 5 squares of you. Any undead creature that is vulnerable to radiant damage that enters or starts its turn within the zone is affected as if it had taken radiant damage. For example, a skeleton that has vulnerable 5 radiant takes 5 radiant damage if it enters or starts its turn in the zone. The zone remains until the end of the encounter or for 5 minutes, whichever comes first. Using this power turns the glowstone to dust.

ITEM SLOT WEIGHT 0 PRICE 200 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

AT-WILL ENCOUNTER DAILY

Boots of Quickness (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		8 LEVEL	Feet Slot Item TYPE

PROPERTIES

Gain a +1 bonus to Reflex defense.

POWER

ITEM SLOT Feet WEIGHT 0 PRICE 3400 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS®

AT-WILL ENCOUNTER DAILY