

Player Name **Brian Barrier**

**Maugrim** 10 **Warlock** 23,045  
 Character Name Level Class Paragon Path Epic Destiny Total XP  
**Changeling** Medium 22 Male 5'11" 155 lb. Unaligned **Sehanine** Assassin of the Emerald Rose 7208404735  
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
<b>11</b>	<b>2</b>	<b>5</b>	<b>4</b>

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>21</b>	<b>AC</b>	<b>15</b>	<b>5</b>			<b>1</b>		

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
<b>6</b>	<b>Speed (Squares)</b>	<b>6</b>		

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
<b>10</b>	<b>STR</b> Strength	<b>0</b>	<b>5</b>
<b>14</b>	<b>CON</b> Constitution	<b>2</b>	<b>7</b>
<b>14</b>	<b>DEX</b> Dexterity	<b>2</b>	<b>7</b>
<b>17</b>	<b>INT</b> Intelligence	<b>3</b>	<b>8</b>
<b>10</b>	<b>WIS</b> Wisdom	<b>0</b>	<b>5</b>
<b>19</b>	<b>CHA</b> Charisma	<b>4</b>	<b>9</b>

### FORT

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>18</b>	<b>15</b>	<b>2</b>			<b>1</b>		

CONDITIONAL BONUSES

### REF

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>20</b>	<b>15</b>	<b>3</b>	<b>1</b>		<b>1</b>		

CONDITIONAL BONUSES

### WILL

DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
<b>22</b>	<b>15</b>	<b>4</b>	<b>1</b>		<b>1</b>	<b>1</b>	

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
<b>22</b>	<b>Passive Insight</b>	<b>10</b>	<b>+</b> <b>12</b>
<b>17</b>	<b>Passive Perception</b>	<b>10</b>	<b>+</b> <b>7</b>

SPECIAL SENSES  
Low-light Vision

### ATTACK WORKSPACE

ABILITY: Eldritch Blast - Rod of the Feywild +2 (Laurinathal)

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 12</b>	<b>5</b>	<b>4</b>				<b>2</b>	<b>1</b>

ABILITY: Eldritch Blast - Rod of Corruption +1

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
<b>+ 11</b>	<b>5</b>	<b>4</b>				<b>1</b>	<b>1</b>

### HIT POINTS

MAX HP	BLOODED	HEALING SURGES
		SURGE VALUE SURGES/DAY
<b>71</b>	<b>35</b>	<b>17</b> <b>8</b>
	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

CURRENT CONDITIONS AND EFFECTS

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### DAMAGE WORKSPACE

ABILITY: Eldritch Blast - Rod of the Feywild +2 (Laurinathal)

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d10+6</b>	<b>4</b>		<b>2</b>		

ABILITY: Eldritch Blast - Rod of Corruption +1

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
<b>1d10+5</b>	<b>4</b>		<b>1</b>		

### RACE FEATURES

**Change Shape** - Use change shape as an at-will power

**Mental Defense** - +1 to Will

**Shapechanger** - You have the shapechanger quality.

**Changeling Trick** - You have the changeling trick power.

**Bluff Bonus**

**Insight Bonus**

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
<b>12</b>	vs <b>Ref</b>	Eldritch Blast (Rod of the Fey)	1d10+6
<b>11</b>	vs <b>Ref</b>	Eldritch Blast (Rod of Corrupt)	1d10+5
<b>5</b>	vs <b>AC</b>	Unarmed (Melee)	1d4
<b>7</b>	vs <b>AC</b>	Unarmed (Range)	1d4+2

### SKILLS

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

### CLASS / PATH / DESTINY FEATURES

**Eldritch Blast** - Use eldritch blast as an at-will power and as a basic attack.

**Eldritch Blast Charisma** - Use CHA for Eldritch Blast

**Eldritch Pact** - Choose a pact, which determines an at-will spell, your pact boon, and bonuses to certain powers.

**Fey Pact** - Eyebite spell; Misty Step boon: When cursed foe is dropped to 0 hp, you can teleport 3 squares (free).

**Prime Shot** - If no allies are closer to target than you, get +1 on ranged attacks against that target.

**Shadow Walk** - On your turn, if you move 3+ squares from starting square, gain concealment until end of your next turn.

**Warlock's Curse** - Once per turn (minor), curse nearest foe you can see; deal extra damage to cursed foes.

**Bardic Training** - Gain Ritual Caster feat and perform one bard ritual per day without expending components

### FEATS

**Bardic Ritualist** - Bard: Training in Arcana, Bardic Training

**Ritual Caster** - Master and perform rituals

**Improved Initiative** - +4 to initiative checks

**Jack of All Trades** - +2 to untrained skill checks

**Improved Misty Step** - Pact boon grants additional 2 squares of teleport

**Implement Expertise (rod)** - +1 to attack rolls with rods

**White Lotus Enervation**

### LANGUAGES KNOWN

Elven, Common



**ITEM NOTES****HOUSE RULES****STAT NOTES**

**Imposter's Leather Armor +1** - Power (At-Will • Polymorph):

Minor Action. You can transform this armor into a normal-looking set of clothes. While in clothes form, the armor does not provide an armor bonus, but neither does it impose an armor check penalty or speed reduction. You can add this armor's enhancement bonus to any Bluff check made to attempt to disguise your appearance. You can change this armor back into its true form as a minor action.

CHARACTER NAME  
**Maugrim**

PLAYER NAME  
**Brian Barrier**

RACE **Changeling** CLASS **Warlock** LEVEL **10**

<b>HP</b> 71	<b>STR</b> 10	<b>AC</b> 21
<b>Spd</b> 6	<b>CON</b> 14	<b>Fort</b> 18
<b>Init</b> +11	<b>DEX</b> 14	<b>Ref</b> 20
	<b>INT</b> 17	<b>Will</b> 22
	<b>WIS</b> 10	
	<b>CHA</b> 19	

**22** Passive Insight    **17** Passive Perception

**PLAY DATA**



**ENCOUNTER SPECIAL**

**Second Wind**

KEYWORDS USED

Standard		Personal
<b>ACTION</b>		<b>RANGE</b>
	vs	Self
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Effect: You spend a healing surge and regain 17 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS LEVEL BOOK *PH*

**ENCOUNTER ACTION**

**Changeling Disguise**

KEYWORDS **Polymorph** USED

Minor		Personal
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again. Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.

ADDITIONAL EFFECTS

CLASS **Racial Power** LEVEL \* BOOK *EPG*

**AT-WILL POWER**

**Eldritch Blast**

KEYWORDS **Arcane, Implement** USED

Standard		Ranged 10
<b>ACTION</b>		<b>RANGE</b>
<b>12</b>	vs <b>Reflex</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma or Constitution vs. Reflex  
**Hit:** 1d10 + Charisma or Constitution modifier damage. Increase damage to 2d10 + Charisma or Constitution modifier at 21st level.  
**Special:** At 1st level, you determine whether you use Charisma or Constitution to attack with this power. Once you make that choice, you can't change it later.  
This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Rod of the Feywild +2 (Laurinathalas): +12 attack, 1d10+6 damage  
Rod of Corruption +1: +11 attack, 1d10+5 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per round (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS **Warlock** LEVEL 1 BOOK *PH*

**AT-WILL POWER**

**Eyebite**

KEYWORDS **Arcane, Charm, Implement, Psychic** USED

Standard		Ranged 10
<b>ACTION</b>		<b>RANGE</b>
<b>12</b>	vs <b>Will</b>	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Attack:** Charisma vs. Will  
**Hit:** 1d6 + Charisma modifier (+4) psychic damage, and you are invisible to the target until the start of your next turn.  
Increase damage to 2d6 + Charisma modifier (+4) at 21st level.

Rod of the Feywild +2 (Laurinathalas): +12 attack, 1d6+6 damage  
Rod of Corruption +1: +11 attack, 1d6+5 damage

ADDITIONAL EFFECTS  
+1d6 to damage once per round (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS **Warlock** LEVEL 1 BOOK *PH*

**AT-WILL POWER**

**Misty Step**

KEYWORDS USED

Free		Personal
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Prerequisite:** Fey Pact  
**Trigger:** An enemy under your Warlock's Curse is reduced to 0 hit points or fewer  
**Effect:** You can immediately teleport 3 squares as a free action.

ADDITIONAL EFFECTS

CLASS **Warlock** LEVEL 1 BOOK *PH*

**AT-WILL POWER**

**Warlock's Curse**

KEYWORDS USED

Minor		
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

You can place a Warlock's Curse on the enemy nearest to you that you can see. A cursed enemy is more vulnerable to your attacks. If you hit a cursed enemy with an attack, you deal extra damage. You decide whether to apply the extra damage after making the damage roll. You can deal this extra damage once per round, so if you have dealt Warlock's Curse damage since the start of your turn, you cannot deal it again until the start of your next turn.  
A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy is defeated.  
You can place a Warlock's Curse on multiple targets over the course of an encounter; each curse requires the use of a minor action. You can't place a Warlock's Curse on a creature that is already affected by your or another character's Warlock's Curse.

As you advance in level, your extra damage increases.  
Level : Warlock's Curse Extra Damage  
1st–10th : +1d6  
11th–20th : +2d6  
21st–30th : +3d6

ADDITIONAL EFFECTS

CLASS LEVEL \* BOOK *PH*

**AT-WILL POWER**

**Mage Hand**

KEYWORDS **Arcane, Conjuraton** USED

Minor		Ranged 5
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

**Effect:** You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.  
As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.  
**Sustain Minor:** You can sustain the hand indefinitely.  
**Special:** You can create only one hand at a time.

ADDITIONAL EFFECTS

CLASS **Wizard** LEVEL 1 BOOK *PH*

**AT-WILL POWER**

### Prestidigitation

KEYWORDS		Arcane	USED
Standard		Ranged 2	
<b>ACTION</b>		<b>RANGE</b>	
12	vs	Fort	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** Use this cantrip to accomplish one of the effects given below.

- Move up to 1 pound of material.
- Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- Color, clean, or soil items in 1 cubic foot for up to 1 hour.
- Instantly light (or snuff out) a candle, a torch, or a small campfire.
- Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- Make a small mark or symbol appear on a surface for up to 1 hour.
- Produce out of nothingness a small item or image that exists until the end of your next turn.
- Make a small, handheld item invisible until the end of your next turn.

Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

**Special:** You can have as many as three prestidigitation effects active at one time.

ADDITIONAL EFFECTS

CLASS Wizard    LEVEL 1    BOOK PH

**AT-WILL POWER**

### Otherwind Stride

KEYWORDS		Arcane, Implement, Teleportation	USED
Standard		Close burst 1	
<b>ACTION</b>		<b>RANGE</b>	
12	vs	Fort	Each creature in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. Fortitude

**Hit:** 1d8 + Charisma modifier (+4) damage, and the target is immobilized until the end of your next turn.

**Effect:** You teleport 5 squares.

**Fey Pact:** You teleport a number of squares equal to 5 + your Intelligence modifier (+3).

Rod of the Feywild +2 (Laurinathalas): +12 attack, 1d8+6 damage  
 Rod of Corruption +1: +11 attack, 1d8+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Warlock's Curse)  
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Warlock    LEVEL 3    BOOK PH

**ENCOUNTER POWER**

### Mire the Mind

KEYWORDS		Arcane, Illusion, Implement, Psychic	USED
Standard		Ranged 10	
<b>ACTION</b>		<b>RANGE</b>	
12	vs	Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. Will

**Hit:** 1d10 + Charisma modifier (+4) psychic damage, and you and all of your allies in range are invisible to the target until the end of your next turn.

**Fey Pact:** You gain a power bonus to Stealth checks equal to your Intelligence modifier (+3) until the end of the encounter.

Rod of the Feywild +2 (Laurinathalas): +12 attack, 1d10 +6 damage  
 Rod of Corruption +1: +11 attack, 1d10+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Warlock's Curse)  
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Warlock    LEVEL 7    BOOK PH

**ENCOUNTER POWER**

### Sprite War Call

KEYWORDS		Arcane, Implement	USED
Standard		Ranged 5	
<b>ACTION</b>		<b>RANGE</b>	
12	vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Fey Pact:** The power's range is 10 squares.

**Attack:** Charisma vs. Reflex

**Hit:** 1d8 + Charisma modifier (+4) damage. Until the end of your next turn, the target is slowed and grants combat advantage to you.

Rod of the Feywild +2 (Laurinathalas): +12 attack, 1d8+6 damage  
 Rod of Corruption +1: +11 attack, 1d8+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Warlock's Curse)  
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Warlock    LEVEL 1    BOOK AP

**ENCOUNTER POWER**

### Changeling Trick

KEYWORDS			USED
Minor		Melee 1	
<b>ACTION</b>		<b>RANGE</b>	
12	vs		One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Effect:** You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Racial Power    LEVEL \*    BOOK EPG

**ENCOUNTER POWER**

### Crown of Stars

KEYWORDS		Arcane, Implement, Radiant	USED
Standard		Ranged 10	
<b>ACTION</b>		<b>RANGE</b>	
12	vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. Reflex

**Hit:** 2d12 + Charisma modifier (+4) radiant damage. If target is bloodied, it is blinded until the end of your next turn.

**Sustain Minor:** Make a Charisma vs. Will attack against any target in range. On a hit, deal radiant damage equal to your Charisma modifier (+4).

Rod of the Feywild +2 (Laurinathalas): +12 attack, 2d12 +6 damage  
 Rod of Corruption +1: +11 attack, 2d12+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Warlock's Curse)  
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Warlock    LEVEL 1    BOOK Dragon 366

**DAILY POWER**

### Forceful Assault

KEYWORDS		Arcane, Force, Implement	USED
Standard		Ranged 10	
<b>ACTION</b>		<b>RANGE</b>	
12	vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. Reflex

**Hit:** 3d8 + Charisma modifier (+4) force damage, and the target is dazed (save ends).

**Miss:** Half damage, and no daze.

**Dark Pact:** The power's range is 15 instead of 10.

Rod of the Feywild +2 (Laurinathalas): +12 attack, 3d8+6 damage  
 Rod of Corruption +1: +11 attack, 3d8+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Warlock's Curse)  
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Warlock    LEVEL 5    BOOK FRPG

**DAILY POWER**

### Ring of Pain

KEYWORDS		Arcane, Implement, Psychic	USED
Standard		Ranged 10	
<b>ACTION</b>		<b>RANGE</b>	
12	vs	Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Charisma vs. Will

**Hit:** 2d10 + Charisma modifier (+4) psychic damage.

**Effect:** The target takes ongoing 10 psychic damage (save ends). The first time the target fails a saving throw against this ongoing damage, you choose a second creature within 10 squares of you and deal ongoing 5 psychic damage to it (save ends)

**Dark Pact:** Add your Intelligence modifier (+3) to the ongoing damage.

Rod of the Feywild +2 (Laurinathalas): +12 attack, 2d10+6 damage  
 Rod of Corruption +1: +11 attack, 2d10+5 damage

ADDITIONAL EFFECTS

+1d6 to damage once per round (Warlock's Curse)  
 +1 to attack rolls if none of your allies are closer to the target - Prime Shot.

CLASS Warlock    LEVEL 9    BOOK FRPG

**DAILY POWER**

### Dark One's Own Luck

KEYWORDS		Arcane	USED
Free		Personal	
<b>ACTION</b>		<b>RANGE</b>	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY	

**Trigger:** You make a roll you dislike

**Effect:** Reroll the attack roll, skill check, ability check, or saving throw, using the higher of the two results.

ADDITIONAL EFFECTS

CLASS Warlock    LEVEL 6    BOOK PH

**UTILITY POWER**

### Ethereal Stride

KEYWORDS Arcane, Teleportation USED

Move Personal

**ACTION** **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Effect:** You can teleport 3 squares, and you gain a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 2 BOOK PH

UTILITY POWER

### Ethereal Sidestep

KEYWORDS Arcane, Teleportation USED

Move Personal

**ACTION** **RANGE**

AT-WILL  ENCOUNTER  DAILY

**Effect:** You teleport 1 square.

ADDITIONAL EFFECTS

CLASS Warlock LEVEL 10 BOOK PHS1

UTILITY POWER

### Rod of the Feywild +2 (Laurinathalas)

DAMAGE	PROFICIENT	GROUP	RANGE
+2 attack rolls and damage rolls		8	+2d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

When you trigger your fey pact boon, you can teleport an additional number of squares equal to the rod's enhancement bonus. On a critical hit you deal +2d10 damage instead of +2d6 with powers of the fey pact.

Eldritch Blast: +12 attack, 1d10+6 damage

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Encounter • Teleportation):** Move Action. Teleport a number of squares equal to 3 + the enhancement bonus of the rod.

ITEM SLOT Off-hand WEIGHT 0 PRICE 3400 BOOK AV

MAGIC WEAPON

### Rod of Corruption +1

DAMAGE	PROFICIENT	GROUP	RANGE
+1 attack rolls and damage rolls		3	+1d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Whenever your pact boon is triggered, instead of taking its normal benefit you can transfer your Warlock's Curse to each enemy within 5 squares of the original target.

Eldritch Blast: +11 attack, 1d10+5 damage

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Off-hand WEIGHT 0 PRICE 680 BOOK PH

MAGIC WEAPON

### Cloak of Distortion +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 Fortitude, Reflex, and Will		4	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

A ranged attack against you from more than 5 squares away takes a -5 penalty to the attack roll.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Neck WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM

### Imposter's Leather Armor +1

AC BONUS	CHECK	SPEED	QUANTITY
+1 AC		1	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Body WEIGHT 15 PRICE 360 BOOK PH

MAGIC ITEM

### Onyx Dog (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		4	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily • Conjuration):** Standard Action. Use this figurine to conjure a black mastiff (see below for statistics). As a free action, you can spend a healing surge when activating this item to give the creature temporary hit points equal to your healing surge value.

**Power (At-Will):** Immediate Reaction. Use this power when an enemy adjacent to the onyx dog attacks you. The onyx dog makes a bite attack against the attacker.

Onyx Dog:  
Medium natural animate  
Initiative as conjurer Senses Perception +7; low-light vision.  
HP 9; Bloodied 4.  
AC 16; Fortitude 15, Reflex 14, Will 13.  
Speed 8.  
M Bite (Standard, at-will) .  
+7 vs Armor Class; 1d6+3 damage.

ITEM SLOT WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM

### Loadstone of the Planes (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		8	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily):** Special. Use this power during a short or an extended rest only. You learn the direction and rough distance to the nearest portal connected to a plane of your choice.

ITEM SLOT WEIGHT 0 PRICE 3400 BOOK MOTP

MAGIC ITEM

### Hedge Wizard's Gloves (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		4	1
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (At-Will • Arcane, Conjuration):** Standard Action. As the wizard's mage hand power.

**Power (At-Will • Arcane):** Standard Action. As the wizard's prestidigitation power.

Mage Hand Wizard Cantrips 1.

ITEM SLOT Hands WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM

### Chime of Warding (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		10 LEVEL	Wondrous Item TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily • Zone):** As a standard action, strike this chime to create a close burst 2 that lasts until the end of your next turn. Any enemy that enters the zone is attacked: +15 vs. Fortitude. A hit pushes the target 1 square away from the center of the burst and immobilizes it until the start of its next turn. If you or any ally makes an attack while in the zone, the effect ends. Sustain standard.

ITEM SLOT WEIGHT 0 PRICE 5000 BOOK AV

MAGIC ITEM



### Starlight Goggles (heroic tier)

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

PROPERTIES

Gain low-light vision.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Head WEIGHT 0 PRICE 3400 BOOK AV

MAGIC ITEM



### Potion of Resistance (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			2
ENHANCEMENT		4 LEVEL	Potion TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not gain hit points as normal. Instead, gain resist 5 to damage of a specific type until the end of the encounter. The damage type (acid, cold, fire, lightning, necrotic, poison, psychic, or thunder) is determined when the potion is created. Only one potion of resistance can be in effect on you at once.

ITEM SLOT WEIGHT 0 PRICE 40 BOOK AV

MAGIC ITEM



### Potion of Healing (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		5 LEVEL	Potion TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

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



### Potion of Clarity (level 5)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		5 LEVEL	Potion TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Consumable):** Minor Action. Drink this potion and spend a healing surge. You do not regain hit points as normal. Instead, once during this encounter as a free action, you can reroll a d20 roll you just made, gaining a +1 bonus on the reroll. You must use the result of the reroll.

ITEM SLOT WEIGHT 0 PRICE 50 BOOK AV

MAGIC ITEM



### Cincture of the Githzerai (heroic tier)

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

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily):** Immediate Interrupt. Use this power when an attack would hit your Fortitude defense. Use your Will defense in place of your Fortitude defense against the attack.

ITEM SLOT Waist WEIGHT 0 PRICE 5000 BOOK MOTP

MAGIC ITEM

