

# DUNGEONS & DRAGONS

## Character Sheet

Player Name/RPGA

30

Level

### Thirza (Marjolein)

Unaligned female Eladrin Warlock

84 5,7 150 Medium  
Age Height Weight Size Deity

1000000

Total XP

### Defenses

<b>40</b>	<b>39</b>	<b>43</b>	<b>46</b>
AC	FORT	REF	WILL

Conditional Bonuses

### Action Points

Action Points	Milestones	Action Points
<input type="text"/>	0	1
	1	2
	2	3

Effect: Gain a standard action this turn.

Special: You are reset to one action point when you take an extended rest. You gain an action point each milestone.

### Second Wind (one per encounter)

Used

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

### Death Saving Throw Failures

**Saving Throw Mods**

+5 Saving Throws against charm effects

### Resistances/Vulnerabilities

Resist 15 Fire

### Current Conditions and Effects

### Basic Attacks

#### Melee

Pact Sword Longsword +1

<input type="text" value="20"/>	<input type="text" value="2d8+2"/>
Strength vs. AC	Damage

#### Ranged

Unarmed

<input type="text" value="17"/>	<input type="text" value="2d4+2"/>
Dexterity vs. AC	Damage

### Languages

Common, Elven



### Abilities

Ability	Score	Check
STR Strength	<input type="text" value="12"/>	16
CON Constitution	<input type="text" value="17"/>	18
DEX Dexterity	<input type="text" value="14"/>	17
INT Intelligence	<input type="text" value="20"/>	20
WIS Wisdom	<input type="text" value="10"/>	15
CHA Charisma	<input type="text" value="26"/>	23

### Skills

Acrobatics	Dexterity	✓	<input type="text" value="22"/>
Arcana	Intelligence	✓	<input type="text" value="27"/>
Athletics	Strength		<input type="text" value="16"/>
Bluff	Charisma	✓	<input type="text" value="34"/>
Diplomacy	Charisma		<input type="text" value="23"/>
Dungeoneering	Wisdom		<input type="text" value="15"/>
Endurance	Constitution		<input type="text" value="18"/>
Heal	Wisdom		<input type="text" value="15"/>
History	Intelligence		<input type="text" value="22"/>
Insight	Wisdom	✓	<input type="text" value="20"/>
Intimidate	Charisma		<input type="text" value="29"/>
Nature	Wisdom		<input type="text" value="15"/>
Perception	Wisdom		<input type="text" value="15"/>
Religion	Intelligence		<input type="text" value="20"/>
Stealth	Dexterity		<input type="text" value="17"/>
Streetwise	Charisma	✓	<input type="text" value="28"/>
Thievery	Dexterity		<input type="text" value="17"/>

### Hit Points

<b>Max HP</b> (Bloodied 87 )	<b>174</b>	Temp HP
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Current Hit Points

### Healing Surges

Surge Value	Surges/Day	
<input type="text" value="43"/>	<input type="text" value="9"/>	

Current Conditions:

### Combat Statistics and Senses

Initiative	<input type="text" value="25"/>
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Conditional Modifiers:

Speed	<input type="text" value="6"/>
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Passive Insight	<input type="text" value="30"/>
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Passive Perception	<input type="text" value="25"/>
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Special Senses: Low-light



# Thirza (Marjolein)

Player Name

Character Name

## Character Details

### Background

### Theme

### Mannerisms and Appearance

### Personality Traits

### Adventuring Company

### Companions and Allies

### Session and Campaign Notes

Other Notes

## Equipment

### Head

### Neck

### Arms

### Hands

### Rings

### Rings

### Off Hand

### Main Hand

### Waist

### Armor

### Feet

### Tattoo

### Ki Focus

## Other Equipment

Adventurer's Kit  
 Pact Sword Longsword +1  
 Potion of Healing (3)  
 Scroll of Eye of Alarm  
 Scroll of Spirit Fetch  
 Whistle of Warning  
 Sandals of Precise Stepping (heroic tier)  
 Foe Stone  
 Silk Rope (50 ft.)  
 Grappling Hook  
 Potion of Regeneration (heroic tier) (3)  
 Potion of Vitality (5)  
 Potion of Recovery (4)  
 Siberys Shard of the Mage (paragon tier)  
 Deathspawn Potion  
 Bag of Holding

Total Weight (lbs.)

61

Carrying Capacity (lbs.)

Treasure

716 ad; 72 pp; 3 gp  
0 gp banked

Normal

Heavy

Max

# Thirza (Marjolein)

Player Name

Character Name



## Racial Features

### Eladrin Education

Training in any one additional skill.

### Eladrin Weapon Proficiency

Proficient with longsword.

### Eladrin Will

+1 Will; +5 to saving throws against charm.

### Fey Origin

Your origin is fey, not natural

### Fey Step

Use fey step as an encounter power.

### Trance

Meditate aware 4 hours instead of sleep.

## Class/Other 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.

### Damning Curse

When you take an action point action, one enemy cursed by you takes -2 attack.

### Greater Hex

Place your Warlock's Curse on any enemy within 5 instead of nearest.

### Walking Curse

Slide a cursed enemy 1 when you deal curse damage to it.

### Immanence Variable Resistance

The first time you take damage of a type each encounter, gain resist 20 after to that damage type during the encounter.

### Spirit of Energy

When you drop to 0 hp or fewer, regain bloodied value in hp, and until healed or rested, become insubstantial and gain phasing, 1/day. Also, deal 20 damage of chosen type at start of your next turn to adjacent enemies.

### Shared Resistance

Allies adjacent to you gain your resistances and immunities.

## Feats

### Improved Misty Step

Pact boon grants additional 2 squares of teleport

### Superior Implement Training (Accurate rod)

Can use Accurate rods

### Distant Advantage

Gain combat advantage with ranged and area attacks against flanked enemies

### Killing Curse

Warlock's curse dice increase from d6 to d8

### Elusive Hexer

When an enemy takes damage from your warlock's curse on your turn, you are invisible until the end of that turn

### Fey Step Trailblazer

Fey step teleports willing adjacent creature (not bigger than you); place creature next to you

### War Wizardry

Your arcane spells gain -5 to attacks, half damage when used against allies

### Flitting Shadows

### Rod Expertise

When wielding a rod, gain a +1 shield bonus to AC and Reflex. +1/2/3 (by tier) to attack rolls made using a rod.

### Improved Defenses

+1/2/3 bonus (by tier) to Fortitude, Reflex, and Will.

### Cursed Spells

Add Int modifier damage to curse dice damage

### Student of the Athanaeum

Once per day, regain used daily power at end of encounter

### Heat Adaptation

You gain resist 5/10/15 fire.

### Superior Initiative

+8 bonus to initiative checks

### Warding Curse

+2 to defenses against cursed creatures

### Implement Focus (Rod)

+1 feat bonus per tier to implement damage rolls with a Rod

### Trusted Spellcasting

Encounter power deals half damage on miss

### Warlock Implement Expertise

Score critical hit on 19 or 20

# Thirza (Marjolein)

Level 30 Eladrin Warlock

HP	SCORE	ABILITY	MOD	AC
174	12	STR	1	40
	17	CON	3	
Spd	14	DEX	2	Fort
6	20	INT	5	39
	10	WIS	0	Ref
Init	26	CHA	8	43
+25				Will
				46

30 Passive Insight

25 Passive Perception

## Skills

Acrobatics	Dexterity	•	22
Arcana	Intelligence	•	27
Athletics	Strength		16
Bluff	Charisma	•	34
Diplomacy	Charisma		23
Dungeoneering	Wisdom		15
Endurance	Constitution		18
Heal	Wisdom		15
History	Intelligence		22
Insight	Wisdom	•	20
Intimidate	Charisma		29
Nature	Wisdom		15
Perception	Wisdom		15
Religion	Intelligence		20
Stealth	Dexterity		17
Streetwise	Charisma	•	28
Thievery	Dexterity		17

• indicates a trained skill.

## Action Point

Base action points: 1

**Damning Curse:** When you spend an action point to take an extra action, each creature under your Warlock's Curse takes a -2 penalty to attack rolls until the end of your next turn.



**Effect:** Gain a standard action this turn.

**Special:** You are reset to one action point when you take an extended rest. You gain an action point each milestone.

Encounter Special

## Melee Basic Attack

At-Will ♦ Standard Action

**Pact Sword Longsword +1:** +20 vs. AC, 2d8+2 damage

**Melee weapon** **Target:** One creature

*You resort to the simple attack you learned when you first picked up a melee weapon.*

**Keyword:** Weapon

**Attack:** Strength vs. AC

**Hit:** 1[W] + Str modifier (+1) damage.

**Level 21:** 2[W] + Str modifier (+1) damage.

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)

Basic Attack

## Ranged Basic Attack

At-Will ♦ Standard Action

**Unarmed:** +17 vs. AC, 2d4+2 damage

**Ranged weapon** **Target:** One creature

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

**Keyword:** Weapon

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dex modifier (+2) damage.

**Level 21:** 2[W] + Dex modifier (+2) damage.

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Basic Attack

## Eldritch Blast

At-Will ♦ Standard Action

**Accurate rod of Ulban +6:** +33 vs. Reflex, 2d10+17 damage

**Ranged 10** **Target:** One creature

*You fire a bolt of dark, crackling eldritch energy at your foe.*

**Keywords:** Arcane, Implement

**Attack:** Charisma or Constitution vs. Reflex

**Hit:** 1d10 + Cha modifier (+8) or Con modifier (+3) damage.

Increase damage to 2d10 + Cha modifier (+8) or Con modifier (+3) 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.

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Warlock Attack 1

## Eyebite

At-Will ♦ Standard Action

**Accurate rod of Ulban +6:** +33 vs. Will, 2d6+17 damage

**Ranged 10** **Target:** One creature

*You glare at your enemy, and your eyes briefly gleam with brilliant colors. Your foe reels under your mental assault, and you vanish from his sight.*

**Keywords:** Arcane, Charm, Implement, Psychic

**Attack:** Charisma vs. Will

**Hit:** 1d6 + Cha modifier (+8) psychic damage, and you are invisible to the target until the start of your next turn.

Level 21: 2d6 + Cha modifier (+8) damage.

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Warlock Attack 1

## Hexblast

Encounter ♦ Standard Action

**Accurate rod of Ulban +6:** +33 vs. Will, 1d8+17 damage

**Close blast 5** **Target:** Each enemy in the blast

*You scream an eerie curse that harms your enemies' minds more than their ears.*

**Keywords:** Arcane, Implement, Psychic

**Attack:** Charisma or Constitution vs. Will

**Effect:** You can place your Warlock's Curse on the target.

**Hit:** 1d8 + Charisma or Con modifier (+3) psychic damage.

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)

Hexer Attack 11

Used

## Thirsting Tendrils

Encounter ♦ Standard Action

**Accurate rod of Ulban +6:** +33 vs. Fortitude, 3d8+17 damage

**Ranged 10** **Target:** One creature

*You lower your hand, and rootlike tendrils shoot from your palm into the ground. An instant later they erupt from the earth beneath your enemy's feet and bore into his flesh, replenishing you with his vital force.*

**Keywords:** Arcane, Healing, Implement

**Attack:** Charisma vs. Fortitude

**Hit:** 3d8 + Cha modifier (+8) damage, and you can spend a healing surge.

**Fey Pact:** You regain additional hit points equal to twice your Int modifier (+5).

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Warlock Attack 17

Used

## Swarm of Fangs

Encounter ♦ Standard Action

**Accurate rod of Ulban +6:** +33 vs. Fortitude, 4d6+17 damage

**Ranged 10**

**Target:** One creature

*High-pitched, shrieking laughter echoes around your foe as a horde of tiny, needle-toothed, winged fey descends upon it.*

**Keywords:** Arcane, Implement

**Attack:** Charisma vs. Fortitude

**Hit:** 4d6 + Cha modifier (+8) damage, and the target is knocked prone.

**Fey Pact:** All enemies within 2 squares of the target take 10 + your Int modifier (+5) damage.

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Warlock Attack 23

Used

## Curse of the Fey King

Encounter ♦ Standard Action

**Accurate rod of Ulban +6:** +33 vs. Will, 4d10+17 damage

**Ranged 10**

**Target:** One creature

*You invoke the power of a mighty fey spirit. A shimmering emerald coil of eldritch power disrupts your foe and steals from him the luck of his next few moments. It's yours if you want it.*

**Keywords:** Arcane, Implement

**Attack:** Charisma vs. Will

**Hit:** 4d10 + Cha modifier (+8) damage. In addition, the first time the target rolls a d20 on its next turn, you can steal that result. The target rerolls, and you use the stolen result for your next d20 roll.

**Fey Pact:** You gain a bonus to the stolen result equal to your Int modifier (+5).

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Warlock Attack 27

Used

## Shadow Mire

Daily ♦ Standard Action

**Accurate rod of Ulban +6:** +33 vs. Reflex, 3d8+17 damage

**Area burst 2 within 20 squares**

**Target:** Each enemy in the burst

*Dense shadowstuff swirls across the battlefield, capturing your enemies in a mire of dark energy.*

**Keywords:** Arcane, Implement, Necrotic, Shadow, Zone

**Attack:** Charisma vs. Reflex

**Hit:** 3d8 + Cha modifier (+8) necrotic damage, and the target is slowed (save ends).

**Miss:** Half damage, and the target is slowed (save ends).

**Effect:** The burst creates a zone that lasts until the end of the encounter. Any creature that tries to leave the zone must roll a d20. On a 10 or higher, it cannot leave the zone during its current turn and its movement ends. Any creature that ends its turn in the zone takes 10 necrotic damage.

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)

Warlock Attack 19

Used

## Hex of Abandonment

Daily ♦ Standard Action

**Accurate rod of Ulban +6:** +33 vs. Will, 3d10+17 damage

**Ranged 10**

**Target:** One creature

*Your foe imagines that you and your allies are manifestations of its worst nightmare that have come to torment and murder it.*

**Keywords:** Arcane, Implement, Psychic

**Attack:** Charisma or Constitution vs. Will

**Hit:** 3d10 + Charisma or Con modifier (+3) psychic damage.

**Effect:** Until the end of the encounter, you can place your Warlock's Curse on each enemy that ends its turn adjacent to the target, and that enemy takes 2d6 damage when you curse it.

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Hexer Attack 20

Used

## Curse of the Twin...

Daily ♦ Standard Action

**Accurate rod of Ulban +6:** +33 vs. Will, 4d10+17 damage

**Ranged 5**

**Target:** One creature

*You begin to steal the very semblance of your target. Those around you and your foe can't distinguish between the two of you any longer.*

**Keywords:** Arcane, Illusion, Implement, Psychic

**Attack:** Charisma vs. Will

**Hit:** 4d10 + Cha modifier (+8) psychic damage. Until the end of the encounter, every time you take damage, you make a Charisma vs. Will attack against the target; if the attack hits, you take half damage and the target takes the other half.

**Miss:** Half damage. Until the end of your next turn, every time you take damage, you make a Charisma vs. Will attack against the target; if the attack hits, you take half damage and the target takes the other half.

**Effect:** Until the end of the encounter, whenever you are adjacent to the target, the images of you both begin to flow together, such that anyone who hits one has a 50% chance of accidentally hitting the other instead.

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Warlock Attack 25

Used

## Curse of the Dark...

Daily ♦ Standard Action

**Accurate rod of Ulban +6:** +33 vs. Will, 3d10+17 damage

**Ranged 10**

**Target:** One creature

*You trap your enemy's mind with bewildering fey power. He sees what you want him to see, he hears what you want him to hear. Like a sinister puppeteer, you can make him do almost anything you wish.*

**Keywords:** Arcane, Charm, Implement, Psychic

**Attack:** Charisma vs. Will

**Hit:** 3d10 + Cha modifier (+8) psychic damage. On the target's next turn, you dictate its standard, move, and minor actions. It can't use powers other than a basic attack, and it can't take suicidal actions such as leaping off a cliff or attacking itself. Until the end of your next turn, the target cannot use immediate actions or opportunity actions.

**Sustain Standard:** You repeat the attack against the target as long as it is within range. On a miss, you can't sustain this power.

**Miss:** Half damage. At the start of the target's next turn, it must use a standard action to make a melee basic attack against its nearest ally.

Additional Effects

+3d8+5 to damage once per turn (Warlock's Curse)  
+1 to attack rolls if none of your allies are closer to the target - Prime Shot.

Warlock Attack 29

Used

## Warlock's Curse

At-Will ♦ Minor Action

**Effect:** Once per turn as a minor action, 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 only once per turn.

A Warlock's Curse remains in effect until the end of the encounter or until the cursed enemy drops to 0 hit points or fewer.

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

Warlock's Curse    Power

## Misty Step

At-Will ♦ Free Action

**Personal**

*You instantly transform into silver mist that streams a short distance and reforms, allowing you to flee or maneuver to set up a deadly attack.*

**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.

**Improved Misty Step:** Your Misty Step now allows you to teleport an additional 2 squares.

Additional Effects

Warlock Pact Boon 1

## Fey Step

Encounter ♦ Move Action

**Personal**

*You step through the boundary between the planes, disappearing for a moment before reappearing somewhere else.*

**Keyword:** Teleportation

**Effect:** Teleport up to 5 squares.

Additional Effects

Eladrin Racial Power

Used

### Caiphon's Leap

Encounter ♦ Immediate Reaction

#### Personal

*You call upon Caiphon the Dream Whisperer, and with his aid, you move out of harm's way.*

**Keywords:** Arcane, Teleportation

**Trigger:** An enemy cursed by you hits you with a melee attack

**Effect:** You reduce the damage you take by your Cha modifier (+8). You then teleport 2 squares.

Additional Effects

Warlock Utility 2

Used

### Racing Fire of Ulban

Encounter ♦ Move Action

#### Personal

*You move with the swiftness of Ulban, whose burning glory sometimes flashes across the sky in a fiery streak of blue and white.*

**Keyword:** Arcane

**Effect:** You move twice your speed.

Additional Effects

Warlock Utility 6

Used

### Darkest Mirror

Encounter ♦ Minor Action

#### Personal

*A dark membrane snaps shut over your eyes. They reflect another world now, filled with shadows and spectral foes.*

**Keyword:** Arcane

**Effect:** Until the end of the encounter, you can see invisible creatures as if they were not invisible. All other creatures, including your allies, are invisible to you. You can end this effect as a minor action.

Additional Effects

Warlock Utility 10

Used

### Vengeful Hex

Encounter ♦ Immediate Reaction

**Ranged** 10

**Target:** The triggering enemy

*You balefully eye the enemy who shot you. The creature might think itself beyond your reach, but it's wrong.*

**Keyword:** Arcane

**Trigger:** An enemy hits or misses you with a ranged or area attack

**Effect:** You place your Warlock's Curse on the target.

Additional Effects

Hexer Utility 12

Used

### Hero's Defense

Encounter ♦ Immediate Interrupt

#### Personal

*Your hasty spell draws on your greatest strength to cover your weaknesses.*

**Keyword:** Arcane

**Trigger:** An enemy makes an attack roll against you

**Effect:** You gain a +4 bonus to your highest defense for this attack only, and the triggering enemy's attack targets that defense. If the attack hits, it deals half damage to you.

Additional Effects

Warlock Utility 16

Used

### Vary Resistance

Encounter ♦ Minor Action

#### Personal

*With a passing thought, you tune the energy of your body to resist a new form of damage.*

**Keyword:** Arcane

**Requirement:** You must have already gained a type of energy resistance during this encounter from your Variable Resistance feature.

**Effect:** Change your current Variable Resistance to one of the following types: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

Additional Effects

Immanence Utility 26

Used

### Master of Magic

Daily ♦ Minor Action

**Close** burst 5

**Target:** You or one ally in the burst

*The secrets of the magic of the planes are revealed to you, allowing you to access any magic to suit your needs.*

**Keyword:** Arcane

**Effect:** Choose one of the following effects.

\* **Arcane (Teleportation):** You teleport the target up to 20 squares.

\* **Divine (Healing):** The target can spend a healing surge. In addition, he or she can make a saving throw with a +5 power bonus.

\* **Shadow:** The target is insubstantial and weakened until the end of the encounter. The target can end this effect as a minor action.

Additional Effects

Warlock Utility 22

Used

### Potion of Recovery

Consumable ♦ Level 25

**Power**  **Consumable** (Minor Action)

Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 50 hit points and make a saving throw against each effect on you that a save can end.

### Potion of Healing

Consumable ♦ Level 5

**Power** (Healing)  **Consumable** (Minor Action)

Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

### Pact Sword Longsword +1

Weapon ♦ Level 2

**Damage:** 1d8

**Proficiency Bonus:** 3

**Properties:** Versatile

**Enhancement:** +1 attack rolls and damage rolls

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

#### Properties

If you are an eladrin, this longsword functions as a warlock implement for you (but do not apply the weapon's proficiency bonus to attack rolls for warlock powers).

**Power** (Teleportation)  **Daily** (Free Action)

Use this power when you hit a target affected by your Warlock's Curse with this weapon. Teleport the target a number of squares equal to 1 + this weapon's enhancement bonus.

### Ring of Feather Fall

Ring ♦ Level 14

#### Properties

You take no damage from a fall and always land on your feet.

**Power**  **Daily** (Minor Action)

Allies within 5 squares of you also benefit from this ring's property until the end of the encounter.

If you've reached at least one milestone today, allies within 10 squares of you also benefit.

### Eladrin Boots

Feet Slot Item ♦ Level 16

#### Properties

Add 2 to the maximum range of any teleport you make (other than that provided by these boots).

**Power** (Teleportation)  **Daily** (Move Action)

Teleport up to 5 squares (or up to 10 if you're an eladrin).

### Potion of Vitality

Consumable ♦ Level 15

**Power** (Healing)  **Consumable** (Minor Action)

Drink the potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 25 hit points and make one saving throw against an effect that a save can end.

### Potion of Regeneration...

Consumable ♦ Level 9

**Utility Power** (Healing)  **Consumable** (Minor Action)

*Effect:* You drink this potion and lose a healing surge. You then gain regeneration 5 while you're bloodied until the end of the encounter.

### Bag of Holding

Wondrous Item ♦ Level 5

#### Properties

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the bag is a minor action.

### Deathspawn Potion

Consumable ♦ Level 25

**Power**  **Consumable** (Minor Action)

Consume this potion and spend a healing surge. You do not regain hit points as normal. Instead, gain resist 15 necrotic and resist 15 poison until the end of the encounter. You also gain a +5 power bonus to your next Endurance check against any disease of level 25 or lower.

### Skull Bracers (epic tier)

Arms Slot Item ♦ Level 27

**Power**  **Daily** (Minor Action)

The next successful attack you make before the end of your next turn deals an extra 3d10 damage.

### Accurate rod of Ulban +6

Rod ♦ Level 30

**Properties:** Accurate

**Enhancement:** +6 Attack rolls and damage rolls

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

#### Properties

While an enemy is affected by your Warlock's Curse, it gains vulnerable 10 psychic.

### Ring of Guarded Will

Ring ♦ Level 26

#### Properties

You gain a +2 item bonus to Will.

**Power** (Psychic)  **Daily** (Immediate Reaction Action)

*Trigger:* An enemy hits you with an attack that targets Will.

*Effect:* The triggering enemy takes ongoing 10 psychic damage (save ends).

If you've reached at least one milestone today, the triggering enemy instead takes ongoing 15 psychic damage (save ends).

### Mantle Armor of Dark...

Armor ♦ Level 29

**Armor Bonus:** 3

**Special:** +2 Reflex

**Enhancement:** +6 AC

#### Property

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

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

**Power**  **Daily** (Minor Action)

Place your Warlock's Curse on any enemy you can see, rather than the nearest enemy.

### Whistle of Warning

Wondrous Item ♦ Level 8

**Power**  **Encounter** (Minor Action)

Each ally within 10 squares of you who can hear the whistle can shift 1 square and draw a weapon or retrieve an implement as a free action.

### Sandals of Precise Stepping...

Feet Slot Item ♦ Level 6

#### Properties

Gain a +2 item bonus to Acrobatics, Athletics, and Stealth checks.

### Foe Stone

Wondrous Item ♦ Level 12

**Power**  (Minor Action)

Choose one creature you can see. You learn all the target's vulnerabilities, as well as which of its defenses is lowest.

### Life Force Amulet +6

Neck Slot Item ♦ Level 27

**Enhancement:** +6 Fortitude, Reflex, and Will

#### Properties

The first time each day that you reduce an enemy to 0 hit points, increase the healing provided by the next use of this item's power by 4 points.

**Power** (Healing)  **Daily** (Minor Action)

Target creature within 5 squares of you regains 40 hit points.

### Gloves of Eldritch Admixture...

Hands Slot Item ♦ Level 28

#### Properties

When you deal extra damage as a result of your Warlock's Curse, you can choose that damage to be acid, cold, or fire (or leave it untyped).

**Power** (Acid, Cold, Fire)  **Encounter, 5 Charges/Day** (Free Action)

The next attack you make this turn deals extra damage depending on how many charges you spend: 1 charge, 1d10 damage; 2 charges, 2d10 damage; 5 charges, 3d10 damage. This extra damage can be acid, cold, or fire damage.

### Diamond Cincture (paragon...

Waist Slot Item ♦ Level 20

#### Properties

This belt holds two diamonds, and you gain a +2 item bonus to Fortitude.

**Utility Power** (Healing)  **At-Will** (Minor Action)

*Effect:* You spend a healing surge. One diamond on the belt cracks and darkens, becoming worthless. Each time a diamond is expended in this way, the belt's item bonus is reduced by 1 (to a minimum of 0). If there are no unexpended diamonds on the belt, you can't use this power. After an extended rest, each expended diamond is restored.

### Fey-Blessed Circlet

Head Slot Item ♦ Level 8

#### Properties

At the start of each encounter, you gain temporary hit points equal to your Charisma modifier.