

Player Name

Angbaz Kierhold 8 Artificer 13,000
 Character Name Level Class Paragon Path Epic Destiny Total XP
 Human Medium Male Unaligned The Sovereign Host
 Race Size Age Gender Height Weight Alignment Deity Adventuring Company RPGA Number

INITIATIVE

| SCORE | DEX | 1/2 LVL | MISC |
|-------|------------|---------|------|
| 4 | Initiative | 4 | |

CONDITIONAL MODIFIERS

DEFENSES

| SCORE | DEFENSE | 10 + ARMOR/1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------------|------|-------|------|-----|------|------|
| 24 | AC | 14 | 7 | | | 2 | 1 | |

CONDITIONAL BONUSES

MOVEMENT

| SCORE | BASE | ARMOR | ITEM | MISC |
|-------|-----------------|-------|------|------|
| 6 | Speed (Squares) | 6 | | |

SPECIAL MOVEMENT

ABILITY SCORES

| SCORE | ABILITY | ABIL MOD | MOD + 1/2 LVL |
|-------|---------------------|----------|---------------|
| 13 | STR Strength | 1 | 5 |
| 18 | CON Constitution | 4 | 8 |
| 10 | DEX Dexterity | 0 | 4 |
| 20 | INT Intelligence | 5 | 9 |
| 11 | WIS Wisdom | 0 | 4 |
| 8 | CHA Charisma | -1 | 3 |

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 20 | FORT | 14 | 4 | 1 | | | 1 | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 21 | REF | 14 | 5 | | | | 2 | |

CONDITIONAL BONUSES

| SCORE | DEFENSE | 10 + 1/2 LVL | ABIL | CLASS | FEAT | ENH | MISC | MISC |
|-------|---------|--------------|------|-------|------|-----|------|------|
| 16 | WILL | 14 | | 1 | | | 1 | |

CONDITIONAL BONUSES

SENSES

| SCORE | PASSIVE SENSE | BASE | SKILL BONUS |
|-------|-----------------|------|-------------|
| 14 | Passive Insight | 10 | + |

| | | | |
|----|--------------------|----|---|
| 19 | Passive Perception | 10 | + |
|----|--------------------|----|---|

SPECIAL SENSES

ATTACK WORKSPACE

ABILITY: Melee Basic Attack - Mace of Healing +2

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC | MISC |
|-----------|---------|------|-------|------|------|-----|------|------|
| + 14 | | 4 | 5 | | 2 | 1 | 2 | |

ABILITY: Melee Basic Attack - Unarmed

| ATT BONUS | 1/2 LVL | ABIL | CLASS | PROF | FEAT | ENH | MISC | MISC |
|-----------|---------|------|-------|------|------|-----|------|------|
| + 9 | | 4 | 5 | | | | | |

HIT POINTS

| MAX HP | BLOODIED | HEALING SURGES |
|--------|----------|----------------|
| 65 | 32 | 16 |
| | 1/2 HP | 1/4 HP |
| | | 10 |
| | | |

CURRENT HIT POINTS

CURRENT SURGE USES

SECOND WIND 1/ENCOUNTER

USED

TEMPORARY HIT POINTS

DEATH SAVING THROW FAILURES

SAVING THROW MODS

RESISTANCES Resist 5 Necrotic

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

- Arcane Empowerment** - Empower magic items once per day plus once per milestone.
- Impart Energy** - Recharge a daily magic item. An item can't be recharged twice in a day.
- Augment Energy** - A weapon gains a +2 bonus as a free action once. An item can't be infused twice.
- Arcane Rejuvenation** - When an ally uses a daily magic items they gain 1/2 level + int mod temp HPs.
- Healing Infusion** - Access related powers 2/encounter (3/encounter at level 16+)
- Ritual Casting** - Gain Ritual Caster as a bonus feat.

LANGUAGES KNOWN

Common, Dwarven

DAMAGE WORKSPACE

ABILITY: Melee Basic Attack - Mace of Healing +2

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d8+7 | 5 | | 2 | | |

ABILITY: Melee Basic Attack - Unarmed

| DAMAGE | ABIL | FEAT | ENH | MISC | MISC |
|--------|------|------|-----|------|------|
| 1d4+5 | 5 | | | | |

BASIC ATTACKS

| ATTACK | DEFENSE | WEAPON OR POWER | DAMAGE |
|--------|---------|--------------------|--------|
| 14 | vs AC | Mace of Healing +2 | 1d8+7 |
| 9 | vs AC | Unarmed (Melee) | 1d4+5 |
| 4 | vs AC | Unarmed (Range) | 1d4 |
| | vs | | |

FEATS

- Melee Training (Intelligence)** - Use Intelligence for melee basic attacks
- Ritual Caster** - Master and perform rituals
- Weapon Expertise (Mace)** - Gain bonus to attack rolls with maces.
- Shield Proficiency (Light)** - Proficiency with light shields
- Arcane Familiar** - You gain a familiar
- Potent Restorables** - Targets of healing powers regain 2 extra hit points
- Berserker's Fury** - Barbarian: skill training, bonus damage 1/day

SKILLS

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

FAMILIAR

Category: Clockwork Scorpion

With a metallic clattering, this construct scuttles along beside you, stinger raised to inject its stored venom.

Senses: tremorsense 5

Speed: 6

Constant Benefits:

You gain a +2 bonus to attack rolls to grab an enemy.

The clockwork scorpion contains a small reservoir that can store 1 dose of a poison or alchemical oil that you can apply to a weapon. You can refill it during a rest.

Active Benefits:

Scorpion's Injection: Once per encounter, when you or an ally hits an enemy adjacent to the clockwork scorpion with a weapon attack, that attack benefits from the effect of the stored substance, which is consumed.

CHARACTER NAME
Angbaz Kierhold

PLAYER NAME

RACE Human CLASS Artificer LEVEL 8

| SCORE | ABILITY | MOD |
|-------------------|---------------|-------------------|
| HP 65 | STR +1 | AC 24 |
| Spd 6 | CON +4 | Fort 20 |
| Init +4 | DEX +0 | Ref 21 |
| | INT +5 | Will 16 |
| | WIS +0 | |
| | CHA -1 | |

14 Passive Insight **19** Passive Perception


Skills

| | | |
|----|---------------|---------------|
| 4 | Acrobatics | DEX |
| 14 | Arcana | INT (Trained) |
| 10 | Athletics | STR (Trained) |
| 3 | Bluff | CHA |
| 3 | Diplomacy | CHA |
| 9 | Dungeoneering | WIS (Trained) |
| 8 | Endurance | CON |
| 9 | Heal | WIS (Trained) |
| 14 | History | INT (Trained) |
| 4 | Insight | WIS |
| 5 | Intimidate | CHA |
| 4 | Nature | WIS |
| 9 | Perception | WIS (Trained) |
| 9 | Religion | INT |
| 4 | Stealth | DEX |
| 3 | Streetwise | CHA |
| 9 | Thievery | DEX (Trained) |

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS



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.

PLAY DATA DUNGEONS & DRAGONS

Second Wind

KEYWORDS Standard Personal

ACTION **10** vs **Fort** RANGE

AT-WILL ENCOUNTER DAILY

Effect: You spend a healing surge and regain 16 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK PH

PLAY DATA DUNGEONS & DRAGONS

Thundering Armor

KEYWORDS Arcane, Implement, Thunder

ACTION **10** vs **Fort** RANGE Close burst 10

9 vs **Fort** You or one ally in burst

ATTACK DEFENSE TARGET

Effect: The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack.
Secondary Target: One creature adjacent to the primary target in burst
Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier (+5) thunder damage, and you push the secondary target 1 square away from the primary target.
Level 21: 2d8 + Intelligence modifier (+5) thunder damage.

Unarmed: +9 attack, 1d8+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

ENCOUNTER SPECIAL DUNGEONS & DRAGONS

Aggravating Force

KEYWORDS Arcane, Force, Weapon

ACTION **14** vs **AC** RANGE Melee or Ranged weapon

14 vs **AC** One creature

ATTACK DEFENSE TARGET

Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier (+5) force damage, and the next ally to attack the target before the end of your next turn gains a +2 power bonus to the attack roll.
Level 21: 2[W] + Intelligence modifier (+5) damage.

Mace of Healing +2: +14 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

UTILITY POWER DUNGEONS & DRAGONS

Magic Weapon

KEYWORDS Arcane, Weapon

ACTION **15** vs **AC** RANGE Melee or Ranged weapon

15 vs **AC** One creature

ATTACK DEFENSE TARGET

Attack: Intelligence +1 vs. AC
Hit: 1[W] + Intelligence modifier (+5) damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution modifier (+4) or your Wisdom modifier (+0) until the end of your next turn.
Level 21: 2[W] + Intelligence modifier (+5) damage, and a +2 power bonus to attack rolls.

Mace of Healing +2: +15 attack, 1d8+7 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

AT-WILL POWER DUNGEONS & DRAGONS

Mage Hand

KEYWORDS Arcane, Conjuration

ACTION **5** vs RANGE Ranged 5

5 vs

ATTACK DEFENSE TARGET

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 DUNGEONS & DRAGONS

Prestidigitation

KEYWORDS Arcane

ACTION **2** vs RANGE Ranged 2

2 vs

ATTACK DEFENSE TARGET

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 DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

AT-WILL POWER DUNGEONS & DRAGONS

Healing Infusion: Curative Admixture

KEYWORDS Arcane, Healing USED

| | | | |
|---------------|----------------|---------------|--------------------------|
| Minor | | | See below |
| ACTION | | | RANGE |
| 14 | vs | AC | You or one ally in burst |
| ATTACK | DEFENSE | TARGET | |

Effect: The target regains hit points equal to its healing surge value + your Wisdom modifier (+0), and you expend an infusion crafted with your Healing Infusion class feature.

Level 6: Healing surge value + your Wisdom modifier (+0) + 2.
 Level 11: Healing surge value + your Wisdom modifier (+0) + 4.
 Level 16: Healing surge value + your Wisdom modifier (+0) + 6.
 Level 21: Healing surge value + your Wisdom modifier (+0) + 8.
 Level 26: Healing surge value + your Wisdom modifier (+0) + 10.

Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

Unarmed: +4 attack
regain an additional 3 hit points.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL BOOK EPG

Healing Infusion: Resistive Formula

KEYWORDS Arcane USED

| | | | |
|---------------|----------------|---------------|--------------------------|
| Minor | | | See below |
| ACTION | | | RANGE |
| 14 | vs | AC | You or one ally in burst |
| ATTACK | DEFENSE | TARGET | |

Effect: The target gains a +1 power bonus to AC until the end of the encounter, and you expend an infusion crafted with your Healing Infusion class feature. The target can end the bonus as a free action to gain temporary hit points equal to its healing surge value + your Constitution modifier (+4).

Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier (+4).
 Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier (+4).

Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL BOOK EPG

Scouring Weapon

KEYWORDS Acid, Arcane, Weapon USED

| | | | |
|---------------|----------------|---------------|------------------------|
| Standard | | | Melee or Ranged weapon |
| ACTION | | | RANGE |
| 14 | vs | AC | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier (+5) acid damage, and the target takes a -2 penalty to AC until the end of your next turn.

Mace of Healing +2: +14 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

Repulsion Strike

KEYWORDS Arcane, Force, Weapon USED

| | | | |
|---------------|----------------|---------------|------------------------|
| Standard | | | Melee or Ranged weapon |
| ACTION | | | RANGE |
| 14 | vs | Reflex | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Intelligence vs. Reflex
Hit: 2[W] + Intelligence modifier (+5) force damage, and the target takes a penalty to melee attack rolls equal to your Constitution modifier (+4) until the end of your next turn.

Mace of Healing +2: +14 attack, 2d8+7 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 3 BOOK EPG

Vampiric Weapons

KEYWORDS Arcane, Healing, Necrotic, Weapon USED

| | | | |
|---------------|----------------|---------------|------------------------|
| Standard | | | Melee or Ranged weapon |
| ACTION | | | RANGE |
| 14 | vs | AC | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier (+5) necrotic damage. Each ally within 5 squares of you who deals damage with a weapon attack before the end of your next turn regains hit points equal to 1d6 + your Constitution modifier (+4). An ally regains these hit points only once for each use of this power.

Mace of Healing +2: +14 attack, 1d8+7 damage
regain an additional 3 hit points.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 7 BOOK EPG

Life-Tapping Darts

KEYWORDS Arcane, Implement USED

| | | | |
|---------------|----------------|---------------|--------------|
| Standard | | | Ranged 10 |
| ACTION | | | RANGE |
| 9 | vs | Reflex | One creature |
| ATTACK | DEFENSE | TARGET | |

Attack: Intelligence vs. Reflex
Hit: 2d10 + Intelligence modifier (+5) damage, and one ally within 10 squares of you gains 10 temporary hit points.
Miss: Half damage, and one ally within 10 squares of you gains 5 temporary hit points.

Unarmed: +9 attack, 2d10+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 1 BOOK EPG

Predatory Shards

KEYWORDS Arcane, Force, Weapon, Zone USED

| | | | |
|---------------|----------------|---------------|----------------------------------|
| Standard | | | Area burst 1 within weapon range |
| ACTION | | | RANGE |
| 9 | vs | AC | Each enemy in burst |
| ATTACK | DEFENSE | TARGET | |

Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier (+5) damage.
Miss: Half damage.
Effect: The burst creates a zone of magical shards that lasts until the end of the encounter. An enemy that starts its turn in the zone takes 5 force damage.

Unarmed: +9 attack, 2d4+5 damage

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 5 BOOK EPG

Swift Mender

KEYWORDS Arcane USED

| | | | |
|----------------------------------|---|--------------------------------|--------------|
| Minor | | | Ranged 5 |
| ACTION | | | RANGE |
| <input type="checkbox"/> AT-WILL | <input checked="" type="checkbox"/> ENCOUNTER | <input type="checkbox"/> DAILY | |

Target: You or one ally
Effect: The target makes a saving throw.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 2 BOOK EPG

Regeneration Infusion

KEYWORDS Arcane, Healing USED

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

Target: You or one ally in burst; target must be bloodied
Effect: The target gains regeneration equal to your Constitution modifier (+4) until the end of the encounter. As a minor action, the target can end the effect to spend a healing surge.

Unarmed: +4 attack
regain an additional 3 hit points.

ADDITIONAL EFFECTS

CLASS Artificer LEVEL 6 BOOK EPG

Mace of Healing +2

| 1d8 | 2 | Mace | |
|----------------------------------|------------|-------|-------------|
| DAMAGE | PROFICIENT | GROUP | RANGE |
| +2 attack rolls and damage rolls | | 8 | +2d6 damage |
| ENHANCEMENT | | LEVEL | CRITICAL |

PROPERTIES

When you use a power that restores hit points to an ally, add an item bonus equal to this weapon's enhancement bonus to the amount restored.

Versatile

Melee Basic Attack: +14 attack, 1d8+7 damage

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT One-hand WEIGHT 6 PRICE 3400 BOOK PH

MAGIC WEAPON

Laughing Death Leather Armor +2

| 2 | - | - | 1 |
|-------------|-------|-------|----------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| +2 AC | | 9 | Armor |
| ENHANCEMENT | | LEVEL | TYPE |

PROPERTIES

Resist 5 necrotic.

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily • Necrotic): Immediate Reaction. Use this power when struck by a melee attack. The attacker takes 1d6 necrotic damage per plus of the armor and also takes a -2 penalty to Fortitude defense until the end of your next turn.

ITEM SLOT Body WEIGHT 15 PRICE 4200 BOOK PH

MAGIC ITEM

Throwing Shield Light Shield (heroic tie)

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

PROPERTIES

Shields grant a shield bonus that you add to your AC and your Reflex defense.

AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will): Standard Action. Make an attack: Ranged 10; Strength + 2 vs. AC; on a hit, the target takes 1d8 + Strength modifier (+1) damage. The shield automatically returns to your grip after the attack.

Power (Daily): Free Action. Use this power after you hit a target with this shield's ranged attack. The target is pushed 1 square.

ITEM SLOT Off-hand WEIGHT 6 PRICE 1800 BOOK PH

MAGIC ITEM

Feyleaf Sandals (heroic tier)

| | | | 1 |
|-------------|-------|-------|----------------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| | | 2 | Feet Slot Item |
| ENHANCEMENT | | LEVEL | TYPE |

PROPERTIES

AT-WILL ENCOUNTER DAILY

POWER

Power (Daily • Teleportation): When you fall, instead teleport safely to the nearest horizontal surface within 5 squares that can support your weight, take no falling damage, and land on your feet.

ITEM SLOT Feet WEIGHT 0 PRICE 520 BOOK AV

MAGIC ITEM

Hedge Wizard's Gloves (heroic tier)

| | | | 1 |
|-------------|-------|-------|-----------------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| | | 4 | Hands Slot Item |
| 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.

ITEM SLOT Hands WEIGHT 0 PRICE 840 BOOK AV

MAGIC ITEM

Floating Lantern (heroic tier)

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

PROPERTIES

This lantern never needs lighting or refilling. When you let go of the lantern, it continues to hang in the air where you leave it. If weight in excess of 1 pound is applied to the lantern, it falls to the ground.

AT-WILL ENCOUNTER DAILY

POWER

Power (At-Will): Minor Action. While you hold the floating lantern or are adjacent to it, you can set its light to be bright (10-square radius), dim (5-square radius), or off.

Power (At-Will): Move Action. The last creature to hold the lantern can mentally command it to move up to 10 squares in any direction, but not more than 10 squares from it.

ITEM SLOT WEIGHT 0 PRICE 680 BOOK AV

MAGIC ITEM

Reading Spectacles (heroic tier)

| | | | 1 |
|-------------|-------|-------|----------------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| | | 2 | Head Slot Item |
| ENHANCEMENT | | LEVEL | TYPE |

PROPERTIES

You can read any language while wearing this item.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT Head WEIGHT 0 PRICE 520 BOOK AV

MAGIC ITEM

Silent Tool (heroic tier)

| | | | 1 |
|-------------|-------|-------|---------------|
| AC BONUS | CHECK | SPEED | QUANTITY |
| | | 2 | Wondrous Item |
| ENHANCEMENT | | LEVEL | TYPE |

PROPERTIES

When used to do the work it was designed for, a silent tool grants the user a +5 power bonus to Stealth checks made while using the tool. Any individual mundane tool—a woodcutter's axe, a crowbar, a grappling hook, a hammer, a shovel, and so on—can be made silent. For example, a silent crowbar could aid attempts to open a locked door without alerting the sleeping monster on the other side, while a silent grappling hook has less chance of being heard by nearby guards. This property can be applied only to mundane tools. It cannot be placed on weapons, clothing, jewelry, or other mundane objects.

AT-WILL ENCOUNTER DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 520 BOOK AV

MAGIC ITEM