

# The Treasure Trove



**Lead Designer**

Dan Felder

**Designers**

Carson Dougan, Alex Wagner, Michael Neilson, Chad Weeks

# Item Rules

## How Much Stuff Can I Get?

Lots! Here's a table for how much *total* gold-worth you can expect to have of combat equipment at any given level (so, between level 1 and 2 you should gain 1000 gold). Feel free to take any number of items so long as their totals add up to the value listed for your level. So, at level 1 you could take one big item that costs as much as 3000 gold, or several smaller items that add up to 3000 gold or less.

**Level 1:** 3000 Gold

**Level 2:** 4000 Gold

**Level 3:** 5500 Gold

**Level 4:** 6000 Gold

**Level 5:** 6500 Gold

**Level 6:** 8000 Gold

**Level 7:** 8500 Gold

**Level 8:** 9000 Gold

**Level 9:** 10,000 Gold

**Level 10:** 15,000 Gold

## How Much Gear Can I Use at Once?

You have a weapon slot, an armor slot and three trinket slots. This means you can only have one weapon equipped at a time and only one piece of armor equipped at a time, but you can have up to three trinkets equipped at a time. If you have more than one weapon, you can spend two minor actions to swap between them, but armor takes a long time to change in and out of and can't be swapped in combat.

## Where's the Flavor?

Wherever you want it to be! Want to flavor your oversized sword as a pair of wicked blades? How about reflavoring your Wand of Fireballs as a Grenade Launcher? All this and more is at your disposal, and sometimes it's rather important. After all, you can have any three trinkets equipped at once - so if you want to take two items that have a name that implies they should both go over your hands (like two types of gauntlets) - you can just say one of them is a talisman or something. After all, it'd be pretty silly to walk around wearing two pairs of gauntlets over one another.

## The Diversity Rule

In order to encourage trying out lots of different items, you can't have two of the same items equipped at once. This means you can't buy three pairs of running shoes to increase your speed by three, you can only have one on at a time. Also, you can't get a bonus from the same game element more than once at a time. In english, this means that if three of your friends each have an item that gives +2 to allies' saving throws - you can't stack them up to get +6. You still only get +2. However, if it's an activated power we're talking about (such as someone spending their healing staff to help you) each activation is happening separately... so your allies can all take turns using their item combat-talent powers to help you out. Enjoy. Now let's get on with the shopping!

## Weapons

**Really Sharp Sword** - 500 Gold [Created by Papershadow]

Weapon

Three times per battle, you may use the following combat talent.

[0] **Armor Piercing** - Minor Utility [3/Battle]

Your next attack ignores resistance

**Spellbook** - 500 Gold

Weapon

When you start a battle with this weapon equipped, you may bring all of your combat talents into battle (instead of choosing 5).

**Spear** - 500 Gold

Weapon

You may make melee attacks against creatures that are 2 spaces away.

**Wand of Fireballs** - 1000 Gold

Weapon

Once per battle, you may use the following combat talent.

[+1] *Explosive Fireball* - Standard Attack [1/Battle]

Range: Burst 1 within 7

Deal 2d10 damage to creatures within the burst.

**Sneaky Bastard Sword** - 1000 Gold

Weapon

Twice per battle, you may use the following combat talent.

[-1] *Sneaky Bastard* - Minor Utility

Range: Melee

Until the end of your turn, target creature grants combat advantage to you.

**Hookblade** - 1000 Gold

Weapon

When you damage a creature with a melee attack, you may swap places with that creature. When you do this, you may spend 1 energy to knock the target prone as a free action.

**Farshot Bow - 1000 Gold**

Weapon

You may spend a minor action to double the range of the next ranged attack you make this turn.

**Bloodwand - 1000 Gold**

Weapon

Once per battle, you may use the following combat talent.

[–1] *Blood Drain* - Minor Attack [1/Battle]

Range: Ranged 7

Target creature suffers 5 ongoing damage (save ends). Whenever it takes damage from this effect, you gain 5 HP.

**Heavy Blade - 1500 Gold**

Weapon

You suffer a -5 penalty to initiative. Twice per battle, you may use the following combat talent.

[–1] *Ready Blade* - Minor Utility [2/Battle]

You gain +6 damage on your next melee attack.

**Defensive Blade - 1500**

Weapon

You do not grant combat advantage to enemies. Ever.

**Longbow - 1500 Gold**

Weapon

You may use the following combat talent.

[–2] *Take Aim* - Minor Utility

Your next ranged attack this turn deals +5 damage.

**Oversized Sword - 1500 Gold**

Weapon

You may use the following combat talent.

[–3] *Not Compensating For Something* - Standard Attack

Range: Melee

You must expend a Move action to activate this combat talent. If you do, deal 1d20+1d12 damage to target creature. If you roll a 19-20 on your d20, you may activate all three of

your Special Move Features.

**Overloader - 1500**

Weapon

Once per battle, you may use the following combat talent.

[0] *Overload* - Reaction Attack [1/Battle]

Range: Ranged 5

Trigger - You spend 6 or more energy on a single combat talent.

Effect - Deal 5 damage to target creature and the creature grants combat advantage until the end of your next turn.

**Lightning Lance - 1500 Gold** [Created by Philadelphus]

Weapon

You may use the following combat talent

[0] *Lightning Charge* - Interrupt Utility

Trigger - You would roll initiative

Effect - Roll 3d10 instead of 1d20 and treat the result as your initiative roll.

**Wand of Lightning - 2000 Gold**

Weapon

Once per battle, you may use the following combat talent.

[-1] *Conjure Lightning* - Standard Utility [1/Batte]

Range: Ranged 10

Choose 4 unoccupied spaces in the range. Those spaces become Zones of Lightning until the end of your next turn. Any creature that enters a Zone of Lightning suffers 6 damage.

Any creature that starts its turn in a space in or adjacent to a Zone of Lightning suffers 1d6 damage.

**Architect's Staff - 2000 Gold**

Weapon

You may use the following combat talent.

[-2] *Raise the Ramparts* - Minor Utility

Choose 3 unoccupied spaces that you can see, all of which must be within 6 spaces of you. Those spaces become blocking terrain until the end of your next turn.

**Quickblade - 2000 Gold**

### Weapon

You gain a +5 bonus to initiative. You may use the following combat talent.

[−3] *Fast-Strike* - Minor Attack [1/Battle]

Range: Melee

Deal 2d12 damage to target creature

### **Staff of Domination** - 2000 Gold

#### Weapon

Once per battle, you may use the following combat talent.

[0] *Puppeteer* - Minor Utility [1/Battle]

Range - Ranged 7

Skip your next turn. You control target creature's next turn.

### **Fleshrender** - 2000 Gold

#### Weapon

Whenever you damage a creature that is suffering from ongoing damage you may increase the ongoing damage that creature is suffering from by 2.

### **Rapier** - 2000 Gold

#### Weapon

After you make a melee attack, you may move 3 spaces.

### **Staff of the Healer** - 2000 Gold

#### Weapon

Two times per battle, you may use the following combat talent.

[0] *Healing Word* - Minor Action [2/Battle]

Range: Ranged 10

Target creature gains 1d10+2 HP. If the target is adjacent to you, they gain 1d12+2 HP instead.

### **Lightning Rod** - 2000 Gold

#### Weapon

Once per battle, you may use the following combat talent.

[−6] **Greater Electrocuting** - Standard Attack [1/Battle]

Range: Ranged 7

Deal 1d4+1d6+1d8+1d10+1d12+1d20 damage to target creature. If you roll a 20 on the

d20, you may activate all three of your special moves.

### **Ritual Knife - 2500 Gold**

Weapon

Once per battle, you may use the following combat talent.

[0] *Bloody Ritual* - Free Utility [1/Battle]

*Choose one of the following;*

A) Pay 2 HP. If you do, you gain 1 energy.

B) Pay 4 HP. If you do, you gain 2 energy.

C) Pay 6 HP. If you do, you gain 3 energy.

### **Fire Mines - 2500 Gold**

Weapon

Twice per battle, you may use the following combat talent.

[+2] *Place Mine* - Standard Utility [2/Battle]

Range - Ranged 5

You conjure a medium-sized Fire Mine in an unoccupied space within range. The Fire Mine does not count as blocking terrain. If a creature moves into the space occupied by the Fire Mine, it detonates - creating a burst 1 centered on the mine. All creatures in the burst suffer 10 damage and fall prone. Afterwards, the mine is destroyed.

### **Spellblade - 3000 Gold**

Weapon

Once per round, you may use the following combat talent.

[0] *Bladespell* - Reaction Attack

Range: Ranged 7

Trigger - You make a melee attack

Effect - Choose one of the following;

A) Deal 3 damage to target creature.

B) Jump 2 spaces.

C) Target ally gains 4 temporary HP.

### **Staff of the Bodysnatcher - 3000 Gold**

Weapon

Once per battle, you may use the following combat talent.

[+3] *Trading Places* - Standard Utility [1/Battle]

Range: Ranged 7

You control target creature's next turn. That creature controls your next turn.

### **Sword-Chucks** - 3000 Gold

Weapon

Whenever you roll a 1 on a damage die, you suffer 7 damage.

Three times per battle, you may use the following combat talent.

[+1] *Sword-Chucks, Yo!* - Standard Attack [3/Battle]

Range: Melee

Deal 2d12 damage to target creature.

### **Chaos-Bound Blade** - 3000 Gold

Weapon

Once per battle, you may use the following combat talent.

[0] *Chaos Strike* - Reaction [1/battle]

Trigger - You roll initiative.

Effect - Two random enemies that you can see each suffer 6 ongoing damage (save ends).

### **Lightning Blade** - 3500 Gold

Weapon

You gain a +6 bonus to initiative. Once per battle, you may use the following combat talent.

[-1] *Fast-Strike* - Reaction Attack [1/Battle]

Range: Melee

Trigger - You take a Standard Action.

Effect - Deal 1d12 damage to target creature.

### **Guardian's Shield** - 3500 Gold

Weapon

At the beginning of your turn, you may choose an ally. Until the start of your next turn, that ally is subject to your "Guard." You may also use the following combat talent

[0] **Shield the Blow** - Interrupt Utility

Trigger - An enemy targets an ally within 6 spaces of you with a melee or ranged attack



Effect - If that ally is subject to your “Guard,” move to a space that is between that ally and the triggering enemy, or adjacent to both. The attack targets you instead.

**Staff of the Mindslaver** - 4000 Gold

Weapon

Once per battle, you may use the following combat talent.

[+4] *Enthrall* - Standard Action [1/Battle]

Range - Ranged 7

Skip your next turn. You control target creature's next turn.

**Master Architect's Staff** - 4000 Gold

Weapon

You may use the following combat talent.

[−2] *Raise the Ramparts* - Minor Utility

Choose 6 spaces that you can see, all of which must be within 9 spaces of you. Those spaces become blocking terrain until the end of your next turn.

**Orb of Holy Light** - 4000 Gold

Weapon

One per battle, you may use the following combat talent.

[0] *Conjure Sphere of Light* - Standard Action [1/Battle]

Range - Ranged 7

You conjure a medium-sized Sphere of Light in an unoccupied space within range. You can move the Sphere of Light up to your speed as a move action and the Sphere of Light counts as blocking terrain. Allies that enter a space adjacent to the Sphere of Light gain 5 temporary HP. Creatures that start their turns in a space adjacent to the Sphere of Light gain 2d8 HP. The Sphere of Light vanishes at the end of the encounter.

**Weapon of Royal Command** - 4500 Gold

Weapon

Once per round, you may use this combat talent.

[−4] *Follow My Lead!* - Reaction Utility

Trigger - You damage a creature with a melee attack

Effect - An ally within 7 spaces of you can take a move action and a standard action.

**Staff of Miracles - 5000 Gold**

Weapon

Two times per battle, you may use the following combat talent.

[0] *Healing Word* - Minor Action [2/Battle]

Range - Ranged 7

Choose one of the following;

A) Target creature gains 1d10+2 HP.

B) Pay 2 energy. If you do, target creature gains 1d12+5 HP instead.

Once per battle, you may use the following combat talent.

[0] *Glorious Miracle* - Free Action [1/Battle]

Range - Ranged 10

Target unconscious or comatose creature is returned to full health and gains 2 energy.

**Poisoned Needle - 6000 Gold**

Weapon

You may use the following combat talent.

[-6] *Lethal Injection* - Reaction Utility

Trigger - You deal damage to a creature.

Effect - That creature is dazed (save ends), weakened (save ends), immobilized (save ends) and suffers vulnerability 5 (save ends).

**Cannon - 8500 Gold**

Weapon

You may use the following combat talent.

[-6] *Cannonball!* - Standard Attack

Range: Ranged 20

Deal 3d12 damage to target creature, that creature falls prone and is dazed until the end of its next turn. Push that creature up to 10 space. If that creature ends its move adjacent to one or more creatures, deal 3d12 damage to all of them and push them up to 10 spaces.

**Orb of Infinite Fire - 9000 Gold**

Weapon

Once per battle, you may use the following combat talent.

[0] *Conjure Fiery Sphere* - Standard Utility [1/Battle]

Range - Ranged 7

You conjure a medium-sized Sphere of Fire in an unoccupied space within range. You can move the Sphere of Fire up to your speed as a move action and the Sphere of Fire counts as blocking terrain. Creatures that enter a space adjacent to the Sphere of Fire suffer 2d10 ongoing damage (save ends). Creatures that start their turns in a space adjacent to the Sphere of Fire suffer 2d12 damage. The Sphere of Fire vanishes at the end of the encounter.

### **Vorpal Sword** - 15000 Gold

Weapon

You may use the following combat talent.

[-7] *Snickers-Snak!* - Standard Attack

When you use this talent, choose one;

A) Melee - Deal 9d20 damage to target creature. If you roll a 20, you may activate all three of your special moves at once.

B) Close burst 1 - Deal 5d20 damage to all enemies in the burst. If you roll a 20, you may activate all three of your special moves at once.

## **Armor**

**Soldier's Vest** - 500 Gold [Created by Xel Unknown and Ramsus]

Armor

You have resist 1 while you have temporary HP.

**Armor of Energy Storing** - 1000 Gold

Armor

You do not lose your energy when you fall unconscious.

**Tortoise Shell Armor** - 1000 Gold

Armor

One per battle, you may use the following combat talent.

[0] *Turtle* - Free Utility [1/Battle]

You have resist 5 until the end of your next turn.

**Mistral Robes** - 1000 Gold

Armor

One per battle, you may use the following combat talent.

[0] *Mistwalk* - Interrupt Utility [1/Battle]

Trigger - A creature targets you with an attack

Effect - You cease to exist and can take no actions until the end of this turn. You have line of sight and line of effect to no creature, and no creature has line of sight or line of effect to you. At the end of this turn, you reappear in the space of your choice within 3 spaces of the space you left.

### **Wizards' Robes** - 1000 Gold

Armor

Once per battle, you may use the following combat talent.

[0] *Explosion* - Minor Utility [1/Battle]

Increase the size of the next burst you create this turn by 1 (for example, a burst 1 would become a burst 2, a burst 2 would become a burst 3 and so on).

### **Lifebound Armor** - 1000 gold

Armor

You have regeneration 2.

### **Acrobat's Armor** - 1500 Gold

Armor

You may use the following combat talent.

[0] *Backflip* - Minor Utility

You may jump 2 spaces.

### **Medic's Robes** - 1500 Gold

Armor

When you grant a single ally HP with a combat talent, that ally also gains 4 temporary HP.

### **Spiked Armor** - 1500 Gold

Armor

You may use the following combat talent.

[-1] *Strikeback* - Reaction Attack

Trigger - An enemy damages you with a melee attack.

Effect - Deal 4 damage to the triggering enemy.

**Banded Armor - 1500 Gold**

Armor

You have resist 2 against creatures you are adjacent to.

**Chain of the Drunken Master - 1500 Gold**

Armor

While you are dazed, you may roll twice on all die rolls used as part of a Standard, Move, or Minor Attack and use either result. You may also stand up from prone as a minor action.<sup>1</sup>

**Robes of the Reaper - 1500 Gold**

Armor

You may spend a minor action to learn which non-minion enemy within 10 spaces of you has the lowest health. Twice per battle, you may spend a minor action to jump to a square adjacent to the non-minion enemy with the lowest health that is within 10 spaces of you (if there are two or more non-minion enemies tied for the lowest health, you can choose one of them to jump to).

**Soldier's Armor - 1500 Gold** [Created by Xel Unknown and Ramsus]

Armor

You have resist 2 while you have temporary HP.

**Bladesman's Chainmail - 2000 Gold**

Armor

Whenever you make a melee attack, you may gain 4 temporary HP.

**Full Plate - 2000 gold**

Armor

You have resist 2 and suffer a -1 penalty to speed.

**Plaguebearer - 2000**

Armor

Thrice per battle, you may use the following combat talent.

[0] *Contagion* - Minor Utility [3/Battle]

Range - Ranged 7

Choose a (save ends) condition that you are currently suffering from. Target creature is now suffering from that condition as well (save ends).

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<sup>1</sup> You don't get to roll twice on your special move because it's not part of the combat talent that triggered it.

**Robe of Living Gates - 2000 Gold**

Armor

You may use the following combat talent.

[0] *Living Gateway* - Move Utility

If you are adjacent to a creature, you may jump to a space that is adjacent to another creature that you can see and that is within 10 spaces of you.

**Hierophant Armor - 2000 Gold [Created by LoganAura]**

Armor

You have regeneration 4.

**Mercury Armor - 2500 Gold**

Armor

You may spend a move action to move up to twice your speed.

**Armor of Unholy Vengeance - 3000 Gold**

Armor

Once per battle, if you have been knocked unconscious (and are now able to take actions), you may use the following combat talent.

[+4] *Remember Me?* - Standard Attack [1/Battle]

Range: Melee

You may move up to 7 spaces and deal 4d10 damage to target creature.

**Banded Guardian Armor - 3000 Gold**

Armor

You have resist 4 against creatures that you are adjacent to.

**Hellspike Armor - 3000 Gold**

Armor

You may use the following combat talent.

[−1] *Strikeback* - Reaction Attack

Trigger - An enemy deals damage to you.

Effect - Deal 2d6 damage to the triggering enemy.

**Paramedic's Robes - 3000 Gold**

Armor

When you grant a single ally HP with a combat talent, you may grant up to two allies within 7 spaces of you 4 temporary HP.

**Shroud of Suffering - 3000 Gold**

You have resist 3 while you are suffering from a (save ends) condition. Whenever a (save ends) condition is applied to you, you gain 2 temporary HP.

**Demonscale - 3000 gold [Created by Kenzamaka]**

Armor

You have regeneration 3 and resist 2. However, you must roll twice on saving throws and take the lower result.

**Robes of the Master Tactician - 3500 Gold**

Armor

Once per battle, you may use the following combat talent.

[0] *The Art of War* - Minor Utility

You may move each creature that you can see up to five spaces.

**Masterwork Bladesman's Chainmail - 4000 Gold**

Armor

Whenever you make a melee attack you may gain 8 temporary HP.

**Bulwark Armor - 4000 Gold**

Armor

You have resist 1 and start battles with 30 temporary hit points.

**Gambler's Armor - 4500 Gold [Created by White Eyes]**

Armor

You have Resist 6 and Vulnerability 13.

**Mithril Fullplate - 5000 Gold**

Armor

You have resist 4 and suffer a -5 penalty to initiative.

**Lightning Cowl - 5000 Gold**

Reaction and Interrupt combat talents not granted from traits or items cost 1 less energy for you to use. This cannot reduce their costs to less than 1.

### **Displacer Armor - 6000 Gold**

Armor

Whenever an enemy targets you with a combat talent, that enemy flips a coin. If tails, that enemy's talent has no effect on you.

## **Trinkets**

### **Amulet of Protection - 500 Gold**

Trinket

You begin battles with 4 temporary HP.

### **Ring of Resilience - 500 Gold**

Trinket

You have a +3 bonus to saving throws.

### **Running Shoes - 500 Gold**

Trinket

You have a +1 bonus to movement speed.

### **Gauntlets of Ogre Strength - 500 Gold**

Trinket

Whenever you deal 3 or more damage to a creature with a melee attack, you may push that creature 1 space.

### **Repulsor Ring - 500 Gold**

Trinket

Whenever an enemy deals damage to you, you may push that enemy 1 space.

### **Flashstep Ring - 500 Gold**

Trinket

When you would jump a certain number of spaces, you may add 1 to the number of spaces you would normally jump.

### **Flashleap Ring - 1000 Gold**

Trinket

When you would jump a certain number of spaces, you may add 2 to the number of spaces you would normally jump.



**Talisman of Haste - 1000 Gold**

Trinket

Once per day, you may reroll your initiative with a +10 bonus.

**Jenkins' Chicken - 1000 Gold**

Trinket

You may use the following combat talent once per battle.

[0] *LEEEROOOY JEEENKINSS!* - Interrupt Utility [1/Battle]

Trigger - You roll initiative.

Effect - You move your speed towards an enemy. At the end of the movement, you let out a taunting and idiotic shout. All enemies within 3 spaces of you during that shout suffer a -4 penalty to damage on attacks that do not include you as a target until the end of your next turn.

**Bracers of Bloodrage - 1000 Gold**

Trinket

Once per battle, when you reduce an enemy to 0 HP or less - you may move up to 6 spaces towards an enemy. If you end the move in a square adjacent to that enemy, you may deal 6 damage to that creature.

**Fate-Sealed Mirror - 1000 Gold**

Trinket

Once per battle, you may use the following combat talent.

[0] *Fate Exchange* - Free Utility [1/Battle]

Range - Ranged 7

You and target willing ally exchange HP totals.

**Vengeful Talisman - 1000 Gold**

Trinket

Once per battle, you may use the following combat talent.

[0] *You'll Regret That!* - Interrupt Attack [1/Battle]

Trigger - An enemy within line of sight reduces you to 0 HP or below.

Effect - The triggering enemy suffers 2d8 damage.

**Talisman of Weapons - 1000 Gold**

Trinket

Once per battle, if you possess a Conjure Weapon combat talent, you may reduce the cost of the Conjure Weapon talent by 3 energy. This cannot reduce the cost to below 0.

**Bracers of Speed - 1000 Gold**

Trinket

You gain a +4 bonus to initiative.

**Amulet of Greater Protection - 1500 Gold**

Trinket

You begin each battle with 10 temporary HP.

**Dimensional Cape - 1500 Gold**

Trinket

Once per battle, you may use the following combat talent.

[0] *Hideaway* - Minor Utility [1/Battle]

You cease to exist and can take no actions until the start of your next turn. You have line of sight and line of effect to no creature, and no creature has line of sight or line of effect to you. At the start of your next turn, you reappear in the space of your choice within 3 spaces of the space you left.

**Iron Shield - 1500 Gold**

Trinket

Once per battle you may use the following combat talent.

[0] *Endure Pain* - Interrupt Utility [1/Battle]

Trigger - You would be reduced to 0 HP or less.

Effect - You are reduced to 1 HP instead.

**Ring of Strategic Withdrawal - 1500 Gold**

Trinket

Once per battle, you may use the following combat talent.

[-1] *GAH!* - Interrupt Utility

Trigger - An enemy makes an attack against you.

Effect - Jump up to 5 spaces and deal 1d10 damage to the triggering enemy.

**Roadrunner Talisman - 1500 Gold**

Trinket

Once per day, you may reroll your initiative with a +15 bonus.

**Reloader** - 1500 Gold [Created by Bronymous]

Trinket

Once per battle, you may use the following combat talent

[0] Reload - Free Utility [1/Battle]

If you spent 6 or more energy this turn, gain 3 energy

**Jenkins' Fried Chicken** - 2000 Gold

Trinket

You may use the following combat talent twice per battle.

[-1] *LEEEROOOY JEEENKINSS!* - Minor Utility [2/Battle]

You move your speed towards an enemy. At the end of the movement, you let out a taunting and idiotic shout. All enemies within 4 squares of you during that shout suffer a -5 penalty to damage on attacks that do not include you as a target until the end of your next turn.

**Boomstick** - 2000 Gold

Trinket

Once per battle, you may use the following combat talent.

[0] *This is my Boomstick!* - Interrupt Utility

Trigger - You make a melee attack

Effect - The range of the attack changes from, "Melee" to, "Burst 1" until after the end of that action.

**Control Rod** - 2000 Gold

Trinket

Whenever you would push a creature a certain number of spaces, you may move that creature that many spaces instead.

**Empathic Circlet** - 2000 Gold

Trinket

You may use the following combat talent twice per battle.

[+3] *Mind-Channel* - Standard Utility [2/Battle]

Target ally can use one of their (-) talents as a free action. They spend your energy instead of theirs to pay the talent's energy cost.

**Energizing Amulet - 2000 Gold**

Trinket

At the start of your turn, if you have less than 4 energy, you may gain 1 energy.

**Red Cross - 2000 Gold**

Trinket

Twice per battle, you may use the following combat talent.

[0] *Blood Donation* - Minor Utility [2/Battle]

Range: Ranged 7

Deal 1d12 damage to yourself. Target ally gains HP equal to twice the amount of damage you were dealt this way.

**Ring of Adrenaline - 2000 Gold**

Trinket

You may use the following combat talent.

[-1] *Invigorating Burst* - Free Utility

You gain 5 temporary HP.

**Ring of Blasting - 2000 Gold**

Once per battle you may use the following combat talent.

[+2] *Charging Blast* - Standard Attack [1/Battle]

At the start of your next turn, you deal 3d10 damage to all creatures adjacent to you.

**Talisman of Vitality - 2000 Gold**

Trinket

Once per battle, you may use the following combat talent.

[0] *Miraculous Healing* - Minor Utility [1/Battle]

Remove all (save ends) conditions from target creature. That creature gains 4 HP for each (save ends) condition removed this way.

**Training Certificate - 2000 Gold**

Trinket

When you purchase this item, choose a trait that you meet the prerequisites for. While you have the Training Certificate equipped, you are considered to have the chosen trait. You may equip

more than one Training Certificate at once.

**Talisman of Illness** - 2000 gold

Trinket

Enemies suffer a -2 penalty to saving throws against (save ends) effects that you bestow on them.

<sup>2</sup>

**Flying Carpet** - 2500 Gold

Trinket

You may use the following combat talent.

[0] *I Can Show You The World* - Move Utility

You and an adjacent ally can fly up to your speed. Your ally must stay adjacent to you for the move. You and your ally must end the move on a solid surface.

**Ghostwalk Cloak** - 2500 Gold

Trinket

You may move through spaces occupied by enemies or blocking terrain.

**Hawkeye** - 2500

Trinket

You may use the following combat talent.

[0] *Predator's Sight* - Minor Utility

Choose a creature you can see. That creature becomes your Prey until the end of the battle or until you use Predator's Sight again. Once per round, when you make an attack against your Prey, you may have that attack deal 1d6 additional damage. You may only have one creature designated as your Prey at a time.

**Greater Reloader** - 2500 Gold [Created by Bronymous]

Trinket

Once per battle, you may use the following combat talent

[0] Reload - Free Utility [1/Battle]

If you spent 7 or more energy this turn, gain 5 energy

**Mystic Sheath** - 2500 Gold

Trinket

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<sup>2</sup> Remember, like resistance, save ends penalties do not stack. Only the highest instance applies.

Once per battle, you may use the following combat talent

**Call to Arms** - Free Utility [1/Battle]

Choose a Conjure Weapon talent you brought into battle with you. You may reduce the cost of that talent by 7 energy and use it immediately. This cannot reduce the cost to below 0.

**Phoenix Cape** - 3000 Gold

Trinket

Once per battle, if you are unconscious, you may regain 2d12 HP.

**Tincture of Healing** - 3000 Gold

Trinket

You may use the following combat talent.

[–1] *Healing Tincture* - Free Utility

You gain 5 HP.

**Reflex Ring** - 3000 Gold

You gain a +12 bonus to initiative

**Rabbit-Filled Hat** - 3500 Gold

Trinket

Reduce the energy cost of talents you use to conjure creatures or weapons by 2 energy. The costs can't be reduced to below 0.

**Wilhelm's Whistle** - 3500 Gold

Trinket

Whenever you fall unconscious, up to six allies within 7 spaces of you can move up to ten spaces and gain 6 temporary HP.

**Portal Gun** - 4000 gold

Trinket

Three times per battle, you may use the following combat talent.

[0] *Thinking With Portals* - Minor Utility [3/Battle]

Range: Ranged 10

You create a dimensional rift between two unoccupied squares in range. The rift lasts until the end of your next turn. Until the rift ends, the two squares are effectively adjacent to each other, but for movement only.

**Talisman of Divine Retribution - 4000 Gold**

Trinket

Once per battle, you may use the following combat talent.

[0] *You'll Regret That!* - Interrupt Attack [1/Battle]

Trigger - An enemy within line of sight reduces you to 0 HP or below.

Effect - The triggering enemy suffers 5d12 damage.

**Talisman of Incurable Illness - 4000 gold**

Trinket

Enemies suffer a -4 penalty to saving throws against (save ends) effects that you bestow on them.

**Training Diploma - 4000 Gold**

Trinket

When you purchase this item, choose two traits that you meet the prerequisites for. While you have the Training Diploma equipped, you are considered to have the chosen traits. You may equip more than one Training Diploma at once.

**Vicious Hawkeye - 5000**

Trinket

You may use the following combat talent.

[0] *Predator's Gaze* - Minor Utility

Choose a creature you can see. That creature becomes your Prey until the end of the battle or until you use Predator's Gaze again. Once per round, when you make an attack against your Prey, you may have that attack deal 2d6 additional damage. You may only have one creature designated as your Prey at a time.

**Bracers of Ludicrous Speed - 5000 Gold**

Trinket

You gain a +20 bonus to initiative.

**Amulet of Adrenaline - 5000 Gold [Created by LoganAura]**

Trinket

You begin battles with 7 energy instead of 4.

**Karmic Mirror - 6000 Gold**

Trinket

You may use the following combat talent.

[–1] *Reflect Barrier* - Reaction Utility

Trigger - A creature would subject you to a (save ends) effect.

Effect - The triggering creature is subjected to the (save ends) effect instead.<sup>3</sup>

### **Talisman of Unbearable Illness** - 7000 Gold

Trinket

Enemies suffer a -7 penalty to saving throws against (save ends) effects that you bestow on them.

### **Hellscream Hawkeye** - 8000 Gold

Trinket

You may use the following combat talent.

[0] *Predator's Glare* - Minor Utility

Choose a creature you can see. That creature becomes your Prey until the end of the battle or until you use Predator's Glare again. Once per round, when you make an attack against your Prey, you may have that attack deal 3d6 additional damage. You may only have one creature designated as your Prey at a time.

### **Cloak of the Reborn Phoenix** - 9000 Gold

Trinket

Once per battle, if you would die you may instead return to full health, remove all conditions affecting you and gain 4 energy.

### **Expansions Included:**

[Weekly Expansions](#)

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<sup>3</sup> If a creature would subject you to several (save ends) effects at once, like with the combat talent Family Recipe, you have to pay 1 pip for each (save ends) effect you want to reflect.