

Player Name AB

Triinillece Darkleaf

30

Cleric

Seldarine Dedicate

Chosen

1,000,000

Character Name

Level

Class

Paragon Path

Epic Destiny

Total XP

Elf

Medium

(30)

Female

5'7"

130 lbs.

Good

Ehlonna

Greyhawk 2009

AB

Race

Size

Age

Gender

Height

Weight

Alignment

Deity

Adventuring Company

RPGA Number

### INITIATIVE

SCORE	DEX	1/2 LVL	MISC
22	7	15	

CONDITIONAL MODIFIERS

### DEFENSES

SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC
44	AC	25	12		1	6		

CONDITIONAL BONUSES

### MOVEMENT

SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	7	-1	

SPECIAL MOVEMENT

### ABILITY SCORES

SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
12	STR Strength	1	16
16	CON Constitution	3	18
24	DEX Dexterity	7	22
12	INT Intelligence	1	16
26	WIS Wisdom	8	23
18	CHA Charisma	4	19

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
42	FORT	25	3		2	6		6

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
44	REF	25	7		2	6		4

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC
43	WILL	25	8	2	2	6		

CONDITIONAL BONUSES

### SENSES

SCORE	PASSIVE SENSE	BASE	SKILL BONUS
33	Passive Insight	10	+ 23

36	Passive Perception	10	+ 26
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SPECIAL SENSES

Low-light Vision

### ATTACK WORKSPACE

ABILITY: Ranged Basic Attack - Medic's Longbow +6

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 33	15	7		2	3	6	

ABILITY: Melee Basic Attack - Spiked gauntlet

ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC
+ 18	15	1		2			

### DAMAGE WORKSPACE

ABILITY: Ranged Basic Attack - Medic's Longbow +6

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d10+20	7	3	6	4	

ABILITY: Melee Basic Attack - Spiked gauntlet

DAMAGE	ABIL	FEAT	ENH	MISC	MISC
2d6+1	1				

### BASIC ATTACKS

ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
33	vs AC	Medic's Longbow +6	2d10+20
18	vs AC	Spiked gauntlet	2d6+1
16	vs AC	Unarmed (Melee)	2d4+1
22	vs AC	Unarmed (Range)	2d4+11

### FEATS

<b>Ritual Caster</b> - Master and perform rituals
<b>Far Shot</b> - Increase projectile weapon range by 5 squares
<b>Combat Medic</b> - You administer first aid to stabilize the dying
<b>Toughness</b> - Gain 5 additional hit points per tier.
<b>Astral Fire</b> - You gain a +3 feat bonus to damage when you
<b>Evasion</b> - When an area or close attack targeting your AC or
<b>Mettle</b> - When an area or close attack targeting your Fortitude
<b>Focused Expertise (Longbow)</b> - Gain bonus to attack rolls
<b>Weapon Focus (Bow)</b> - Gain +3 damage with Bows.
<b>Swift Turning</b> - You can use your turn undead as a minor ac
<b>Armor Specialization (Chainmail)</b> - +1 to AC with chainm
<b>Supreme Healer</b> - You heal two targets instead of one when
<b>Reactive Healing</b> - Use healing word as an immediate react
<b>Robust Defenses</b> - +2 to Fortitude, Reflex, and Will
<b>Dazing Rebuke</b> - Turn undead can daze instead of immobili
<b>Beatific Healer</b> - Add bonus to healing you grant with divin
<b>Defensive Healing Word</b> - Bonus to recipient's defenses w
<b>Epic Fortitude</b> - +4 to Fortitude
<b>Epic Reflexes</b> - +4 to Reflex

### HIT POINTS

MAX HP	BLOODIED	HEALING SURGES	
1/2 HP	1/4 HP	SURGE VALUE	SURGES/DAY
188	94	47	10

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

### SKILLS

BONUS	SKILL NAME	ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
22	Acrobatics	DEX	22	0	n/a
16	Arcana	INT	16	0	n/a
16	Athletics	STR	16	0	n/a
19	Bluff	CHA	19	0	n/a
24	Diplomacy	CHA	19	5	n/a
23	Dungeoneering	WIS	23	0	n/a
18	Endurance	CON	18	0	n/a
35	Heal	WIS	23	5	n/a
16	History	INT	16	0	n/a
23	Insight	WIS	23	0	n/a
19	Intimidate	CHA	19	0	n/a
36	Nature	WIS	23	5	n/a
26	Perception	WIS	23	0	n/a
26	Religion	INT	16	5	n/a
22	Stealth	DEX	22	0	n/a
19	Streetwise	CHA	19	0	n/a
22	Thievery	DEX	22	0	n/a

### ACTION POINTS

Action Points	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

### RACE FEATURES

**Elven Weapon Proficiency** - Prof. w/ long & short bows.

**Group Awareness** - You grant non-elf allies within 5

squares of you a +1 racial bonus to Perception checks.

**Elven Accuracy** - Elven accuracy as encounter power.

**Fey Origin** - Your origin is fey, not natural.

**Wild Step** - Ignore difficult terrain when shifting (even

when shifting multiple squares).

### CLASS / PATH / DESTINY FEATURES

**Channel Divinity** - Invoke channel divinity; encounter.

**Healer's Lore** - Add Wis modifier to cleric healing powers.

**Healing Word** - Use 3/times per encounter; minor action.

**Ritual Casting** - Gain Ritual Caster as a bonus feat.

**Honor the Bow** - You use the Longbow as an implement for

**Renewing Action** - When you spend an action point to take

**Footsteps of the Gods** - When you use a cleric or a Seldari

**Divine Spark** - Increase two ability scores by 2 each

**Divine Spark Charisma** - +2 to your Charisma

**Divine Spark Wisdom** - +2 to your Wisdom

**Divine Recovery** - First time dropped to 0 hp each day, reg

**Divine Miracle** - Regain use of an encounter attack power w

### LANGUAGES KNOWN

Common, Elven



CHARACTER NAME  
**Triinillece Darkleaf**

PLAYER NAME  
**AB**

RACE Elf CLASS Cleric LEVEL 30

SCORE	ABILITY	MOD
<b>HP</b> 188	<b>STR</b> +1	<b>AC</b> 44
<b>Spd</b> 6	<b>CON</b> +3	<b>Fort</b> 42
<b>Init</b> +22	<b>DEX</b> +7	<b>Ref</b> 44
	<b>INT</b> +1	<b>Will</b> 43
	<b>WIS</b> +8	
	<b>CHA</b> +4	

**33** Passive Insight    **36** Passive Perception

Skills


22	Acrobatics	DEX
16	Arcana	INT
16	Athletics	STR
19	Bluff	CHA
24	Diplomacy	CHA (Trained)
23	Dungeoneering	WIS
18	Endurance	CON
35	Heal	WIS (Trained)
16	History	INT
23	Insight	WIS
19	Intimidate	CHA
36	Nature	WIS (Trained)
26	Perception	WIS
26	Religion	INT (Trained)
22	Stealth	DEX
19	Streetwise	CHA
22	Thievery	DEX

ADDITIONAL EFFECTS

Action Point

ADDITIONAL EFFECTS

**Renewing Action:** When you spend an action point to take an extra action, you also gain an extra use of your healing word power for this encounter.



**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**

PLAY DATA **DUNGEONS & DRAGONS**

ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

Second Wind

KEYWORDS Standard, Personal, ACTION, RANGE

AT-WILL  ENCOUNTER  DAILY

Effect: You spend a healing surge and regain 47 hit points. You gain a +2 bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS

CLASS CLASS LEVEL BOOK PH

Melee Basic Attack

KEYWORDS Weapon, ACTION, RANGE

18 vs AC One creature

ATTACK	DEFENSE	TARGET

**Attack:** Strength vs. AC  
**Hit:** 1[W] + Strength modifier (+1) damage. Increase damage to 2[W] + Strength modifier (+1) at 21st level.  
**Special:** You can use an unarmed attack as a weapon to make a melee basic attack.

Spiked gauntlet: +18 attack, 2d6+1 damage

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS CLASS LEVEL \* BOOK PH

Ranged Basic Attack

KEYWORDS Weapon, ACTION, RANGE

33 vs AC One creature

ATTACK	DEFENSE	TARGET

**Attack:** Dexterity vs. AC  
**Hit:** 1[W] + Dexterity modifier (+7) damage. Increase damage to 2[W] + Dexterity modifier (+7) at 21st level.  
**Special:** Weapons with the heavy thrown property use Strength instead of Dexterity for attack rolls and damage rolls. Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

Medic's Longbow +6: +33 attack, 2d10+20 damage

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS CLASS LEVEL \* BOOK PH

UTILITY POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

Lance of Faith

KEYWORDS Divine, Implement, Radiant, ACTION, RANGE

23 vs Reflex One creature

ATTACK	DEFENSE	TARGET

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d8 + Wisdom modifier (+8) radiant damage, and one ally you can see gains a +2 power bonus to his or her next attack roll against the target. Increase damage to 2d8 + Wisdom modifier (+8) at 21st level.

Medic's Longbow +6: +32 attack, 2d8+17 damage

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS Cleric LEVEL 1 BOOK PH

Sacred Flame

KEYWORDS Divine, Implement, Radiant, ACTION, RANGE

23 vs Reflex One creature

ATTACK	DEFENSE	TARGET

**Attack:** Wisdom vs. Reflex  
**Hit:** 1d6 + Wisdom modifier (+8) radiant damage, and one ally you can see chooses either to gain temporary hit points equal to your Charisma modifier (+4) + one-half your level or to make a saving throw. Increase damage to 2d6 + Wisdom modifier (+8) at 21st level.

Medic's Longbow +6: +32 attack, 2d6+17 damage

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS Cleric LEVEL 1 BOOK PH

Elven Accuracy

KEYWORDS Free, Personal, ACTION, RANGE

vs

ATTACK	DEFENSE	TARGET

**Effect:** Reroll an attack roll. Use the second roll, even if it's lower.

ADDITIONAL EFFECTS

CLASS Racial Power LEVEL \* BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

AT-WILL POWER **DUNGEONS & DRAGONS**

ENCOUNTER POWER **DUNGEONS & DRAGONS**

### Healing Word

KEYWORDS: Divine, Healing USED

Minor		See below
<b>ACTION</b>		<b>RANGE</b>
23	vs	Reflex
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

You or one ally

**Special:** You can use this power twice per encounter, but only once per round. At 16th level, you can use this power three times per encounter.  
**Effect:** The target can spend a healing surge and regain an additional 1d6 hit points. Increase the amount of additional hit points regained to 2d6 at 6th level, 3d6 at 11th level, 4d6 at 16th level, 5d6 at 21st level, and 6d6 at 26th level.

Unarmed: +15 attack  
regain an additional 20 hit points.

ADDITIONAL EFFECTS

CLASS: Cleric | LEVEL: | BOOK: PH

ENCOUNTER POWER

### Moonbeam

KEYWORDS: Cold, Divine, Implement USED

Standard		20	Ranged 20
<b>ACTION</b>		<b>RANGE</b>	
23	vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Requirement:** You must be wielding a longbow or a shortbow.  
**Attack:** Wisdom vs. Reflex  
**Hit:** 2d10 + Wisdom modifier (+8) cold damage. Until the end of your next turn, the target grants combat advantage to anyone that makes a ranged attack against it.

Medic's Longbow +6: +32 attack, 2d10+17 damage

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS: Seldarine Dedicate | LEVEL: 11 | BOOK: DP

ENCOUNTER POWER

### Mantle of Glory

KEYWORDS: Divine, Healing, Implement, Radiant USED

Standard		Close blast 5
<b>ACTION</b>	5	<b>RANGE</b>
23	vs	Will
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Each enemy in blast

**Attack:** Wisdom vs. Will  
**Hit:** 2d10 + Wisdom modifier (+8) radiant damage.  
**Effect:** Allies in the blast can spend a healing surge.

Medic's Longbow +6: +32 attack, 2d10+17 damage  
regain an additional 20 hit points.

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS: Cleric | LEVEL: 13 | BOOK: PH

ENCOUNTER POWER

### Spirit Flame

KEYWORDS: Divine, Fire, Implement USED

Standard		Close blast 5
<b>ACTION</b>	5	<b>RANGE</b>
23	vs	Reflex
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Each enemy in blast

**Attack:** Wisdom vs. Reflex  
**Hit:** 3d10 + Wisdom modifier (+8) fire damage.  
**Effect:** You end the following conditions on yourself: blinded, dazed, immobilized, slowed, stunned, and weakened. In addition, each ally in the blast can choose to have one of these conditions ended on himself or herself.

Medic's Longbow +6: +32 attack, 3d10+17 damage

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS: Cleric | LEVEL: 23 | BOOK: DP

ENCOUNTER POWER

### Sunburst

KEYWORDS: Divine, Healing, Implement, Radiant USED

Standard		10	Area burst 2 within 10 squares
<b>ACTION</b>		2	<b>RANGE</b>
23	vs	Will	Each enemy in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Attack:** Wisdom vs. Will  
**Hit:** 3d8 + Wisdom modifier (+8) radiant damage.  
**Effect:** You and each ally in the burst regain hit points equal to 10 + your Charisma modifier (+4) and make a saving throw.

Medic's Longbow +6: +32 attack, 3d8+17 damage  
regain an additional 20 hit points.

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS: Cleric | LEVEL: 27 | BOOK: PH

ENCOUNTER POWER

### Divine Fortune

KEYWORDS: Divine USED

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

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Effect:** You gain a +1 bonus to your next attack roll or saving throw before the end of your next turn.

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS: Cleric | LEVEL: | BOOK: PH

ENCOUNTER POWER

### Turn Undead

KEYWORDS: Divine, Implement, Radiant USED

Minor		See below
<b>ACTION</b>		<b>RANGE</b>
23	vs	Will
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>

Each undead creature in burst

**Channel Divinity:** You can use only one channel divinity power per encounter  
**Attack:** Wisdom vs. Will  
**Hit:** 1d10 + Wisdom modifier (+8) radiant damage, and you push the target a number of squares equal to 3 + your Charisma modifier (+4). The target is immobilized until the end of your next turn.  
 Increase damage to 2d10 + Wisdom modifier (+8) at 5th level, 3d10 + Wisdom modifier (+8) at 11th level, 4d10 + Wisdom modifier (+8) at 15th level, 5d10 + Wisdom modifier (+8) at 21st level, and 6d10 + Wisdom modifier (+8) at 25th level.  
**Miss:** Half damage, and the target is not pushed or immobilized.

Medic's Longbow +6: +32 attack, 6d10+17 damage

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS: Cleric | LEVEL: | BOOK: PH

ENCOUNTER POWER

### Seldarine Wrath

KEYWORDS: Divine, Fire, Implement USED

Standard		20	Ranged 20
<b>ACTION</b>		<b>RANGE</b>	
23	vs	Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Requirement:** You must be wielding a longbow or a shortbow.  
**Attack:** Wisdom vs. Reflex  
**Hit:** 3d10 + Wisdom modifier (+8) fire damage, and the target takes ongoing 10 fire damage and is dazed (save ends both).  
**Miss:** Half damage, and ongoing 10 fire damage (save ends).

Medic's Longbow +6: +32 attack, 3d10+17 damage

ADDITIONAL EFFECTS  
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).

CLASS: Seldarine Dedicate | LEVEL: 20 | BOOK: DP

DAILY POWER

### Miraculous Intervention

KEYWORDS: Divine, Healing, Implement USED

Imm React		5	Ranged 5
<b>ACTION</b>		<b>RANGE</b>	
23	vs	Will	The triggering ally
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	

**Trigger:** An ally within 5 squares of you drops to 0 hit points or fewer  
**Effect:** The primary target regains hit points as if he or she had spent a healing surge. Make a secondary attack that is an area burst 2 centered on the primary target.  
**Secondary Target:** Each enemy in burst  
**Attack:** Wisdom vs. Will  
**Hit:** The secondary target is stunned (save ends).

Medic's Longbow +6: +32 attack  
regain an additional 20 hit points.

ADDITIONAL EFFECTS

CLASS: Cleric | LEVEL: 19 | BOOK: DP

DAILY POWER

Sacred Word		
KEYWORDS	Divine, Implement, Psychic	USED
Standard		Close burst 5
<b>ACTION</b>	5	<b>RANGE</b>
<b>23</b>	vs <b>Fort</b>	Each enemy in burst
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p><b>Attack:</b> Wisdom vs. Fortitude  <b>Hit:</b> 4d10 + Wisdom modifier (+8) psychic damage, and the target is stunned until the end of your next turn.  <b>Miss:</b> Half damage, and the target is not stunned.</p> <p>Medic's Longbow +6: +32 attack, 4d10+17 damage</p>		
ADDITIONAL EFFECTS		
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).		
CLASS	Cleric	LEVEL 25 BOOK PH
DAILY POWER		

Breath of the Stars		
KEYWORDS	Cold, Divine, Healing, Implement, Radiant	USED
Standard		Close blast 5
<b>ACTION</b>	5	<b>RANGE</b>
<b>23</b>	vs <b>Fort</b>	Each enemy in blast
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<p><b>Attack:</b> Wisdom vs. Fortitude  <b>Hit:</b> 4d8 + Wisdom modifier (+8) cold and radiant damage, and you push the target 5 squares. The target is dazed (save ends).  <b>Effect:</b> Each ally in the blast regains hit points as if he or she had spent a healing surge. Each dying ally in the blast instead regains hit points equal to his or her bloodied value.</p> <p>Medic's Longbow +6: +32 attack, 4d8+17 damage regain an additional 20 hit points.</p>		
ADDITIONAL EFFECTS		
+8 to damage rolls if the target has vulnerability to radiant damage - Pelor's Sun Blessing (level 23).		
CLASS	Cleric	LEVEL 29 BOOK DP
DAILY POWER		

Cure Light Wounds		
KEYWORDS	Divine, Healing	USED
Standard		Melee touch
<b>ACTION</b>		<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p><b>Target:</b> You or one creature  <b>Effect:</b> The target regains hit points as if it had spent a healing surge.</p> <p>Unarmed: +15 attack regain an additional 20 hit points.</p>		
ADDITIONAL EFFECTS		
CLASS	Cleric	LEVEL 2 BOOK PH
UTILITY POWER		

Cure Serious Wounds		
KEYWORDS	Divine, Healing	USED
Standard		Melee touch
<b>ACTION</b>		<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p><b>Target:</b> You or one creature  <b>Effect:</b> The target regains hit points as if it had spent two healing surges.</p> <p>Unarmed: +15 attack regain an additional 20 hit points.</p>		
ADDITIONAL EFFECTS		
CLASS	Cleric	LEVEL 6 BOOK PH
UTILITY POWER		

Mass Cure Light Wounds		
KEYWORDS	Divine, Healing	USED
Standard		Close burst 5
<b>ACTION</b>	5	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p><b>Targets:</b> You and each ally in burst  <b>Effect:</b> The targets regain hit points as if they had spent a healing surge. Add your Charisma modifier (+4) to the hit points regained.</p> <p>Unarmed: +15 attack regain an additional 20 hit points.</p>		
ADDITIONAL EFFECTS		
CLASS	Cleric	LEVEL 10 BOOK PH
UTILITY POWER		

Shroud of Stars		
KEYWORDS	Divine, Stance	USED
Minor		Personal
<b>ACTION</b>		<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p><b>Effect:</b> Until the stance ends, whenever you shift, you gain concealment until the start of your next turn.</p>		
ADDITIONAL EFFECTS		
CLASS	Seldarine Dedicate	LEVEL 12 BOOK DP
UTILITY POWER		

Cure Critical Wounds		
KEYWORDS	Divine, Healing	USED
Standard		Melee touch
<b>ACTION</b>		<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p><b>Target:</b> You or one creature  <b>Effect:</b> The target regains hit points as if it had spent three healing surges.</p> <p>Unarmed: +15 attack regain an additional 20 hit points.</p>		
ADDITIONAL EFFECTS		
CLASS	Cleric	LEVEL 16 BOOK DP
UTILITY POWER		

Heal		
KEYWORDS	Divine, Healing	USED
Standard		Melee touch
<b>ACTION</b>		<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p><b>Target:</b> One ally  <b>Effect:</b> The target regains all his or her hit points.</p> <p>Unarmed: +15 attack regain an additional 20 hit points.</p>		
ADDITIONAL EFFECTS		
CLASS	Cleric	LEVEL 22 BOOK DP
UTILITY POWER		

Horn of Life		
KEYWORDS	Healing	USED
Minor		Close burst 20
<b>ACTION</b>	20	<b>RANGE</b>
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY
<p><b>Target:</b> You or one ally in burst  <b>Effect:</b> The target can spend a healing surge. At the start of each of your subsequent turns, until the end of the encounter, your ally with the fewest number of hit points above 0 gains regeneration 20 until the start of your next turn. The effect ends if you become unconscious.</p> <p>Unarmed: +15 attack regain an additional 12 hit points.</p>		
ADDITIONAL EFFECTS		
CLASS	Chosen	LEVEL 26 BOOK FRPG
UTILITY POWER		

### Symbol of Demon Turning +4

DAMAGE	PROFICIENT	GROUP	RANGE
+4 attack rolls and damage rolls	17	+1d6 damage per plus	
ENHANCEMENT	LEVEL	CRITICAL	

**PROPERTIES**  
When this item is created, choose angel, demon, devil, dragon, or giant. When you use your turn undead power, you can target creatures of the chosen kind instead of undead creatures.

AT-WILL  ENCOUNTER  DAILY

**POWER**

ITEM SLOT	Off-hand	WEIGHT	0	PRICE	65000	BOOK	AV2
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MAGIC WEAPON

### Medic's Longbow +5

DAMAGE	PROFICIENT	GROUP	RANGE
+5 attack rolls and damage rolls	2	Bow	20/40
+5 attack rolls and damage rolls	24	+5d6 radiant damage	
ENHANCEMENT	LEVEL	CRITICAL	

**PROPERTIES**  
When you use a Channel Divinity power during combat, an ally within 10 squares of you regains an amount of hit points equal to your Charisma modifier (+4) plus this weapon's enhancement bonus.  
Load Free  
Ranged Basic Attack: +32 attack, 2d10+19 damage

AT-WILL  ENCOUNTER  DAILY

**POWER**  
**Power (Daily):** Standard Action. Gain one additional use of Channel Divinity for this encounter.

ITEM SLOT	Two-Hands	WEIGHT	3	PRICE	525000	BOOK	PH
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MAGIC WEAPON

### Symbol of Revivification (epic tier)

DAMAGE	PROFICIENT	GROUP	RANGE
		30	+6d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

**PROPERTIES**

AT-WILL  ENCOUNTER  DAILY

**POWER**  
**Power (Daily • Healing):** Free Action. Use this power when you hit with an attack using this holy symbol. Spend two healing surges, do not regain any hit points, and choose a dying or dead ally within 10 squares of you. That ally is returned to life at his bloodied hit point total. This power does not revive an ally who's been dead for longer than 1 day.

ITEM SLOT	Off-hand	WEIGHT	0	PRICE	3125000	BOOK	AV
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MAGIC WEAPON

### Medic's Longbow +6

DAMAGE	PROFICIENT	GROUP	RANGE
+6 attack rolls and damage rolls	2	Bow	20/40
+6 attack rolls and damage rolls	29	+6d6 radiant damage	
ENHANCEMENT	LEVEL	CRITICAL	

**PROPERTIES**  
When you use a Channel Divinity power during combat, an ally within 10 squares of you regains an amount of hit points equal to your Charisma modifier (+4) plus this weapon's enhancement bonus.  
Load Free  
Ranged Basic Attack: +33 attack, 2d10+20 damage

AT-WILL  ENCOUNTER  DAILY

**POWER**  
**Power (Daily):** Standard Action. Gain one additional use of Channel Divinity for this encounter.

ITEM SLOT	Two-Hands	WEIGHT	3	PRICE	2625000	BOOK	PH
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MAGIC WEAPON

### Bag of Holding (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		5	Wondrous Item
ENHANCEMENT	LEVEL	TYPE	

**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 a bag of holding is a minor action.

AT-WILL  ENCOUNTER  DAILY

**POWER**

ITEM SLOT		WEIGHT	0	PRICE	1000	BOOK	PH
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MAGIC ITEM

### Elixir of Dragonbreath (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
		7	Potion
ENHANCEMENT	LEVEL	TYPE	

**PROPERTIES**

AT-WILL  ENCOUNTER  DAILY

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

ITEM SLOT		WEIGHT	0	PRICE	100	BOOK	AV
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MAGIC ITEM

### Bracers of the Perfect Shot (paragon tier)

AC BONUS	CHECK	SPEED	QUANTITY
		13	Arms Slot Item
ENHANCEMENT	LEVEL	TYPE	

**PROPERTIES**  
When you hit with a ranged basic attack, you gain a +4 item bonus to the damage roll.

AT-WILL  ENCOUNTER  DAILY

**POWER**

ITEM SLOT	Arms	WEIGHT	0	PRICE	17000	BOOK	PH
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MAGIC ITEM

### Ring of Calling (paragon tier)

AC BONUS	CHECK	SPEED	QUANTITY
		14	Ring
ENHANCEMENT	LEVEL	TYPE	

**PROPERTIES**  
When an ally adjacent to you uses a teleport power, he or she can increase the distance teleported by 4 squares.

AT-WILL  ENCOUNTER  DAILY

**POWER**  
**Power (Daily • Teleportation):** Minor Action. Choose one ally within 20 squares of you and within line of sight. That ally is teleported to any unoccupied square adjacent to you. If you've reached at least one milestone today, you can instead teleport to a square adjacent to an ally within 20 squares of you.

ITEM SLOT	Ring	WEIGHT	0	PRICE	21000	BOOK	AV
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MAGIC ITEM

### Potion of Vitality (paragon tier)

AC BONUS	CHECK	SPEED	QUANTITY
		15	Potion
ENHANCEMENT	LEVEL	TYPE	

**PROPERTIES**

AT-WILL  ENCOUNTER  DAILY

**POWER**  
**Power (Consumable • Healing):** 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 on you that a save can end.

ITEM SLOT		WEIGHT	0	PRICE	1000	BOOK	PH
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MAGIC ITEM

### Handy Haversack (heroic tier)

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

PROPERTIES

This backpack can hold up to 1,000 pounds in weight or 100 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from a handy haversack is a minor action.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 5000 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

### Everlasting Provisions (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		4 LEVEL	Wondrous Item TYPE

PROPERTIES

After an extended rest, you open the basket, creating enough food and water to feed five Medium or Small creatures (or one Large creature) for 24 hours.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT WEIGHT 0 PRICE 840 BOOK PH

MAGIC ITEM DUNGEONS & DRAGONS

### Endless Canteen (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		9 LEVEL	Wondrous Item TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (At-Will):** Standard Action. When you open its stopper, the endless canteen pours out up to 1 pint of cool, clean water. Any water that has not been consumed within 1 hour of its creation disappears.

ITEM SLOT WEIGHT 0 PRICE 4200 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

### Endless Quiver of Elhenestra (heroic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		9 LEVEL	Wondrous Item TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (At-Will \* Conjuration):** Free. Use this power when you attack with a bow or crossbow. When you reach into the endless quiver, it automatically produces a single arrow or bolt, as appropriate. Ammunition created by the quiver that is not used within 1 round of its creation disappears.

ITEM SLOT WEIGHT 0 PRICE 4200 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

### Potion of Fire Resistance (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		24 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 15 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 21000 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

### Ring of the Protector (paragon tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		18 LEVEL	Ring TYPE

PROPERTIES

Each of these rings is part of a set of two. As a minor action, a ring wearer can ascertain the following information:

- The current hit points and general status (alive, dying, or dead) of the other ring wearer.
- The number of healing surges the other ring wearer has remaining.
- Any effects currently affecting the other ring wearer.
- The current emotional state of the other ring wearer.
- The straight-line distance to the other ring wearer. If the other ring wearer is on a different plane, neither the distance nor the specific plane can be ascertained.

AT-WILL  ENCOUNTER  DAILY

POWER

**Special:** These rings come in pairs. If one ring is disenchanting, the other loses all its magic. The cost covers a set of rings.

**Power (Daily • Teleportation):** Standard Action. Teleport to a square adjacent to the wearer of the other ring, regardless of distance. If you've reached at least one milestone today, this power uses a minor action.

ITEM SLOT Ring WEIGHT 0 PRICE 85000 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

### Elhenestra's Blessing (level 23)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		23 LEVEL	Divine Boon TYPE

PROPERTIES

If you deal damage to a target that has vulnerability to radiant damage, you deal extra damage equal to your Wisdom or Constitution modifier, whichever is higher.

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (At-Will):** Minor Action. You emit bright light in a 5-square radius. As a minor action, you can stop emitting light.

**Power (Daily \* Healing):** Minor Action. An ally within 5 squares of you can spend a healing surge, regaining 2d6 additional hit points, and that ally gains a +2 item bonus to saving throws until the end of the encounter.

ITEM SLOT WEIGHT 0 PRICE 425000 BOOK DMG2

MAGIC ITEM DUNGEONS & DRAGONS

### Belt of Vitality (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		23 LEVEL	Waist Slot Item TYPE

PROPERTIES

Gain a +2 bonus to Fortitude defense.

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Daily • Healing):** No Action. Use this power when you make a death saving throw. Spend a healing surge.

ITEM SLOT Waist WEIGHT 0 PRICE 425000 BOOK AV

MAGIC ITEM DUNGEONS & DRAGONS

### Bloodcrystal Raven Skull (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		21 LEVEL	Wondrous Item TYPE

PROPERTIES

A character can discern that the skull is magical using detect magic during a short rest, but learns nothing else. A character trained in Arcana or Religion can make one DC 27 check per day to learn one property or power, in the order below. One feature must be discovered before the next one, and a specific user must independently discern each feature in turn. Failed checks can be repeated on a new day, or the user can learn all about the skull during their discussion with the Raven Queen.

As a minor action, you can store two healing surges in the skull. The skull's red color darkens when it absorbs healing surges, and its light brightens. Up to seven different creatures can store healing surges in the skull in this way. Each creature can store only two surges and takes a -2 penalty to death saving throws while any surges are stored. The skull consumes these surges during any...

AT-WILL  ENCOUNTER  DAILY

POWER

**Power (Special • Healing):** No action. If a creature that has two healing surges stored in the skull would die, that creature instead regains hit points equal to its healing surge value, using up one of the surges stored in the skull. That creature is at -1 to all attack rolls, skill checks, saving throws, and ability checks until it reaches its next milestone. Each creature that has healing surges stored in the skull can use this power once per day.

ITEM SLOT WEIGHT 0 PRICE 225000 BOOK EDR

MAGIC ITEM DUNGEONS & DRAGONS

### Potion of Recovery (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		25 LEVEL	Potion TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Consumable • Healing):** 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.

ITEM SLOT    WEIGHT 0    PRICE 25000    BOOK PH

MAGIC ITEM    DUNGEONS & DRAGONS

### Healer's Spiritmail +6

AC BONUS	CHECK	SPEED	QUANTITY
12	-1	-1	1
+6 AC ENHANCEMENT		30 LEVEL	Armor TYPE

PROPERTIES  
 When you use a healing power, the target regains additional hit points equal to the armor's enhancement bonus.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Body    WEIGHT 40    PRICE 3125000    BOOK PH

MAGIC ITEM    DUNGEONS & DRAGONS

### Ritual Candle (paragon tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		11 LEVEL	Wondrous Item TYPE

PROPERTIES  
 This candle never burns down (except as noted).

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily):** Standard Action. Light the candle before beginning to perform a ritual. You gain a +2 power bonus to any skill checks made as part of the ritual.  
 The candle automatically extinguishes at the end of the ritual and can be used again the following day.

ITEM SLOT    WEIGHT 0    PRICE 9000    BOOK PH

MAGIC ITEM    DUNGEONS & DRAGONS

### Boots of Teleportation (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		28 LEVEL	Feet Slot Item TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (At-Will • Teleportation):** Move Action. Teleport a number of squares equal to your speed.

ITEM SLOT Feet    WEIGHT 0    PRICE 2125000    BOOK AV

MAGIC ITEM    DUNGEONS & DRAGONS

### Healer's Brooch +6

AC BONUS	CHECK	SPEED	QUANTITY
			1
+6 Fortitude, Reflex, and Will ENHANCEMENT		29 LEVEL	Neck Slot Item TYPE

PROPERTIES  
 When you use a power that enables you or an ally to regain hit points, add the brooch's enhancement bonus to the hit points gained.

AT-WILL  ENCOUNTER  DAILY

POWER

ITEM SLOT Neck    WEIGHT 0    PRICE 2625000    BOOK AV

MAGIC ITEM    DUNGEONS & DRAGONS

### Gloves of the Healer (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		22 LEVEL	Hands Slot Item TYPE

PROPERTIES  
 When you use a power that has the healing keyword, one target regains an extra 2d6 hit points.

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily • Healing):** Standard Action. Spend a healing surge. An adjacent ally regains hit points equal to the value of the healing surge you lost.

ITEM SLOT Hands    WEIGHT 0    PRICE 325000    BOOK AV

MAGIC ITEM    DUNGEONS & DRAGONS

### Halo of Fallen Stars (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			1
ENHANCEMENT		25 LEVEL	Head Slot Item TYPE

PROPERTIES  
 Gain a +5 item bonus to Heal checks, Nature checks, and Religion checks.

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Daily • Radiant):** Immediate Interrupt. You can use this power when an enemy makes a melee attack or a ranged attack against you. That enemy takes 5d6 + Charisma modifier (+4) radiant damage and is blinded (save ends).

ITEM SLOT Head    WEIGHT 0    PRICE 625000    BOOK PH

MAGIC ITEM    DUNGEONS & DRAGONS

### Unguent of Darkvision (paragon tier)

AC BONUS	CHECK	SPEED	QUANTITY
			10
ENHANCEMENT		11 LEVEL	Consumable TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Consumable):** Standard Action. Rub this unguent on your closed eyelids. You gain darkvision for 1 hour.

ITEM SLOT    WEIGHT 0    PRICE 350    BOOK AV

MAGIC ITEM    DUNGEONS & DRAGONS

### Silver Sand (epic tier)

AC BONUS	CHECK	SPEED	QUANTITY
			5
ENHANCEMENT		28 LEVEL	Reagent TYPE

PROPERTIES

AT-WILL  ENCOUNTER  DAILY

POWER  
**Power (Consumable \* Healing):** Free Action. You expend this reagent when you use a healing power of up to 26th level. The target of the power regains 15 additional hit points.

ITEM SLOT    WEIGHT 0    PRICE 85000    BOOK AV/2

MAGIC ITEM    DUNGEONS & DRAGONS