

+1 FLAMEBURST REVOLVER



Level 3 — 780 gp

This is a very sophisticated black powder pistol, with six chambers for continuous firing. Reloading, however, is a more lengthy process.



Superior Weapon: Prof +2, 1d10 damage, range 10/20, Reload 1 minute, High Crit +1d10
Property: +1 enhancement bonus to attack & damage.
Critical: +1d6 fire

Power (Daily • Fire): Minor Action. The next ranged basic attack you make with this weapon this turn becomes a burst 1 centered on the target. Attack vs Reflex. Instead of normal damage, each target hit takes ongoing 5 fire damage (save ends).



Weapon — Superior Ranged

Daniel Rivera

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Weapon — Superior Ranged

Daniel Rivera

+1 ALCHEMICAL DISTRIBUTOR



Level 3 — 680

Heinrich uses this contraption to launch his vials, darts, and other scientific projectiles. It has a seemingly limitless supply of ammunition.



Property: +1 enhancement bonus to attack & damage.
Critical: +1d6 fire

Power (Daily • Arcane, Implement, Necrotic): Standard Action. As the Wizard *Ray of Enfeeblement* power (1d10+Int Necrotic damage and target is weakened for 1 round).



Implement — Wand

Daniel Rivera

+1 BA'AL VERZI DAGGER



Level 3 — 680 gp

This black, red, and gold dagger has a grip wrapped in strange leather. The blade seems drawn to flesh, and can ignore armor in pursuit of its target.



Property: +1 enhancement bonus to attacks and damage rolls

Critical: +1d6 necrotic damage

Power (Daily): Free Action. The next attack you make this turn with the dagger targets Reflex instead of other defenses.



Weapon — Light Blade

Daniel Rivera

+1 PARTHIAN RAPIER



Level 4 — 840 gp

The Parthian, or "Parting Shot" Rapier, is a bane to duelists. It contains a pistol with a single shot in the hilt. It is unwieldy and difficult to master.



Property: +1 enhancement bonus to attack & damage rolls. Prof +2

Critical: +1d6 damage, +1d8 if you have combat advantage.

Power (Daily): Minor Action, on hit. Your target takes an extra 1d6 + Cha damage, and you gain combat advantage for this attack and until the end of this turn.



Weapon — Superior

Daniel Rivera

ANATHEMA, +1 LONGSWORD



Level 5 — 1,500 gp

This finely crafted silver longsword is gilded with platinum and gold. A faint, white light emanates from the blade.



Property: Silvered. +1 enhancement bonus to attack & damage rolls.
Critical: +1d6 radiant damage

Power (At Will • Radiant): Free Action toggle. Anathema deals radiant damage.
Power (Daily): Free Action. When you bring an enemy that is vulnerable to radiant damage to 0 hp with this weapon, gain a healing surge.



Weapon — Heavy Blade

Daniel Rivera

ENDLESS HEALING KIT



Level 5 — 1000 gp

This healing kit has unique cultures and microbes in various jars. They multiply quickly, refilling the containers each day.



Power (At Will): Minor Action. You gain a +2 item bonus on your next First Aid check made this turn. The recipient gains a +1 item bonus to his or her save, or a +2 item bonus to the amount healed by Second Wind.



Wondrous Item

Daniel Rivera

SHIELD OF PROTECTION



Level 3 — 680 gp

This enchanted shield can be activated to provide you and an ally with magical protection for a short time.



Power (Daily): Standard Action. You and an adjacent ally gain resist 10 to all damage until the end of your next turn.



Arm — Shield

Daniel Rivera

+1 DARKLEAF ARMOR



Level 4 — 840 gp

Darkleaves from the gravetrees of the Shadowfell give this armor its protective properties.



Property: +1 enhancement to AC

Power (Encounter): No Action. Gain a +2 item bonus to AC against the first attack made against you in each encounter.



Armor — Leather

Daniel Rivera

ISAIAH'S WEDDING RING



Level 2 — 520 gp

Isaiah keeps his wedding ring on a modest silver chain around his neck. He often finds comfort in its presence.



Enhancement: +1 item bonus to Fortitude, Reflex, and Will

Power (Daily): Minor Action. You gain resistance to all damage 5 for 1 round.



Neck — Amulet

Daniel Rivera

CRUCIFIX OF HOPE



Level 3 — 680 gp

This silver crucifix was a gift from Isaiah's wife, who passed away.



Property: +1 to hit & damage, +1d6 radiant damage on crits

Power (Daily — Radiant): Immediate Reaction. You can use this power when you or an ally within 5 squares of you is hit by an effect that a save can end. You or the ally gains a +5 power bonus to saving throws against the effect.



Implement — Holy Symbol

Daniel Rivera

+1 RAPIER, PACT BLADE



Level 3 — 680 gp

Warlocks favor this wickedly sharp blade



Property: +1 to hit & damage, +1d6 crit damage as an implement.

Property: When a creature you have cursed with your Warlock's Curse makes a melee attack against you, deal damage to the creature equal to the pact blade's enhancement bonus.

Special: implements don't receive weapon proficiency bonuses for spells



Weapon — Light Blade

Daniel Rivera

ISAIAH'S WALKING CANE



Level 5 — 1,500 gp

This simple silver walking cane carries a mighty blessing from Ezra



Properties: +1 to hit & damage, +1d6 crit. All damage dealt by this weapon is radiant. Weapon is silvered.

Power (Daily — Radiant): Free Action. Use this power when you hit with the weapon. The target and each enemy within 1 squares of the target take 1d6 radiant damage.



Weapon — Staff

Daniel Rivera

+1 DEATHCUT ARMOR



Level 5 — 1,000 gp

Crafted from the hides of creatures slain by necromantic magic, this armor radiates unease and offers protection against similar magic.



Property: +1 enhancement to AC

Property: Resist 5 necrotic and resist 5 poison.

Power (Daily — Necrotic): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Deal 1d10 + Charisma modifier necrotic damage to that enemy.



Armor — Leather

Daniel Rivera