

Melody Abedinejad

Player Name

Festivus (sorcerer hybrid)

Character Name



Character Details

Background

Eldritch Harlequin

Theme

Scholar

Mannerisms and Appearance

Festivus is an overtly, flamboyous homosexual dragonborn with transsexual intent.

Personality Traits

Festivus is surly, driven by self-loathing and bitterness at life's unfairness; but he usually softens his caustic edge with a jovial, "fruity" veneer.

Adventuring Company

Dusk Wardens

Companions and Allies

As longtime companion to Kallista, Festivus was pulled into an ongoing dalliance with alcoholism.

Session and Campaign Notes

Feeling as if he was born "on the wrong side of the scale" (in dragonborn terms), he adventures in search of the fabled "cursed" Girdle of Masculinity/Feminity rumoured to be able to set things right.

Other Notes

Equipment

Head

Headband of Intellect (heroic tier)

Neck

Amulet of Physical Resolve +1

Arms

[Empty box]

Hands

Resplendent Gloves (heroic tier)

Rings

Iron Ring of the Dwarf Lords

Rings

[Empty box]

Off Hand

Wand of Psychic Ravaging +4

Main Hand

Harmonic Songblade...

Waist

[Empty box]

Armor

Shimmering Cloth Armor...

Tattoo

[Empty box]

Feet

Ki Focus

[Empty box]

Other Equipment

Wand of Psychic Ravaging +1

Prison of Salzacas

Ritual Book

Foe Stone

Adventurer's Kit

Floating Lantern

Tenser's Circular Shield

Polyglot Gem

Residuum (Any) (270)

Potion of Healing (2)

Harp

Disguise Kit

Jar of glowworms

Hammock

Everburning Slippers

Gem of Colloquy (heroic tier)

Alchemist's Frost (level 1) (18)

Longbow

Dagger

Arrow (90)

Magic Cloth Armor (Basic Clothing) +2

Rebounding Longbow +2

[Empty box]

Total Weight (lbs.)

80

Carrying Capacity (lbs.)

Normal

190

Heavy

380

Max

950

Treasure

12 pp; 447 gp; 4 sp
0 gp banked

Melody Abedinejad

Player Name

Festivus (sorcerer)

Character Name



Racial Features

Draconic Heritage

Add + [Con mod] to healing surge value

Dragon Breath

Use dragon breath as an encounter power.

Dragon Breath Acid

Dragon Breath deals acid damage

Dragon Breath Strength

Use STR for Dragon Breath

Dragonborn Fury

+1 to attacks while bloodied.

Dragonborn Racial Power

Gain a dragonborn racial power.

Class/Other Features

Hybrid Bard Will

Majestic Word (Hybrid)

Gain majestic word power

Scholar Starting Feature

Gain one additional language; gain Use

Vulnerability power

Skill Versatility

+1 to untrained skill checks

Sorcerous Power

+Ability mod to damage, use ability mod for AC
in light armor

Sorcerous Power Strength

+Strength mod to damage, use strength mod
for AC in light armor

Song of Rest

At end of short rest, you and each ally spending
a healing surge adds + [Cha mod] to hp
regained

Scholar Level 5 Feature

Gain training in one new skill and one new
language

Scholar Level 10 Feature

Speak all languages listed in Rules
Compendium; make hard Arcana check to
decipher codes or magically-disguised messages

Draconic Outburst

When you attack with an action point action,
deal 5 + Con mod extra damage of chosen type
against adjacent enemies.

Versatile Breath

Your dragon breath also deals damage of a
second chosen type.

Arcane Admixture Acid

Blood of Io

Gain overland flight, speed 12.

Feats

Ritual Caster

Master and perform rituals

Hybrid Talent

Gain a hybrid talent option for one of your
hybrid class entries

Bardic Knowledge

+2 bonus to several skill checks

Bard of All Trades

+3 bonus to untrained skill checks

Bolstering Breath

Dragon breath targets only enemies in the area;
allies in area gain +1 to attack rolls

White Lotus Dueling Expertise

Gain +1/2/3 (by tier) feat bonus to arcane and
basic attack rolls with proficient weapon and
implements; gain proficiency with robes, rods,
staffs, or wands

Arcane Spellfury

+1 to attack rolls after hitting with sorcerer at-
will attack

Arcane Admixture

Add additional damage type to one arcane
power

Improved Majestic Word

Target of majestic word gains temporary hp

Psychic Lock

Target hit with psychic power takes -2 on next
attack roll

Festivus (sorcerer hybrid)

Level 17 Dragonborn Sorcerer/Bard

HP	Score	Ability Mod	AC
109	19	STR 4	25
	17	CON 3	Fort
	11	DEX 0	23
6	18	INT 4	Ref
Init	11	WIS 0	23
+8	22	CHA 6	Will
	22	Passive Insight	
	23	Passive Perception	

Player Name: Melody Abedinejad

Melee Basic Attack

At-Will ♦ Standard Action

Harmonic Songblade Longsword +1: +18 vs. AC, 1d8+5 damage

Melee weapon

Target: One creature

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

Keyword: Weapon

Attack: Strength vs. AC

Hit: 1[W] + Str modifier (+4) damage.

Level 21: 2[W] + Str modifier (+4) damage.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Basic Attack

Vicious Mockery

At-Will ♦ Standard Action

Harmonic Songblade Longsword +1: +18 vs. Will, 1d6+11 damage

Wand of Psychic Ravaging +4: +21 vs. Will, 1d6+14 damage

Ranged 10

Target: One creature

You unleash a string of insults at your foe, weaving them with bardic magic to send the creature into a blind rage.

Keywords: Arcane, Charm, Implement, Psychic, Acid

Attack: Charisma vs. Will

Hit: 1d6 + Cha modifier (+6) psychic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Additional Effects

+1 Racial bonus to attack rolls while you

Skills

Acrobatics	Dexterity	12
Arcana	Intelligence	• 19
Athletics	Strength	16
Bluff	Charisma	19
Diplomacy	Charisma	18
Dungeoneering	Wisdom	12
Endurance	Constitution	15
Heal	Wisdom	12
History	Intelligence	• 21
Insight	Wisdom	12
Intimidate	Charisma	20
Nature	Wisdom	12
Perception	Wisdom	• 13
Religion	Intelligence	• 19
Stealth	Dexterity	12
Streetwise	Charisma	• 21
Thievery	Dexterity	13

• indicates a trained skill.

Ranged Basic Attack

At-Will ♦ Standard Action

Rebounding Longbow +2: +14 vs. AC, 1d10+2 damage

Ranged weapon

Target: One creature

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

Keyword: Weapon

Attack: Dexterity vs. AC

Hit: 1[W] + Dex modifier (+0) damage.

Level 21: 2[W] + Dex modifier (+0) damage.

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Basic Attack

Eyebite

Encounter ♦ Standard Action

Wand of Psychic Ravaging +4: +21 vs. Will, 1d6+14 damage

Ranged 10

Target: One creature

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

Keywords: Arcane, Charm, Implement, Psychic

Attack: Charisma vs. Will

Hit: 1d6 + Cha modifier (+6) psychic damage, and you are invisible to the target until the start of your next turn.

Additional Effects

+1 Racial bonus to attack rolls while you

Action Point

Base action points: 1

Draconic Outburst: When you spend an action point to make an attack, each enemy adjacent to you takes damage equal to 5 + your Constitution modifier when you resolve the attack. This damage is the same type you initially chose for your dragon breath racial power.



Effect: Gain a standard action this turn.

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

Encounter Special

Blazing Starfall

At-Will ♦ Standard Action

Wand of Psychic Ravaging +4: +20 vs. Reflex, 1d4+16 damage

Area burst 1 within 10 squares

Target: Each creature in the burst

A shower of radiance falls upon your enemies and then bursts out, creating a cage of burning embers that are painful to pass through.

Keywords: Arcane, Fire, Implement, Radiant, Zone

Attack: Charisma vs. Reflex

Hit: 1d4 + Cha modifier (+6) radiant damage.

Cosmic Magic: The burst creates a zone bounded by burning ground that lasts until the end of your next turn. The first time each turn that an enemy within the zone leaves it, that enemy takes fire damage equal to your Str modifier (+4).

Additional Effects

+1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.

Sorcerer Attack 1

Chaos Ray

Encounter ♦ Standard Action

Wand of Psychic Ravaging +4: +21 vs. Will, 2d8+20 damage

Ranged 10

Target: One creature

With a wild gesture, you release a bolt of dazzling, multicolored chaos that folds space and makes your opponent's mind reel.

Keywords: Arcane, Implement, Psychic, Teleportation

Attack: Charisma vs. Will

Hit: 2d8 + Cha modifier (+6) psychic damage, and the target swaps positions with a creature within 3 squares of it.

Additional Effects

+1 Racial bonus to attack rolls while you

<h3>Dragon's Wrath</h3> <p>Encounter ♦ Standard Action</p> <p>Unarmed: +16 vs. Reflex, 3d6+3 damage</p> <p>Area burst 2 within Target: Each enemy 10 squares</p> <p>You exhale draconic energy that detonates at a distance.</p> <p>Keyword: Varies</p> <p>Attack: Strength, Constitution, or Dexterity + 4 vs. Reflex</p> <p>Hit: 3d6 + Con modifier (+3) damage.</p> <p>Special: This power uses the same ability as your dragon breath racial power, and it uses the same damage type you initially chose for that power.</p> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<h3>Chains of Fire</h3> <p>Encounter ♦ Standard Action</p> <p>Wand of Psychic Ravaging +4: +20 vs. Reflex, 2d8+16 damage</p> <p>Ranged 10</p> <p>Target: One or two creatures</p> <p>Fiery serpents wrap around your foes and drag them together, holding them close.</p> <p>Keywords: Arcane, Fire, Implement, Teleportation</p> <p>Attack: Charisma vs. Reflex</p> <p>Hit: 2d8 + Cha modifier (+6) fire damage. If you hit two targets with this power, you teleport one of them to a space that must be adjacent to the other, and until the end of your next turn, the two targets take 1d10 fire damage the first time they are more than 3 squares apart.</p> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<h3>Resounding War Cry</h3> <p>Encounter ♦ Standard Action</p> <p>Harmonic Songblade Longsword +1: +17 vs. Fortitude, 2d6+7 damage</p> <p>Wand of Psychic Ravaging +4: +20 vs. Fortitude, 2d6+10 damage</p> <p>Close blast 5</p> <p>Target: Each enemy in the blast</p> <p>Your war cry echoes among your foes, knocking them off balance and leaving them open to your allies' attacks.</p> <p>Keywords: Arcane, Implement, Thunder</p> <p>Attack: Charisma vs. Fortitude</p> <p>Hit: 2d6 + Cha modifier (+6) thunder damage. If an ally hits the target with an attack before the end of your next turn, the target is dazed until the end of your next turn.</p> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>
<p>Scion of Arkhosia Attack 11 Used <input type="checkbox"/></p> <h3>Stirring Shout</h3> <p>Daily ♦ Standard Action</p> <p>Harmonic Songblade Longsword +1: +18 vs. Will, 2d6+11 damage</p> <p>Wand of Psychic Ravaging +4: +21 vs. Will, 2d6+14 damage</p> <p>Ranged 10</p> <p>Target: One creature</p> <p>Your shout of wrath stabs into your foe's mind. Each time your allies hit that foe, they draw strength from its weakness.</p> <p>Keywords: Arcane, Healing, Implement, Psychic</p> <p>Attack: Charisma vs. Will</p> <p>Hit: 2d6 + Cha modifier (+6) psychic damage.</p> <p>Effect: Until the end of the encounter, whenever an ally hits the target, that ally regains hit points equal to your Cha modifier (+6).</p> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<p>Sorcerer Attack 13 Used <input type="checkbox"/></p> <h3>Counterpoint</h3> <p>Daily ♦ Standard Action</p> <p>Harmonic Songblade Longsword +1: +17 vs. Will, 2d8+9 damage</p> <p>Wand of Psychic Ravaging +4: +20 vs. Will, 2d8+12 damage</p> <p>Ranged 10</p> <p>Target: One creature</p> <p>Your song mimics the beat of your foe's attacks, so that your allies match them strike for strike.</p> <p>Keywords: Arcane, Implement</p> <p>Attack: Charisma vs. Will</p> <p>Hit: 2d8 + Cha modifier (+6) damage.</p> <p>Miss: Half damage.</p> <p>Effect: Whenever the target misses with an attack, it provokes opportunity attacks from you and your allies (save ends).</p> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>	<p>Bard Attack 17 Used <input type="checkbox"/></p> <h3>Prismatic Lightning</h3> <p>Daily ♦ Standard Action</p> <p>Wand of Psychic Ravaging +4: +21 vs. Fortitude, 3d6+18 damage</p> <p>Area burst 2 within Target: Each creature in the burst (choose one defense for each target)</p> <p>Your words summon a storm of multicolored bolts. Some sear, others burn, and a few strike your foes blind.</p> <p>Keywords: Acid, Arcane, Cold, Implement, Lightning, Psychic</p> <p>Attack (Fortitude): Charisma vs. Fortitude</p> <p>Hit: 3d6 + Cha modifier (+6) lightning damage, and ongoing 10 acid damage (save ends).</p> <p>Miss: Half damage.</p> <p>Attack (Reflex): Charisma vs. Reflex</p> <p>Hit: 3d6 + Cha modifier (+6) cold and lightning damage, and the target is immobilized (save ends).</p> <p>Miss: Half damage.</p> <p>Attack (Will): Charisma vs. Will</p> <p>Hit: 3d6 + Cha modifier (+6) lightning and psychic damage, and the target is blinded until the end of your next turn.</p> <p>Miss: Half damage.</p> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you are bloodied - Dragonborn Fury.</p>
<p>Bard Attack 1 Used <input type="checkbox"/></p> <h3>Majestic Word</h3> <p>Encounter (Special) ♦ Minor Action</p> <p>Unarmed:</p> <p>Close burst 5 (10 at 11th level, 15 at 21st level) Target: You or one ally in the burst</p> <p>You utter words laden with preternatural inspiration, restoring your ally's stamina and making wounds seem insignificant.</p> <p>Keywords: Arcane, Healing</p> <p>Effect: The target can spend a healing surge and regain additional hit points equal to your Cha modifier (+6). You also slide the target 1 square.</p> <p>Level 16: 3d6 + Cha modifier (+6) additional hit points.</p> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you</p>	<p>Bard Attack 9 Used <input type="checkbox"/></p> <h3>Dragon Wings</h3> <p>At-Will ♦ Move Action</p> <p>Personal</p> <p>Fully formed dragon wings protrude from your back, giving you the ability to fly.</p> <p>Effect: You fly a number of squares equal to your speed. You must land at the end of this movement.</p> <hr/> <p>Additional Effects</p>	<p>Sorcerer Attack 15 Used <input type="checkbox"/></p> <h3>Dragon Breath</h3> <p>Encounter ♦ Minor Action</p> <p>Unarmed: +16 vs. Reflex, 2d6+3 damage</p> <p>Close blast 3</p> <p>Target: Each creature in the blast</p> <p>As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.</p> <p>Keyword: Varies</p> <p>Attack: Strength, Constitution, or Dexterity vs. Reflex. You gain a +2 bonus to the attack roll.</p> <p>Level 11: The bonus increases to +4.</p> <p>Hit: 1d6 + Con modifier (+3) damage.</p> <p>Level 11: 2d6 + Con modifier (+3) damage.</p> <p>Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.</p> <hr/> <p>Additional Effects +1 Racial bonus to attack rolls while you</p>

<h3>Use Vulnerability</h3> <p>Encounter ♦ Free Action</p> <p>Personal</p> <p>You know the strengths and weaknesses of the creature you're facing.</p> <p>Keyword: Arcane</p> <p>Trigger: You succeed on a monster knowledge check against a monster that you can see or hear.</p> <p>Effect: If your check result meets or exceeds the hard DC for the monster's level, you gain a +4 power bonus to all defenses against the monster's attacks until the end of your next turn. Additionally, until the end of your next turn, you gain a power bonus to damage rolls against the target equal to your Int modifier (+4), but not when you deal damage that the target resists. If your check result does not meet or exceed the hard DC, your attacks against the target deal only half damage until the end of your next turn.</p> <p>Additional Effects</p>	<h3>Sorcerous Sirocco</h3> <p>Encounter ♦ Standard Action</p> <p>Close burst 10 Target: You and one ally in the burst</p> <p>You exhale a magic-enhanced breath that briefly sends you and an ally flying through the air.</p> <p>Keyword: Arcane</p> <p>Effect: Each target moves a number of squares equal to his or her speed + 2. Each target can fly during this movement but falls if he or she does not land by the end of the movement.</p> <p>Additional Effects</p>	<h3>Insightful Warning</h3> <p>Encounter ♦ Immediate Interrupt</p> <p>Personal</p> <p>As your foe unleashes its attack, you realize that you have read about this sort of danger and shout a warning to your friends.</p> <p>Trigger: A creature you can see makes an attack roll for an area or a close attack that includes you as a target</p> <p>Effect: You and each ally included as a target of the triggering attack gain a +2 power bonus to all defenses against it.</p> <p>Prerequisite: You must be trained in Arcana.</p> <p>Additional Effects</p>
<h3>Scholar Utility</h3> <p>Used <input type="checkbox"/></p> <h3>Illusory Erasure</h3> <p>Encounter ♦ Minor Action</p> <p>Ranged 10 Target: One ally</p> <p>Your magic song makes an ally abruptly disappear, giving him or her a chance to sneak up on foes.</p> <p>Keywords: Arcane, Illusion</p> <p>Effect: The target becomes invisible until the end of your next turn, and you slide the target 2 squares.</p> <p>Additional Effects</p>	<h3>Sorcerer Utility 2</h3> <p>Used <input type="checkbox"/></p> <h3>Chorus of Recovery</h3> <p>Daily ♦ Minor Action</p> <p>Close burst 3</p> <p>You whisper a quiet song of peace and health, fortifying your allies against the ills that plague them.</p> <p>Keyword: Arcane</p> <p>Effect: The burst creates a zone of rejuvenation that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Any ally who starts his or her turn within the zone can make a saving throw.</p> <p>Sustain Minor: The zone persists.</p> <p>Additional Effects</p>	<h3>Arcana Utility 6</h3> <p>Used <input type="checkbox"/></p> <h3>Wand of Psychic Ravaging +1</h3> <p>Wand ♦ Level 3</p> <p>Enhancement: +1 attack rolls and damage rolls</p> <p>Critical: +1d8 psychic damage per plus</p> <p>Properties</p> <p>Gain a +1 item bonus to damage rolls when you use this wand to attack with a power that has the implement and psychic keywords.</p> <p>Power (Arcane, Charm, Implement, Psychic) ♦ Encounter (Standard Action)</p> <p>As the warlock's eyebite power.</p>
<h3>Bard Utility 10</h3> <p>Used <input type="checkbox"/></p>	<h3>Bard Utility 16</h3> <p>Used <input type="checkbox"/></p>	
<h3>Foe Stone</h3> <p>Wondrous Item ♦ Level 12</p> <p>Power ♦ (Minor Action)</p> <p>Choose one creature you can see. You learn all the target's vulnerabilities, as well as which of its defenses is lowest.</p>	<h3>Magic Cloth Armor (Basic...)</h3> <p>Armor ♦ Level 6</p> <p>Armor Bonus: 0</p> <p>Enhancement: +2 AC</p>	<h3>Tenser's Circular Shield</h3> <p>Wondrous Item ♦ Level 4</p> <p>Properties</p> <p>You can use this item as an optional focus for the Tenser's Floating Disk ritual. When you do, a force bubble over the disk prevents creatures other than you from moving anything on the disk without your express mental permission, and objects gain resist 20 to all damage while on the disk.</p>

Potion of Healing

Consumable ♦ Level 5

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

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

Wand of Psychic Ravaging +4

Wand ♦ Level 18

Enhancement: +4 attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Properties

Gain a +2 item bonus to damage rolls when you use this wand to attack with a power that has the implement and psychic keywords.

Power (Arcane, Charm, Implement, Psychic) ♦ **Encounter** (Standard Action)

As the warlock's eyebite power.

Harmonic Songblade...

Weapon ♦ Level 2

Damage: 1d8

Proficiency Bonus: 3

Properties: Versatile

Enhancement: +1 attack rolls and damage rolls

Critical: +1d6 damage per plus

Properties

Bards can use this weapon as an implement for bard powers and bard paragon path powers.

Power ♦ **Daily** (Minor Action)

One ally within 5 squares of you gains a +2 power bonus to attack rolls and all defenses until the start of your next turn.

Headband of Intellect...

Head Slot Item ♦ Level 10

Properties

Gain a +2 item bonus to knowledge or monster knowledge checks, and a +1 item bonus to attack rolls on powers that have the psychic keyword.

Power ♦ **Daily** (Minor Action)

Gain a +2 power bonus to the next Intelligence attack that you make this turn.

Alchemist's Frost (level 1)

Alchemical Item ♦ Level 1

Power (Cold) ♦ **Consumable** (Standard Action)

Make an attack: Ranged 5/10; +4 vs. Reflex; on a hit, the target takes 1d10 cold damage and is slowed until the end of your next turn; on miss, the target takes half damage and is not slowed.

Rebounding Longbow +2

Weapon ♦ Level 7

Damage: 1d10

Proficiency Bonus: 2

Range: 20/40

Properties: Load Free

Enhancement: +2 attack rolls and damage rolls

Critical: +1d6 damage per plus

Power ♦ **Encounter** (Free Action)

Trigger: You attack an enemy with this weapon and miss.

Effect: You make a ranged basic attack against a different enemy within 5 squares of that enemy.

Resplendent Gloves (heroic...)

Hands Slot Item ♦ Level 5

Properties

When you hit an enemy with an attack power that targets Will, the attack deals 2 extra damage. If it's an illusion attack, one target you hit (your choice) also grants combat advantage to you until the end of your next turn.

Polyglot Gem

Wondrous Item ♦ Level 6

Properties

Each polyglot gem contains the knowledge of one language, chosen when the item is created. As long as you carry the gem on your person, you are able to speak, read, and write that language fluently.

If you carry more than one polyglot gem on your person, none of them function.

Everburning Slippers

Gear ♦ Level

Shimmering Cloth Armor...

Armor ♦ Level 14

Armor Bonus: 0

Enhancement: +3 AC

Properties

You do not provoke opportunity attacks when you make ranged or area attacks.

Floating Lantern

Wondrous Item ♦ Level 3

Properties

This lantern casts light in a 10-square radius, and it 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.

Any creature holding the floating lantern or adjacent to it can set its light to be bright (10-square radius), dim (5-square radius), or off as a minor action.

As a 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 the commanding creature.

Gem of Colloquy (heroic tier)

Head Slot Item ♦ Level 2

Properties

Gain a +1 item bonus to Bluff and Diplomacy checks. Understand and speak 1 additional language, chosen at the time of the gem's creation.

Prison of Salzacas

Wondrous Item ♦ Level 2

Power (Conjuration) ♦ Encounter (Minor Action)

You conjure the spirit contained within the prison in an unoccupied space within 10 squares of you. The spirit can pick up, move, or manipulate an object adjacent to it weighing 20 pounds or less and can carry it 10 squares. If you're holding the object when you use this power, the spirit 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 spirit 10 squares. As a free action, you can cause the spirit to drop an object it's holding. As a minor action, you can cause the spirit to pick up or manipulate a different object.

Sustain Minor: The spirit persists.

Hammock

Gear ♦ Level

Amulet of Physical Resolve +1

Neck Slot Item ♦ Level 2

Enhancement: +1 Fortitude, Reflex, and Will

Properties

Gain a +2 item bonus to saving throws against effects with the poison keyword and effects that render you weakened, slowed, or immobilized.

Iron Ring of the Dwarf Lords

Ring ♦ Level 14

Properties

Gain one healing surge.

Power ♦ Daily (Immediate Interrupt)

You can use this power when you are hit by a power that has a pull, a push, or a slide effect. You negate the forced movement.

If you've reached at least one milestone today, you also gain immunity to pull, push, and slide effects (unless you are willing to be moved) until the end of your next turn.