NEW MAGIC ITEMS

IMPLEMENTS OF ARGENT

This set of magic items, crafted specifically for the champions of Argent, provide additional benefits when multiple members in the party equip them for use and they are within 20 squares of each other. During this adventure, Obanar gives the player characters a quest to bring back the materials he needs to craft these magic items. With each implement created, the powers provided by these magic items grow stronger. If the adventurers attain all of the Implements, they gain a significant advantage in their final battles against the giants and the primordial Piranath.

Note that Obanar will make as many as two of the same item, provided the group has more than five characters. Multiple copies of the same item count as one item for the purposes of attaining set benefits.

LORE

History DC 25: The Implements of Argent were crafted specifically for champions who proved themselves to be worthy of the Silver Cloaks. Alone, each item provides its wielder with added power and defenses, but when linked with similar items wielded by teammates, the powers of these items truly shine.

Implement of Argent Benefits

**Wielders**

- **2** A creature who wields an item from this set gains a bonus to initiative equal to the number of unique items equipped.
- **3** When a creature who wields an item from this set spends a healing surge, he or she regains additional hit points equal to the number of unique items equipped.
- **4** Each creature who wields an item from this set gains the champion’s step power, described below.

*The number of allies who wield a unique item from the set.

**Champion’s Step**

**Item Set Power**

You step out of the world for a brief moment and reappear in a new location.

**Daily** Teleportation

**Move Action** Personal

**Effect:** You teleport 3 squares.

**Controller’s Implement** Level 13+

An implement of purest silver that glows with arcane light.

- **Lvl 13** +3 17,000 gp  
- **Lvl 18** +8 85,000 gp

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Daily):** Minor Action. Until the end of your next turn, your attacks also weaken any targets they hit (save ends)

**Striker’s Weapon** Level 14+

A weapon of purest silver that glows with arcane light.

- **Lvl 14** +3 21,000 gp  
- **Lvl 19** +6 110,000 gp

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d8 damage per plus

**Power (Daily):** Immediate Interrupt. **Trigger:** An ally you can see makes an attack roll. **Effect:** You and the triggering ally gain combat advantage against the triggering ally’s target until the end of your next turn. In addition, you both gain a bonus to damage rolls equal to 5 plus the number of unique items from this set on your next attack.

**Defender’s Armor** Level 15+

This armor glows with silver energy.

- **Lvl 15** +3 25,000 gp  
- **Lvl 20** +8 125,000 gp

**Enhancement:** AC

**Property:** Resist 10 cold and resist 10 fire. Level 25 or 30: Resist 15 cold and resist 15 fire.

**Power (Daily):** Minor Action. Until the end of your next turn, any attack that hits and marks an enemy also dazes that enemy (save ends).

**Leader’s Helm** Level 16

This head gear glows with silver energy.

**Item Slot:** Head 25,000 gp

**Property:** When you use a power with the healing keyword, the target gains resist 5 cold and resist 5 fire until the end of your next turn.

**Power (Daily):** Minor Action. Each ally that you can see makes an attack roll. **Effect:** Until the end of your next turn, damage rolls against any target you hit gains resist 10 cold and resist 10 fire. Level 25 or 30: Resist 15 cold and resist 15 fire.

**Champion’s Ring** Level 17

A ring of purest silver that glows with arcane light.

**Item Slot:** Ring 65,000 gp

**Property:** You gain an item bonus to AC and Reflex while you are bloodied equal to the number of unique items equipped.

**Power (Daily):** Minor Action. Each enemy within 2 squares of you gains vulnerable 5 acid, cold, fire, lightning, radiant, or thunder (your choice) until the end of your next turn. If you’ve reached at least one milestone today, this vulnerability lasts until the end of the encounter instead.