

PLAYTEST: ADVENTURER'S VAULT 2

A QUICK PEEK IN THE VAULT

By Wizards of the Coast RPG Staff

Development on *Adventurer's Vault 2* is underway, and once again the development team is elbow deep in magic items. We have some advantages this time round, like having *Adventurer's Vault's* more than 800 items in our database for fast recall and comparison. Even with that advantage, we won't pass up the opportunity to pass some of our more quirky items before thousands more eyes and get their feedback.

MAGICAL TATTOOS

Choosing a magical tattoo is more than picking out an enchanted tool that is easy to hide and difficult to remove. It changes something of your nature in a subtle way. Magical tattoos have effects that interact with a character's intrinsic properties, such as their healing surges or action points.

The mortal form can contain only a small amount of foreign magic. A character can have only one magical tattoo at a time.

Most magical tattoos are created in a method like that of natural tattoos, but performed with special inks, enchanted needles, or both as part of the Enchant Magic Item ritual. A ritual caster can imbue a pattern being tattooed in his or her skin by another creature.

Magical tattoos can be removed only through the use of the Disenchant Magic Item ritual, which requires the bearer of the tattoo be willing or helpless for the duration of the ritual. At the ritual caster's discretion, the ritual can dissolve the magic but leave the tattoo, or eliminate both the tattoo and its magic, leaving the skin unblemished.

Ironheart Tattoo Level 8+

Ironheart tattoos represent in symbol or image how the bearer cannot be conquered.

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

Wondrous Item

Property: When you spend a healing surge, you gain resist against the next attack that hits you equal to the number of healing surges you have expended since your last extended rest.

Level 16: Twice the number of healing surges you have expended since your last extended rest.

Level 26: Three times the number of healing surges you have expended since your last extended rest.

Long Battle Tattoo Level 7

This tattoo is often represented as a shield surrounded by weapons.

Wondrous Item 2,600 gp

Property: You gain a bonus to damage rolls on daily powers equal to the number of healing surges you have expended since your last extended rest.

Strongheart Tattoo Level 8+

Strongheart tattoos are usually an image representing why the hero fights on.

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

Wondrous Item

Property: When you spend a healing surge, you regain additional hit points equal to the number of healing surges you have expended since your last extended rest.

Level 16: Twice the number of healing surges you have expended since your last extended rest.

Level 26: Three times the number of healing surges you have expended since your last extended rest.

Tattoo of the Unlucky Level 7

Broken coins, three-leaf clovers, and mirror shards all will do for this tattoo. The truly unlucky try all of them.

Wondrous Item 2,600 gp

Property: When you miss with an attack that has a miss effect, that miss effect deals additional damage equal to the number of healing surges you have expended since your last extended rest.

Escape Tattoo Level 3

Broken chains and skeleton keys are popular for this tattoo.

Wondrous Item 680 gp

Property: When a non-minion enemy scores a critical hit against you and deals damage, you can teleport 3 squares as a free action.

Reinforcement Tattoo Level 9

Kobolds, rabbits, and other quick-breeding creatures are commonly used for this tattoo.

Wondrous Item 4,200 gp

Property: When a non-minion enemy scores a critical hit against you and deals damage, you can teleport one or two allies within 10 squares to a space adjacent to you.

Tattoo of Vengeance Level 5+

Wicked-looking blades and bolts of lightning represent the countenance you will extract.

Lvl 5 1,000 gp Lvl 25 625,000 gp
Lvl 15 25,000 gp

Wondrous Item

Property: When a non-minion enemy scores a critical hit against you and deals damage, you gain a +3 bonus to damage rolls against that enemy until the end of the encounter.

Level 16: +6 bonus to damage rolls.

Level 26: +9 bonus to damage rolls.

Backlash Tattoo Level 9

Boars, sharks, and other creatures that frenzy when wounded are used for this tattoo.

Wondrous Item 4,200 gp

Property: The first time you are bloodied in an encounter, you can make a melee basic attack as an immediate reaction.

Tattoo of the Wolverine Level 7+

This tattoo is invariably a wolverine, much as you might want it to be something else.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp
Lvl 17 65,000 gp

Wondrous Item

Property: The first time you are bloodied in an encounter, you gain a +1 bonus to your next attack roll and a +2 bonus to your next damage roll.

Level 16: +4 bonus to your next damage roll.

Level 26: +6 bonus to your next damage roll.

Demonskin Tattoo Level 3+

Most societies understand that tattooing a portion of demonskin onto your skin is not an evil act. But not all.

Lvl 3 680 gp Lvl 23 425,000 gp
Lvl 13 17,000 gp

Wondrous Item

Property: When you spend an action point to take an extra action, you gain resist 5 against acid, cold, fire, lightning, or thunder until the end of the encounter.

Level 13: Resist 10.

Level 23: Resist 15.

Curse Eye Tattoo Level 8

This tattoo is a small eye, often in the center of the forehead. It blinks when used.

Wondrous Item 3,400 gp

Property: When you spend an action point to take an extra action, one creature you can see within 10 squares takes a -2 penalty to saving throws (save ends).

Fleet Hero Tattoo Level 8+

This tattoo often takes the form of wings tattooed on the ankles.

Lvl 8 3,400 gp Lvl 28 2,125,000 gp
Lvl 18 85,000 gp

Wondrous Item

Property: When you spend an action point to take an extra action, you gain a +1 bonus to your speed until the end of your next turn.

Level 18: +2 bonus to speed.

Level 28: +3 bonus to speed.

ORBS OF SEQUESTERED CONFLICT

Each of these magical implements contains a miniature realm within itself, such as a small lake of lava or a snow-covered glacier. One peering closely at the orb can see the miniscule terrain inside, distorted by the curvature of the glass. At the wielder's command, the orb conveys nearby creatures and itself into this environment, where their battle or discussion can continue in true seclusion, surrounded by the crystal-line walls of the orb and a void beyond that.

An orb of sequestered conflict describes the features of the terrain contained within it, which is unique to each orb but remains unvarying activation after activation. Refer to the maps and the descriptions in the item powers.

These items can render lovingly-crafted set pieces less memorable, and DMs should consider that before allowing an orb of sequestered conflict in the game. For a group using one, it can be useful to have the new

terrain prepared in advance and ready for use. One can print out the terrain, keep it drawn on a mat, or keep the relevant *Dungeon Tiles*™ around in easy reach (glue them together if you have a few to spare).

Orb of Sequestered Gossamer Level 20+

Visible within this orb is a cavern of cobwebs, all clinging to a great pillar at the center.

Lvl 20 +4 125,000 gp Lvl 30 +6
3,125,000 gp

Lvl 25 +5 625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

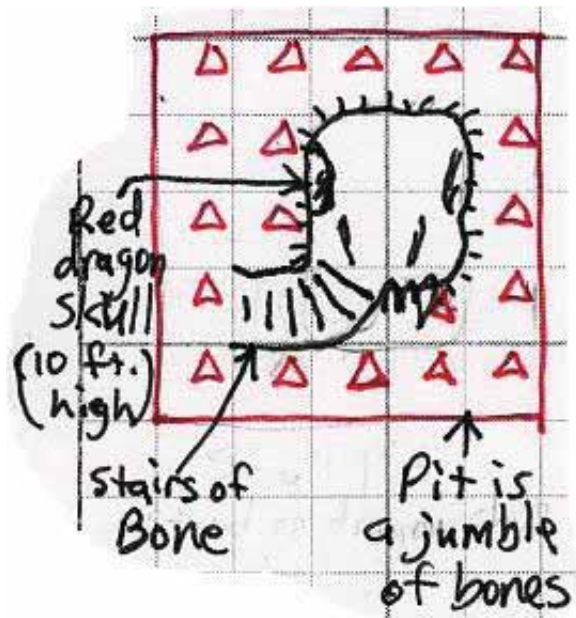
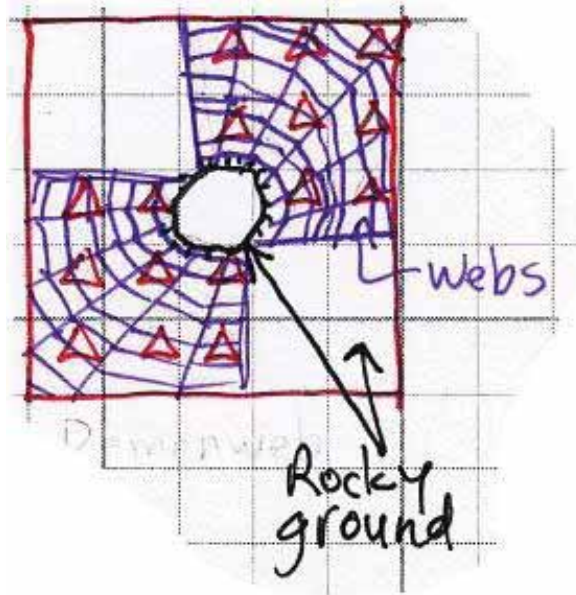
Critical: +1d6 damage per plus

Power (Daily ♦ Teleportation): Standard Action. Area burst 2 within 2; you and each creature in the burst; the target disappears from the map and reappears in the area described until the end of your next turn. The target occupies the same space relative to the center of the new area as it did relative to the origin square of the burst. If a creature cannot occupy that space, it moves to the nearest unoccupied space. If a creature cannot fit in the area described, it is not affected by this power.

Sustain Minor: The target remains in the area until the end of your next turn.

The map has the following characteristics.

- ♦ Squares filled with webs are difficult terrain.
 - ♦ The raised column in the center of the zone is 3 squares high.
 - ♦ When a creature starts its turn in a square filled with web, make the following attack against the creature: +21 vs. Reflex; the target is immobilized until the start of its next turn. *Miss:* The target is slowed until the start of its next turn. *\$LB:* Low accuracy.
- Level 25: +26 vs. Reflex.
Level 30: +31 vs. Reflex.



Orb of the Sequestered Boneyard Level 20+

A miniature boneyard, complete with a massive dragon skull in the center, is visible within this crystal.

Lvl 20 +4 125,000 gp Lvl 30 +6 3,125,000 gp
Lvl 25 +5 625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Teleportation): Standard Action. Area burst 2 within 2; you and each creature in the burst; the target disappears from the map and reappears in the area described until the end of your next turn. The target occupies the same space relative to the center of the new area as it did relative to the origin square of the burst. If a creature cannot occupy that space, it moves to the nearest unoccupied space. If a creature cannot fit in the area described, it is not affected by this power.

Sustain Minor: The target remains in the area until the end of your next turn.

The map has the following characteristics.

- ♦ The area has natural illumination providing dim light.
- ♦ The squares filled with bones on ground level are difficult terrain.
- ♦ The dragon skull platform is 2 squares higher than the ground.
- ♦ When you sustain the effect, attack each creature on a square filled with bones: +25 vs. AC; 1d10 damage and slide the target 1 as bones shift and move the target.

Level 25: +30 vs. AC.

Level 30: +35 vs. AC. 2d10 damage.

Orb of the Sequestered Glacier Level 19+

You conjure up a patch of frozen ground where sharp stalagmites jut from the ground and a chill blizzard swirls.

Lvl 19 +4 105,000 gp Lvl 29 +6 2,625,000 gp
Lvl 24 +5 525,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 cold damage per plus.

Power (Daily ♦ Teleportation): Standard Action. Area burst 2 within 2; you and each creature in the burst; the target disappears from the map and reappears in the area described until the end of your next turn. The target occupies the same space relative to the center of the new area as it did relative to the origin square of the burst. If a creature cannot occupy that space, it moves to the nearest unoccupied space. If a creature cannot fit in the area described, it is not affected by this power.

Sustain Minor: The target remains in the area until the end of your next turn.

- ♦ All squares are icy, and thus difficult terrain.
- ♦ If a creature moves into the area because of a push, pull, or slide, increase the distance of the forced movement by 1.
- ♦ When you sustain the effect, you can cause the entire area to become lightly obscured or heavily obscured terrain. ☹

