

Corrosive Oil

Item Alchemical 3+

Consumable

Power (Consumable): Standard Action. Apply corrosive oil to a set of nonmetallic armor that you wear. The next time a creature hits you with a metallic weapon, make the following attack: +6 vs. Reflex; on a hit, the attacker takes a -1 penalty to attack rolls with that weapon and a -2 penalty to damage rolls with that weapon (*save ends both*).

Aftereffect: The attacker takes a -2 penalty to damage rolls made with that weapon (*save ends*).

Level 8: +11 vs. Reflex; -3 penalty to damage rolls.

Level 13: +16 vs. Reflex; -5 penalty to damage rolls.

Level 18: +21 vs. Reflex; -6 penalty to damage rolls.

Level 23: +26 vs. Reflex; -8 penalty to damage rolls.

Level 28: +31 vs. Reflex; -9 penalty to damage rolls.

Level

Nonmetallic armor coated with this oil has the ability to lessen the effectiveness of metallic weapons that strike it.

Rust Bomb

Item Alchemical 5+

Consumable

Power (Consumable): Standard Action. Make an attack: Ranged 5/10; +8 vs. Reflex; on a hit, a target wearing metal armor or that has a metallic body takes a -1 penalty to AC until the end of the encounter.

Level 10: +13 vs. Reflex

Level 15: +18 vs. Reflex.

Level 20: +23 vs. Reflex.

Level 25: +28 vs. Reflex.

Level 30: +33 vs. Reflex.

On impact, this glass vial breaks, releasing a rusting agent that begins to deteriorate metal armor.

Bravery Powder

Item Alchemical 8+

Consumable

Power (Consumable): Minor Action. You or an adjacent ally can make a saving throw against a fear effect. The source of the effect must be 6th level or lower.

Level 8: The source of the effect must be 11th level or lower.

Level 13: The source of the effect must be 16th level or lower.

Level 18: The source of the effect must be 21st level or lower.

Level 23: The source of the effect must be 26th level or lower.

Level 28: The source of the effect must be 31st level or lower.

Level

This powder, made from the antennae of a rust monster terror, helps fortify the spirit against fear effects.

Performer's Blade

Item Weapon 8+

Daily

Weapon: Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Bards can use this blade as an implement for bard powers and bard paragon path powers.

Power (Daily): Free Action. Trigger: You hit an enemy with a bard attack power using this blade.

Effect: One ally that can see the target of your attack gains a +4 power bonus to his or her next attack roll against the target.

Enhancement

An exquisite blade, in the right hands it reveals the path to victory.

Lifebane Weapon

Item Weapon 15+

At-Will and Daily ♦ Necrotic

Weapon: Heavy Blade, Light Blade, Pick, Spear

Enhancement: Attack rolls and damage rolls

Critical: The target is weakened until the end of your next turn, and you gain 10 temporary hit points. If those temporary hit points haven't already been used, you lose them at the end of your next turn.

Level 25 or 30: You gain 15 temporary hit points.

Power (At-Will ♦ Necrotic): Free Action. Half the damage you deal with this weapon is necrotic damage. Another free action returns the damage to normal.

Power (Daily ♦ Necrotic): Free Action. Activate this power when you hit with the weapon. The target is weakened (*save ends*), and you gain 10 temporary hit points. If those temporary hit points haven't already been used, you lose

them when the target saves against the weakened effect.

Level 25 or 30: You gain 15 temporary hit points.

This weapon creates a conduit, funneling your foe's weakness into your own strength.

Enhancement