

## Safe Retreat

Item Wondrous 15

### Daily ♦ Teleportation

**Power (Daily ♦ Teleportation):** *Immediate Interrupt. Trigger:* An attack reduces your familiar to 0 hit points or fewer. *Effect:* Your familiar teleports to the safe retreat and enters passive mode. It cannot enter active mode again until the end of the encounter.

*This compact case, jar, or pack provides a safe and comfortable environment for your arcane companion.*

## Familiar's Baldric

Item Familiar 3+

**Property:** Your familiar gains a +1 item bonus to all defenses.  
Level 13: +2 item bonus.  
Level 23: +3 item bonus.

*This jeweled collar or harness identifies your familiar as belonging to you and extends your protection to it.*

## Homing Collar

Item Familiar 15

### Daily ♦ Teleportation

**Power (Daily ♦ Teleportation):** *Move Action.* You teleport to your familiar's space if your familiar is in a space you can occupy.

*An enchanted gem in this studded neckpiece allows you to transport yourself instantly to your familiar's side.*

## Familiar's Cowl

Item Familiar 12

**Special:** Your familiar must be in active mode.  
**Property:** Your familiar gains cover against larger creatures whose space it occupies.  
**Power (Daily):** *Minor Action.* Until the end of the encounter, your familiar becomes invisible.

*While cloaked in this dark velvet garment, your familiar avoids the notice of larger enemies.*

## Answerer

Item Weapon 20+

### Daily

**Weapon:** Heavy blade

**Enhancement:** Attack rolls and damage rolls

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

**Property:** While you are bloodied, you gain a +2 bonus to damage rolls with attacks using this weapon.

**Power (Daily):** *Immediate Reaction. Trigger:* An enemy hits you with a melee attack. *Effect:* You make a melee basic attack against the triggering enemy. On a hit, you also push the enemy 2 squares.

### Enhancement

*Its name engraved in the weapon's blade, Answerer ensures you have the last word in battle.*

## Crook of Remembrance

Item Implement (Staff) 18+

**Enhancement:** Attack rolls and damage rolls

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

**Property:** You gain an item bonus to Insight and Intimidate checks equal to the item's enhancement bonus.

**Power (Daily):** *Immediate Reaction. Trigger:* An enemy reduces an ally you can see to 0 hit points or fewer. *Effect:* You push each enemy adjacent to that ally 3 squares away from the ally.

### Enhancement

*Burned into this wooden shepherd's crook is an endless litany recounting the crimes against mortals.*

## Empyrean Breastplate

Item Armor 19+

### Daily

**Enhancement:** AC

**Property:** While bloodied, you gain resist 20 necrotic.

Level 24 or 29: Resist 30 necrotic.

**Power (Daily):** *Immediate Reaction. Trigger:* An enemy hits you with a necrotic attack. *Effect:* You deal 5 radiant damage to each enemy within 3 squares of you and push each such enemy 1 square.

Level 24 or 29: 10 radiant damage.

### Enhancement

*The most interesting component in this full suit of armor is the breastplate which bears the likeness of trumpeting angels and vanquished demons.*

## Verdant Silence Weapon

Item Weapon 7+

### Daily

**Weapon:** Heavy blade

**Enhancement:** Attack rolls and damage rolls

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

**Property:** When you are wielding this weapon and hit an enemy twice with a ranger power that requires two melee weapons, you can shift 1 square as a free action.

**Power (Daily):** *Free Action. Trigger:* You are wielding this weapon and hit a target twice with a ranger power that requires two melee weapons. *Effect:* The target grants combat advantage (*save ends*).

### Enhancement

*This deadly blade appears as a sharp stylized leaf, set on a hilt of burnished wood.*