



Skeinbow

Weapon ~ Longbow ~ Level 3

+1

Prof: +2, 1d10, range 20/40

CRITICAL: Teleport target to tag; inflict +1 paradox damage per two squares teleported.

PROPERTY: At the end of your turn, you may place a tag at the current position of your hunter's quarry (LoS not required).

FREE ACTION (ENCOUNTER) • Use when taking a shot with this bow. Find range, cover, etc. to the tag, not the quarry. Set the attack's card aside, along with a die showing your net attack bonus. At the end of the target's next turn, roll this attack against them regardless of their position.



Ragged Battle Standard

Wondrous ~ Standard ~ Level 5

~

A tattered flag

STANDARD ACTION (ENCOUNTER) HEALING, ZONE • You plant the flag in a square within reach. It can be planted in any non-difficult terrain square, regardless of floor composition.

Until EoEnc or the flag is taken down (std. action for an enemy), party members can speak at normal volume and be heard by each other, and when any party member spends a healing surge, all members within 7 squares of the standard regain 1HP.



Mirror of Delay

Wondrous ~ Mirror ~ Level 0

~

A small framed mirror

PROPERTY: Images reflect from this mirror only after a one minute time lag.