



Buck-A-Batch Magic Bracers

For use with the 4th Edition
**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME
Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

Buck-A-Batch Magic Bracers

For 4th Edition Dungeons & Dragons

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Lvl	Name	Price (gp)	Category
2	Spellcharge Bracers	520	Arms
2	Squeeze-guard Bands	520	Arms
2	Stirge's Guard	520	Arms
2	Venomguard Bracers	520	Arms
3	Bracers of Righteousness	680	Arms
3	Bracers of Wickedness	680	Arms
3	Ratcatcher's Guard	680	Arms
3	Shocking Guard	680	Arms
4	Bloody Bracers	840	Arms
4	Bracers of Clarity	840	Arms
5	Defiant Bands	1,000	Arms
5	Lightningfield Bracers	1,000	Arms
5	Mindshield Bracers	1,000	Arms
5	Protective Bands	1,000	Arms
5	Swarm Master's Bands	1,000	Arms
6	Beastguard Bracers	1,800	Arms
6	Bonespeaker's Bracers	1,800	Arms
6	Shattering Bands	1,800	Arms
6	Stormwidow's Bands	1,800	Arms
6	Watchful Eyes	1,800	Arms
7	Twilight's Guard	2,600	Arms
8	Bracers of Perseverance	3,400	Arms
10	Bracers of Vigor	5,000	Arms
12	Spellcharge Bracers	13,000	Arms
13	Bracers of Righteousness	17,000	Arms
13	Bracers of Wickedness	17,000	Arms
13	Shocking Guard	17,000	Arms
14	Bloody Bracers	21,000	Arms
15	Lightningfield Bracers	25,000	Arms
15	Mindshield Bracers	25,000	Arms
15	Protective Bands	25,000	Arms
15	Woodguard Bracers	25,000	Arms
16	Beastguard Bracers	45,000	Arms
16	Shattering Bands	45,000	Arms
21	Stoneguard Bracers	225,000	Arms
22	Spellcharge Bracers	325,000	Arms
23	Bracers of Righteousness	425,000	Arms
23	Bracers of Wickedness	425,000	Arms
23	Shocking Guard	425,000	Arms
24	Bloody Bracers	525,000	Arms
25	Lightningfield Bracers	625,000	Arms
25	Mindshield Bracers	625,000	Arms
25	Protective Bands	625,000	Arms
26	Beastguard Bracers	1,125,000	Arms
26	Shattering Bands	1,125,000	Arms

Beastguard Bracers

6+

When activated these studded leather bracers become a tempting target for attacking animals.

Lvl 6 1,800gp Lvl 26 1,125,000gp

Lvl 16 45,000gp

Item Slot: Arms

Property: You gain resist 5 against attacks by beasts.

Level 16: You gain resist 10 against attacks by beasts.

Level 26: You gain resist 15 against attacks by beasts.

Power (Encounter): Immediate Interrupt. Use this ability when a beast adjacent to you attempts to attack an ally. The beast must make a saving throw. If it fails it must attack you instead.

Bloody Bracers 4+

When bloodied you can activate these scarlet bracers for a temporary increase to your armor class.

Lvl 4	840gp	Lvl 24	525,000gp
Lvl 14	21,000gp		

Item Slot: Arms

Power (Daily): Immediate Reaction. You may use this ability when you become bloodied. You gain a temporary +2 item bonus to your AC. At the end of each of your turns this bonus is reduced by 1. This AC bonus ceases if you are no longer bloodied or reach the end of the encounter.

Level 14: Temporary +3 item bonus to AC.

Level 24: Temporary +4 item bonus to AC.

Bonespeaker's Bracers 6

These bracers allow you to commune with the bones of the dead. As a onetime power they can create a skeletal servant.

Item Slot: Arms 1,800gp

Power (Daily): As the ritual *Speak with Dead* however this power only works with skeletal remains.

Power (Consumable): Full Action. Placing the bracers on an intact humanoid skeleton will cause it to rise in your service at the start of your next turn. The skeleton will fight as an ally until it is destroyed. The creation of the skeleton consumes the magic in the bracers. After this power is used the bracers will cease to function.

Bracers of Clarity 4

Activating these silver bracers helps sharpen your mental perception.

Item Slot: Arms 840gp

Property: You gain a +1 item bonus to your Insight and Perception skill checks.

Power (Daily): Immediate Interrupt. Use this ability when targeted by an attack that affects your will. You gain a +3 bonus to your Will vs. the attack.

Bracers of Perseverance 8

These golden bracers will keep you on your feet for just a bit longer than you should be.

Item Slot: Arms 3,400gp

Power (Daily): Immediate Interrupt. Immediately after an attack reduces you to zero hit points or less you gain

25 temporary hit points. These temporary hit points remain until lost, until the end of your next turn, or until the end of the encounter, whichever comes first.

Bracers of Righteousness 3+

Banging these silver bracers together creates an area charge with radiant energy.

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

Item Slot: Arms

Power (Daily ♦ Radiant, Zone): Minor Action. Close burst 4. You create a zone of radiant energy that remains until the end of the encounter. Creatures that end their turn within the zone gain vulnerable 3 radiant until the end of their next turn.

Level 13: Vulnerable 6 radiant.

Level 23: Vulnerable 9 radiant.

Bracers of Vigor 10

Activating these silvery guards allows you to shake off harmful effects.

Item Slot: Arms 5,000gp

Power (Daily): Minor Action. Make a saving throw against each effect on you that a save can end.

Bracers of Wickedness 3+

Banging these dark iron bracers together creates an area charge with necrotic energy.

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

Item Slot: Arms

Power (Daily ♦ Necrotic, Zone): Minor Action. Close burst 4. You create a zone of necrotic energy that remains until the end of the encounter. Creatures that end their turn within the zone gain vulnerable 3 necrotic until the end of their next turn.

Level 13: Vulnerable 6 necrotic.

Level 23: Vulnerable 9 necrotic.

Defiant Bands 5

These thick iron bands continue the fight when you're no longer able to.

Item Slot: Arms 1,000gp

Property: When a creature attempts to hit you with a coup de grace attack you may make a saving throw. If you succeed the attack misses.

Power (Encounter): Free Action. You may use this power after you've fallen in battle. At the point where you would normally take action in the initiative order you may make a basic melee attack against an enemy creature adjacent to you.

Lightningfield Bracers

5+

Banging these ornate golden bracers together creates an area charged with lightning.

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

Lvl 15 25,000gp

Item Slot: Arms

Power (Daily ⚡ Lightning, Zone): Minor Action. Close burst 4. You create a zone charged with lightning energy. The first creature that's dealt lightning damage while in the zone receives an additional 3d6+4 lightning damage after which the zone is deactivated. Otherwise the zone remains until the end of the encounter.

Level 15: 3d10+6 lightning.

Level 25: 4d10+9 lightning.

Mindshield Bracers

5+

Activating these silver bracers creates a sound similar to sounding a gong. The echoing tone helps focus the mind.

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

Lvl 15 25,000gp

Item Slot: Arms

Power (Daily ⚡ Zone): Minor Action. Close burst 4. You create a protective zone against mind attacks. Creatures that end their turn in the zone gain a +1 power bonus when defending against attacks that target their Will and resist 3 psychic until the end of their next turn. The zone remains until the end of the encounter.

Level 15: Creatures gain a +3 power bonus against Will attacks; resist 6 psychic until the end of their next turn.

Level 25: Creatures gain a +5 power bonus against Will attacks; resist 9 psychic until the end of their next turn.

Protective Bands

5+

A series of golden bands that offer you a choice of protection when activated.

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

Lvl 15 25,000gp

Item Slot: Arms

Power (Daily): Minor Action. You may use this power to gain resist 3 acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder until the end of the encounter.

Level 15: Resist 6 acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

Level 25: Resist 9 acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

Ratcatcher's Guard

3

These simple leather straps offer some protection against vermin and the pestilence they carry.

Item Slot: Arms 680gp

Property: You gain Resist 3 against attacks from rats.

Power (Daily): Immediate Reaction. You may use this power after failing to save against disease inflicted by a rat attack. You are cured of the disease.

Shattering Bands

6+

Banging these crystalline bands together sends a spray of razor edged shards at your opponents.

Lvl 6 1,800gp Lvl 26 1,125,000gp

Lvl 16 45,000gp

Item Slot: Arms

Property: Resist 5 thunder.

Level 16: Resist 10 thunder.

Level 26: Resist 15 thunder.

Power (Consumable): Attack Action. You shatter the bracers to trigger an area attack. Close Burst 1; Attack: +11 vs. Reflex; Target: All creatures in range; Hit: 3d6 damage; Miss: 1d6 damage.

Level 16: Attack: +21 vs. Reflex; Hit: 3d10 damage;

Miss: 1d10 damage.

Level 26: Attack: +31 vs. Reflex; Hit: 5d10 damage;

Miss: 2d8 damage.

Shocking Guard

3+

These copper bands can be activated to send a nasty jolt right through an attacker's weapon.

Lvl 3 680gp Lvl 23 425,000gp

Lvl 13 17,000gp

Item Slot: Arms

Power (Daily): Immediate Reaction. You may use this ability immediately after being dealt damage from a melee attack by a creature armed with a metal weapon. The creature is dealt 2d6+3 lightning.

Level 13: 3d6+6 lightning.

Level 23: 4d8+8 lightning.

Spellcharge Bracers

2+

These golden bracers refocus harmful spell energy in to something more useful.

Lvl 2 520gp Lvl 22 325,000gp

Lvl 12 13,000gp

Item Slot: Arms 520gp

Power (Daily): Immediate Reaction. Use this ability when you take damage from a spell while armed with a melee weapon. The weapon becomes charged with magic and will deal an additional 1d6+3 damage to the next creature you successfully attack. If the spell damage was of a specific type you may spend a healing surge to have your attack deal the specific damage type as well.

Level 12: 1d8+5 damage.

Level 22: 2d6+8 damage.

Squeezeguard Bands

2

When a creature grabs hold of you these thick metal arm bands make sure that you're not held for long.

Item Slot: Arms 520gp

Power (Daily): Move Action. You may use this ability to automatically succeed when attempting to escape from a grab. The creature that grabbed you is dealt 2d4 damage.

Stirge's Guard

2

These copper arm guards resemble a pair of stirges. Although they're made of metal they're just as hungry as their living counterparts.

Item Slot: Arms 520gp

Power (Daily): Immediate Reaction. The first time a bloodied creature is within 2 squares of you the stirges will animate and attack; each dealing 1d4 damage to the target. You become healed for an amount equal to the damage dealt.

Power (At-Will): Immediate Interrupt. You may spend a healing surge. If you do you do not regain hit points as normal. Instead you prevent the daily power from functioning until the end of your next turn.

Stoneguard Bracers

21

A series of stone panels held together by thin metal bands, covered in ancient dwarven runes.

Item Slot: Arms 225,000gp

Property: You gain a +1 bonus to your Dungeoneering and Endurance if you are a dwarf.

Power (Daily): Minor Action. Spend a healing surge to regain half your surge value in hit points. Your skin takes on a stone-like appearance and you gain a +5 power bonus to your AC. Each time you are successfully hit by an attack this bonus is reduced by 1. You revert back to normal at the end of the encounter.

Stormwidow's Bands

6

The first of these copper bands were created by a widow who lost her husband to a terrible storm.

Item Slot: Arms 1,800gp

Property: You gain Resist 3 Lightning and Resist 3 Thunder.

Power (Daily): Immediate Reaction. You may use this ability immediately after being struck by an attack that deals lightning or thunder damage. The bracer's resistance increases to Resist 5 Lightning and Resist 5 Thunder until the end of the encounter.

Swarm Master's Bands

5

The surface of these colorful painted bands is crafted to resemble a mass of multicolored beetles.

Item Slot: Arms 1,000gp

Property: You gain Resist 5 against attacks by swarms.

Power (Encounter): Minor Action. Spend a healing surge. You do not regain hit points as normal. Instead you become surrounded by a swarm of flying beetles until the end of the encounter. Enemy creatures that end their turn in a space adjacent to you are dealt 1 damage. All creatures making attack rolls in spaces adjacent to you suffer a -1 penalty.

Twilight's Guard

7

As night falls these simple metal bands improve your perception.

Item Slot: Arms 2,600gp

Property: You gain low-light vision and a +1 bonus to Perception at night.

Power (Daily): Immediate Reaction. You may use this ability immediately after being struck by a melee attack. Spend a healing surge. You do not regain hit points as normal. Instead make a saving throw. If you succeed the attack misses. If you fail you take half damage. You may only use this power at night.

Venomguard Bracers

2

These copper bracers help protect the wearer from poisonous attacks.

Item Slot: Arms 520gp

Property: You gain a +1 bonus to saving throws against poison.

Power (Daily): Immediate Reaction. Use this power immediately after you or an ally in a space adjacent to you fails to save against ongoing poison damage. You may make another save attempt.

Watchful Eyes

6

The gemstone eyes set in these silver bands aren't just for show.

Item Slot: Arms 1,800gp

Property: You gain a +1 bonus to your Perception.

Power (Encounter): Immediate Interrupt. Use this power when an enemy that has a flanking bonus attacks you. Make a saving throw. If you succeed they lose their flanking bonus for the attack.

Woodguard Bracers

15

These bracers are little more than wooden slats held together by vine-like leather straps.

Item Slot: Arms 25,000gp

Property: You gain a +1 bonus to your Nature and Perception if you are an elf.

Power (Daily): Minor Action. Spend a healing surge to regain half your surge value in hit points. Your skin takes on a bark-like appearance and you gain a +3 power bonus to your AC. Each time you are successfully hit by an attack this bonus is reduced by 1. You revert back to normal at the end of the encounter.

The bracer illustration on the cover was created
by Pawet Dobosz ©2007
And made available by The Forge Studios
www.theforge.pl

Beastguard Bracers

When activated these studded leather bracers become a tempting target for attacking animals.

Level:

Value:

Property: You gain resist 5 against attacks by beasts.
Level 16: You gain resist 10 against attacks by beasts.
Level 26: You gain resist 15 against attacks by beasts.
Power (Encounter): Immediate Interrupt. Use this ability when a beast adjacent to you attempts to attack an ally. The beast must make a saving throw. If it fails it must attack you instead.

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Bloody Bracers

When bloodied you can activate these scarlet bracers for a temporary increase to your armor class.

Level:

Value:

Power (Daily): Immediate Reaction. You may use this ability when you become bloodied. You gain a temporary +2 item bonus to your AC. At the end of each of your turns this bonus is reduced by 1. This AC bonus ceases if you are no longer bloodied or reach the end of the encounter.

Level 14: Temporary +3 item bonus to AC.

Level 24: Temporary +4 item bonus to AC.

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Bonespeaker's Bracers

These bracers allow you to commune with the bones of the dead. As a onetime power they can create a skeletal servant.

Level:

6

Value:

1,800gp

Power (Daily): As the ritual *Speak with Dead* however this power only works with skeletal remains.
Power (Consumable): Full Action. Placing the bracers on an intact humanoid skeleton will cause it to rise in your service at the start of your next turn. The skeleton will fight as an ally until it is destroyed. The creation of the skeleton consumes the magic in the bracers. After this power is used the bracers will cease to function.

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Bracers of Clarity

Activating these silver bracers helps sharpen your mental perception.

Level:

4

Value:

840gp

Property: You gain a +1 item bonus to your Insight and Perception skill checks.
Power (Daily): Immediate Interrupt. Use this ability when targeted by an attack that affects your will. You gain a +3 bonus to your Will vs. the attack.

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Bracers of Perseverance

These golden bracers will keep you on your feet for just a bit longer than you should be.

Level:
8

Value:
3,400gp

Power (Daily): Immediate Interrupt. Immediately after an attack reduces you to zero hit points or less you gain 25 temporary hit points. These temporary hit points remain until lost, until the end of your next turn, or until the end of the encounter, whichever comes first.

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Bracers of Righteousness

Banging these silver bracers together creates an area charge with radiant energy.

Level:

Value:

Power (Daily ✦ Radiant, Zone): Minor Action. Close burst 4. You create a zone of radiant energy that remains until the end of the encounter. Creatures that end their turn within the zone gain vulnerable 3 radiant until the end of their next turn.

Level 13: Vulnerable 6 radiant.

Level 23: Vulnerable 9 radiant.

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Bracers of Vigor

Activating these silvery guards allows you to shake off harmful effects.

Level:
10

Value:
5,000gp

Power (Daily): Minor Action. Make a saving throw against each effect on you that a save can end.

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Bracers of Wickedness

Banging these dark iron bracers together creates an area charge with necrotic energy.

Level:

Value:

Power (Daily ✦ Necrotic, Zone): Minor Action. Close burst 4. You create a zone of necrotic energy that remains until the end of the encounter. Creatures that end their turn within the zone gain vulnerable 3 necrotic until the end of their next turn.

Level 13: Vulnerable 6 necrotic.

Level 23: Vulnerable 9 necrotic.

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Defiant Bands

These thick iron bands continue the fight when you're no longer able to.

Level:
5

Value:
1,000gp

Property: When a creature attempts to hit you with a coup de grace attack you may make a saving throw. If you succeed the attack misses.

Power (Encounter): Free Action. You may use this power after you've fallen in battle. At the point where you would normally take action in the initiative order you may make a basic melee attack against an enemy creature adjacent to you.

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Lightningfield Bracers

Banging these ornate golden bracers together creates an area charged with lightning.

Level:

Value:

Power (Daily ✦ Lightning, Zone): Minor Action. Close burst 4. You create a zone charged with lightning energy. The first creature that's dealt lightning damage while in the zone receives an additional 3d6+4 lightning damage after which the zone is deactivated. Otherwise the zone remains until the end of the encounter.

Level 15: 3d10+6 lightning.

Level 25: 4d10+9 lightning.

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Mindshield Bracers

Activating these silver bracers creates a sound similar to sounding a gong. The echoing tone helps focus the mind.

Level:

Value:

Power (Daily ✦ Zone): Minor Action. Close burst 4. You create a protective zone against mind attacks. Creatures that end their turn in the zone gain a +1 power bonus when defending against attacks that target their Will and resist 3 psychic until the end of their next turn. The zone remains until the end of the encounter.

Level 15: Creatures gain a +3 power bonus against Will attacks; resist 6 psychic until the end of their next turn.

Level 25: Creatures gain a +5 power bonus against Will attacks; resist 9 psychic until the end of their next turn.

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Protective Bands

A series of golden bands that offer you a choice of protection when activated.

Level:

Value:

Power (Daily): Minor Action. You may use this power to gain resist 3 acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder until the end of the encounter.

Level 15: Resist 6 acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

Level 25: Resist 9 acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

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Ratcatcher's Guard

These simple leather straps offer some protection against vermin and the pestilence they carry.

Level:
3

Value:
680gp

Property: You gain Resist 3 against attacks from rats.
Power (Daily): Immediate Reaction. You may use this power after failing to save against disease inflicted by a rat attack. You are cured of the disease.

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Shattering Bands

Banging these crystalline bands together sends a spray of razor edged shards at your opponents.

Level:

Value:

Property: Resist 5 thunder.
Level 16: Resist 10 thunder.
Level 26: Resist 15 thunder.
Power (Consumable): Attack Action. You shatter the bracers to trigger an area attack. Close Burst 1; Attack: +11 vs. Reflex; Target: All creatures in range; Hit: 3d6 damage; Miss: 1d6 damage.
Level 16: Attack: +21 vs. Reflex; Hit: 3d10 damage; Miss: 1d10 damage.
Level 26: Attack: +31 vs. Reflex; Hit: 5d10 damage; Miss: 2d8 damage.

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Shocking Guard

These copper bands can be activated to send a nasty jolt right through an attacker's weapon.

Level:

Value:

Power (Daily): Immediate Reaction. You may use this ability immediately after being dealt damage from a melee attack by a creature armed with a metal weapon. The creature is dealt 2d6+3 lightning.
Level 13: 3d6+6 lightning.
Level 23: 4d8+8 lightning.

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Spellcharge Bracers

These golden bracers refocus harmful spell energy in to something more useful.

Level:

Value:

Power (Daily): Immediate Reaction. Use this ability when you take damage from a spell while armed with a melee weapon. The weapon becomes charged with magic and will deal an additional 1d6+3 damage to the next creature you successfully attack. If the spell damage was of a specific type you may spend a healing surge to have your attack deal the specific damage type as well.
Level 12: 1d8+5 damage.
Level 22: 2d6+8 damage.

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Squeezeguard Bands

When a creature grabs hold of you these thick metal arm bands make sure that you're not held for long.

Level:
2

Value:
520gp

Power (Daily): Move Action. You may use this ability to automatically succeed when attempting to escape from a grab. The creature that grabbed you is dealt 2d4 damage.

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Stirge's Guard

These arm guards resemble a pair of stirges. Though made of metal they're just as hungry as their living counterparts.

Level:
2

Value:
520gp

Power (Daily): Immediate Reaction. The first time a bloodied creature is within 2 squares of you the stirges will animate and attack; each dealing 1d4 damage to the target. You become healed for an amount equal to the damage dealt.

Power (At-Will): Immediate Interrupt. You may spend a healing surge. If you do you do not regain hit points as normal. Instead you prevent the daily power from functioning until the end of your next turn.

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Stoneguard Bracers

A series of stone panels held together by thin metal bands, covered in ancient dwarven runes.

Level:
21

Value:
225,000

Property: You gain a +1 bonus to your Dungeoneering and Endurance if you are a dwarf.

Power (Daily): Minor Action. Spend a healing surge to regain half your surge value in hit points. Your skin takes on a stone-like appearance and you gain a +5 power bonus to your AC. Each time you are successfully hit by an attack this bonus is reduced by 1. You revert back to normal at the end of the encounter.

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Stormwidow's Bands

The first of these copper bands were created by a widow who lost her husband to a terrible storm.

Level:
6

Value:
1,800gp

Property: You gain Resist 3 Lightning and Resist 3 Thunder.

Power (Daily): Immediate Reaction. You may use this ability immediately after being struck by an attack that deals lightning or thunder damage. The bracer's resistance increases to Resist 5 Lightning and Resist 5 Thunder until the end of the encounter.

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Swarm Master's Bands

The surface of these colorful painted bands is crafted to resemble a mass of multicolored beetles.

Level:
5

Value:
1,000gp

Property: You gain Resist 5 against attacks by swarms.
Power (Encounter): Minor Action. Spend a healing surge. You do not regain hit points as normal. Instead you become surrounded by a swarm of flying beetles until the end of the encounter. Enemy creatures that end their turn in a space adjacent to you are dealt 1 damage. All creatures making attack rolls in spaces adjacent to you suffer a -1 penalty.

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Twilight's Guard

As night falls these simple metal bands improve your perception.

Level:
7

Value:
2,600gp

Property: You gain low-light vision and a +1 bonus to Perception at night.
Power (Daily): Immediate Reaction. You may use this ability immediately after being struck by a melee attack. Spend a healing surge. You do not regain hit points as normal. Instead make a saving throw. If you succeed the attack misses. If you fail you take half damage. You may only use this power at night.

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Venomguard Bracers

These copper bracers help protect the wearer from poisonous attacks.

Level:
2

Value:
520gp

Property: You gain a +1 bonus to saving throws against poison.
Power (Daily): Immediate Reaction. Use this power immediately after you or an ally in a space adjacent to you fails to save against ongoing poison damage. You may make another save attempt.

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Watchful Eyes

The gemstone eyes set in these silver bands aren't just for show.

Level:
6

Value:
1,800gp

Property: You gain a +1 bonus to your Perception.
Power (Encounter): Immediate Interrupt. Use this power when an enemy that has a flanking bonus attacks you. Make a saving throw. If you succeed they lose their flanking bonus for the attack.

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Woodguard Bracers

These bracers are little more than wooden slats held together by vine-like leather straps.

Level:
15

Value:
25,000

Property: You gain a +1 bonus to your Nature and Perception if you are an elf.

Power (Daily): Minor Action. Spend a healing surge to regain half your surge value in hit points. Your skin takes on a bark-like appearance and you gain a +3 power bonus to your AC. Each time you are successfully hit by an attack this bonus is reduced by 1. You revert back to normal at the end of the encounter.

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These cards can be cut out and handed to players when they're awarded treasure.

DMs can add a random element to their treasure by shuffling the cards and letting the players pick one.

Or let the players use the cards as a wish list. They can select one to be awarded to them during the adventure.

Magic bracers with only one level have their level and value filled in.

The ones with multiple levels have blank spaces for the player or DM to fill in the proper numbers.

The majority of cards also have enough blank space to record bits of information.

Lightningfield Bracers

Banging these ornate golden bracers together creates an area charged with lightning.

Level:
15

Value:
1,000 GP

Power (Daily ⚡ Lightning, Zone): Minor Action. Close burst 4. You create a zone charged with lightning energy. The first creature that's dealt lightning damage while in the zone receives an additional 3d6+4 lightning damage after which the zone is deactivated. Otherwise the zone remains until the end of the encounter.

Level 15: 3d10+6 lightning.

Level 25: 4d10+9 lightning.

CAREFUL!
WATCH FOR ENEMY
LIGHTNING ATTACKS!

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Buck-A-Batch: Magic Bracers
for 4th Edition Dungeons & Dragons
features 25 unique magic bracers for your
fantasy campaign.

The items are presented in two formats for
your convenience: Standard book format
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