

Magic Leather Armor +2

Armor ♦ Level 6

Armor Bonus: 2

Enhancement: +2 AC

Cape of the Mountebank +1

Neck Slot Item ♦ Level 5

Enhancement: +1 Fortitude, Reflex, and Will

Power (Teleportation) **Daily**
(Immediate Reaction Action)

Use this power when you are hit by an attack. Teleport 5 squares and gain combat advantage against the attacker until the end of your next turn.

Hungry Spirits Totem +2

Totem ♦ Level 7

Enhancement: +2 attack rolls and damage rolls

Critical: +1d10 damage per plus

Properties

On a critical hit you can move your spirit companion to a space adjacent to the target.

Power (Healing, Spirit) **Daily** (Free Action)

Trigger: You hit an enemy adjacent to your spirit companion with a primal attack power using this totem.

Effect: You and one ally within 2 squares of the enemy can spend a healing surge.