

Orb of the Staff of Magius Heroic Level

A small crystal orb, which carries much of the magic that was once held within the Staff, has its own power.

Artifact: Implement (Orb)

Enhancement Bonus: +2 to attack rolls and damage rolls

Critical: +2d6 damage

Properties

- ◆ Grants a +3 bonus to AC.
- ◆ Spells that can be sustained are automatically sustained for one round after the caster stops sustaining them.
- ◆ Spells that have the Radiant, Charm, or Air keywords remain active for a round longer than normal.

Utility Power (Arcane, Radiant) ◆ **At-Will** (Minor Action)

Effect: Bright light fills your space and all squares within 4 squares of you. Putting out the light is a free action.

Utility Power (Arcane) ◆ **Daily** (Free Action)

Trigger: You fall more than 1 square.

Effect: You take no damage from the fall and do not fall prone at the end of the fall.

Utility Power (Arcane) ◆ **Daily** (Standard Action)

Attack: Ranged 10 (one conjuration or zone within range); Intelligence vs. Will defense of the creator of the conjuration or zone

Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.