

ARC LIGHTNING

Wizard
Attack 1

Lightning leaps from your outstretched hand, weaving safely through your allies to bounce between your foes

At-Will ♦ **Arcane, Evocation, Implement, Lightning**

Standard Action **Ranged** 10/20

Target: One creature, or two creatures within 5 squares of each other

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage.

Level 21: 2d6 + Intelligence modifier lightning damage.

Effect: If you targeted two creatures, both creatures take lightning damage equal to your Constitution modifier + your implement's enhancement bonus at the end of each creature's turn if they are within 5 squares of each other. This lasts until the end of your next turn.

Sustain Standard: The effect persists until the end of your next turn.

In addition, you pull each creature two squares towards each other. If they end the pull adjacent to each other, both take 1d6 + Intelligence modifier lightning damage.

Level 21: 2d6 + Intelligence modifier lightning damage.

BEGUILING STRANDS

Wizard
Attack 1

Strands of scintillating colors and gleaming lights cloud your enemies' minds and force them to move away

At-Will ♦ **Arcane, Charm, Enchantment, Implement, Psychic**

Standard Action **Close** blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Will

Hit: Intelligence modifier + your implement's enhancement bonus psychic damage, and you push the target a number of squares equal to your Charisma modifier.

Critical: Increase the push by 1 square.

Level 21: 2 + Intelligence modifier + your implement's enhancement bonus psychic damage.

Miss: You push the target half the distance.

BREATH OF NIGHT

Wizard
Attack 1

At your whisper, the chill night wind answers, a forceful gust that heeds your will

At-Will ♦ **Arcane, Cold, Evocation, Implement**

Standard Action **Close** burst 1

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier cold damage, and you push the target a number of squares equal to your Constitution modifier.

Level 21: 2d6 + Intelligence modifier cold damage.

Miss: You push the target half the distance.

Effect: Until the end of your next turn, squares adjacent to you are difficult terrain for creatures other than you.

Additionally, a flying creature must succeed in a saving throw to enter one of these squares.

BRIEF BALEFUL ALTERATION

Wizard
Attack 1

You reach out to touch your foe, and for an instant it transforms into a small, frightened beast that runs in a wild panic before returning to its true shape, bewildered

At-Will ♦ **Arcane, Implement, Psychic, Transmutation**

Standard Action **Melee** touch

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier psychic damage. You knock the target prone and slide it a number of squares equal to your Constitution modifier.

Level 21: 2d8 + Intelligence modifier psychic damage.

Miss: You slide the target half the distance.

Effect: The target cannot take opportunity actions or immediate actions before the end of your next turn.

CHILLING CLOUD

Wizard
Attack 1

A lingering swarm of ice crystals chills foes to the bone

At-Will ♦ **Arcane, Cold, Evocation, Implement, Zone**

Standard Action **Area** burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier + your implement's enhancement bonus cold damage.

Level 21: 1d6 + Intelligence modifier cold damage.

Effect: The area creates a zone of lingering ice crystals until the end of your next turn.

An enemy in the zone takes a -2 penalty to attack rolls.

CLOUD OF DAGGERS

Wizard
Attack 1

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area

At-Will ♦ **Arcane, Evocation, Force, Implement, Zone**

Standard Action **Area** burst 1 within 10 squares

Target: One creature in the center square

Attack: Intelligence vs. Reflex

Hit: 1d4 + Intelligence modifier force damage.

Level 21: 2d4 + Intelligence modifier force damage.

Effect: The area creates a zone of whirling force daggers until the end of your next turn.

The zone is difficult terrain, and a creature that ends its turn in the zone takes force damage equal to your Constitution modifier + your implement's enhancement bonus.

Level 11: 3 + Constitution modifier + your implement's enhancement bonus force damage.

Level 21: 6 + Constitution modifier + your implement's enhancement bonus force damage.

ERUPTING FLARE

Wizard
Attack 1

You kindle a massive, sudden flame within your enemy that burns it and spills out to singe any who stay near

At-Will ♦ **Arcane, Evocation, Fire, Implement**

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier fire damage.

Level 21: 2d8 + Intelligence modifier fire damage.

Effect: Until the start of your next turn, any creature that ends its turn next to the target takes fire damage equal to your Constitution modifier + your implement's enhancement bonus.

The target can end the effect as a minor action by succeeding in a Heal or Arcana check against a DC of 10 + your attack bonus with this power, not counting temporary bonuses.

Level 11: 3 + Constitution modifier + your implement's enhancement bonus fire damage.

Level 21: 6 + Constitution modifier + your implement's enhancement bonus fire damage.

FORCE PROJECTILE

Wizard
Attack 1

You concentrate arcane force into a crude projectiles and send them streaking at your enemies

At-Will ♦ **Arcane, Evocation, Force, Implement**

Standard Action **Ranged** 10/20

Target: One or two creatures

Level 11: One, two, or three creatures

Level 21: One, two, three, or four creatures

Attack: Intelligence vs. Reflex

Hit: 1d4 + Intelligence modifier force damage.

Level 21: 2d4 + Intelligence modifier force damage.

Special: You can use this power as a *ranged basic attack*. If an effect tells you to make one against a specific creature, you can only target that creature.

FREEZING BURST

Wizard
Attack 1

You hurl a hailstone toward your foes that explodes among them, temporarily turning the ground into an ice slick

At-Will ♦ **Arcane, Cold, Evocation, Implement**

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier cold damage.

Level 21: 2d6 + Intelligence modifier cold damage.

Effect: You slide the target 1 square.

HOWLING WALL

Wizard
Attack 1

A screaming wind gusts across the battlefield, buffeting creatures in its path

At-Will ♦ **Arcane, Evocation, Implement**

Standard Action **Area** wall 6 within 10 squares

Target: Each creature in the wall

Attack: Intelligence vs. Fortitude

Hit: You slide the target up to 2 squares, and it is slowed until the end of your next turn.

Critical: Up to 3 squares.

Miss: You slide the target 1 square.

HYPNOTISM

Wizard
Attack 1

Your piercing gaze and whispered word let you seize momentary control of your enemy's mind

At-Will ♦ **Arcane, Charm, Enchantment, Implement**

Standard Action **Ranged** 5

Target: One creature that can see and hear you

Effect: You slide the target 3 squares.

Attack: Intelligence vs. Will

Hit: The target makes a *melee basic attack* against the creature of your choice as a free action. It has a +4 bonus to the attack roll.

Critical: +6 bonus to the attack roll.

ILLUSORY AMBUSH

Wizard
Attack 1

You create an illusion of swirling spectral assailants that swarm over your enemy

At-Will ♦ **Arcane, Illusion, Implement, Psychic**

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage.

Critical: The attack penalty from this power's effect increases to -4 on triggered attack rolls.

Level 21: 2d6 + Intelligence modifier psychic damage.

Effect: The target takes a -2 penalty to attack rolls until the end of your next turn.

MAGIC MISSILE

Wizard
Attack 1

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target

At-Will ♦ **Arcane, Evocation, Force, Implement**

Standard Action **Ranged** 20

Target: One creature

Effect: 2 + Intelligence modifier + your implement's enhancement bonus force damage.

Level 11: 3 + Intelligence modifier + your implement's enhancement bonus force damage.

Level 21: 5 + Intelligence modifier + your implement's enhancement bonus force damage.

Special: This power counts as a *ranged basic attack*.

NIGHTMARE ERUPTION Wizard
Attack 1

You bring forth a nightmare in your foe's mind and project it out for its comrades to see

At-Will ♦ **Arcane, Illusion, Implement, Psychic**

Standard Action **Ranged** 10

Primary Target: One creature

Primary Attack: Intelligence vs. Will

Hit: Intelligence modifier + your implement's enhancement bonus psychic damage, and the target is immobilized until the end of your next turn. Make a secondary attack.

Miss: The target is slowed until the end of your next turn. Make a secondary attack.

SECONDARY ATTACK

Automatic ♦ **Arcane, Fear, Illusion**

Nonaction **Area** burst 1 centered on the primary target

Secondary Target: Enemies in the burst other than the primary target

Effect: You push each target 1 square from the primary target.

If the primary attack was a critical hit, this secondary attack gains the Psychic and Implement keywords, and each target also takes psychic damage equal to your Charisma modifier + your implement's enhancement bonus.

PHANTASMAL ASSAULT Wizard
Attack 1

You conjure the image of a fearsome foe in your enemy's mind

At-Will ♦ **Arcane, Illusion, Implement, Psychic**

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target grants combat advantage until the end of your next turn.

Level 21: 2d8 + Intelligence modifier psychic damage.

Miss: The target grants combat advantage to the first attack against it before the end of your next turn.

Effect: The target cannot make *opportunity attacks* before the end of your next turn.

PHANTOM BOLT Wizard
Attack 1

You wave your hand, and your foe sees an arcane bolt streaking towards it, causing it to dive away from the imagined threat

At-Will ♦ **Arcane, Illusion, Implement, Psychic**

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage.

Level 21: 2d8 + Intelligence modifier psychic damage.

Effect: You slide the target 1 square.

Level 21: Slide 2 squares.

PHANTOM CAGE Wizard
Attack 1

Your enemy shrieks in terror, desperately trying to avoid the cage of razor-sharp blades that only it sees closing in around it

At-Will ♦ **Arcane, Illusion, Implement, Psychic**

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 psychic damage.

Level 21: 2d6 psychic damage.

Effect: If the target moves before the end of your next turn, it takes psychic damage equal to your 3 + your Charisma modifier + your implement's enhancement bonus.

Level 11: 6 + your Charisma modifier + your implement's enhancement bonus psychic damage.

Level 21: 9 + your Charisma modifier + your implement's enhancement bonus psychic damage.

RAY OF FROST Wizard
Attack 1

You fire a blisteringly cold ray of white frost at your foe, slowing its movements

At-Will ♦ **Arcane, Cold, Evocation, Implement**

Standard Action **Ranged** 5/10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier cold damage.

Level 21: 2d8 + Intelligence modifier cold damage.

Effect: The target is slowed until the end of your next turn.

RESTLESS DEAD Wizard
Attack 1

Agitated bones break free from the ground to scabble and claw at your enemy

At-Will ♦ **Arcane, Implement, Necromancy, Zone**

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier damage.

Critical: The target is slowed until the end of your next turn.

Level 21: 2d6 + Intelligence modifier damage.

Effect: Until the end of your next turn, the target's space and all adjacent squares become a zone of grasping claws.

The ground in the zone is difficult terrain to your enemies.

ROTTING DOOM Wizard
Attack 1

You hold out your hand, palm out, and release pale wisps to infect your foes with horrid decay

At-Will ♦ **Arcane, Implement, Necromancy, Necrotic**

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier necrotic damage.

If the target is undead, it also gains vulnerable 5 to all damage until the end of your next turn.

Level 11: Vulnerable 10.

Level 21: 2d8 + Intelligence modifier necrotic damage, and vulnerable 15.

Effect: The target cannot regain hit points until the end of your next turn.

SCARE

Wizard
Attack 1

You project fear in an area, drawing resolve from your foes until they shrink back in abject terror

At-Will ♦ **Arcane, Fear, Implement, Nethermancy, Psychic**

Standard Action **Close** blast 3

Target: Each creature in the blast

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage.

Critical: The target takes a -2 penalty to attack rolls against you until the end of your next turn.

Level 21: 2d6 + Intelligence modifier psychic damage.

Effect: The target make *opportunity attacks* against you until the end of your next turn.

SCORCHING BURST

Wizard
Attack 1

You create a vertical column of golden flames that burns all within

At-Will ♦ **Arcane, Evocation, Fire, Implement, Zone**

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier fire damage.

Level 21: 2d6 + Intelligence modifier fire damage.

Effect: The area becomes a zone of flames until the start of your next turn.

A creature that ends its turn in the zone takes fire damage equal to your Constitution modifier + your implement's enhancement bonus.

Level 11: 3 + your Constitution modifier + your implement's enhancement bonus fire damage.

Level 21: 6 + your Constitution modifier + your implement's enhancement bonus fire damage.

STONE BLOOD

Wizard
Attack 1

Your enemies' blood hardens, slowing their movements and causing excruciating pain

At-Will ♦ **Arcane, Implement, Transmutation**

Standard Action **Area** burst 1 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

+2 to the attack roll if the target is bloodied

Hit: 1d6 + Intelligence modifier damage.

Level 21: 2d6 + Intelligence modifier damage.

Effect: If the target moves more than 2 squares with a single action before the end of your next turn, it takes damage equal to your Constitution modifier + your implement's enhancement bonus.

Level 11: 2 + your Constitution modifier + your implement's enhancement bonus damage.

Level 21: 4 + your Constitution modifier + your implement's enhancement bonus damage.

STORM PILLAR

Wizard
Attack 1

A crackling column of lightning appears amid your enemies, lashing out at any who move near it

At-Will ♦ **Arcane, Conjuration, Lightning**

Standard Action **Ranged** 10

Effect: You conjure a pillar of crackling energy in an unoccupied square within range.

The pillar occupies 1 square, and lasts until the end of your next turn. While it exists, you can use the following two secondary actions:

RELEASE STATIC

At-Will ♦ **Arcane, Implement, Lightning**

Opportunity Interrupt **Melee** 1 from the pillar's space

Trigger: A creature enters a square adjacent to the pillar

Target: The triggering creature

Effect: The target takes lightning damage equal to your Constitution modifier + your implement's enhancement bonus.

Level 11: 2 + your Constitution modifier + your implement's enhancement bonus lightning damage.

Level 21: 4 + your Constitution modifier + your implement's enhancement bonus lightning damage.

DISCHARGE

Special ♦ **Arcane, Implement, Lightning**

Immediate Reaction **Melee** 1 from the pillar's space

Trigger: A creature ends its turn adjacent to the pillar

Target: The triggering creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage.

Level 21: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Effect: The pillar disappears.

THUNDERWAVE

Wizard
Attack 1

You blast your foes with a wave of thunderous power

At-Will ♦ **Arcane, Evocation, Implement, Thunder**

Standard Action **Close** blast 3

Target: Each creature in the blast

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier thunder damage, and you push the target a number of squares equal to your Constitution modifier.

Level 21: 2d6 + Intelligence modifier thunder damage.

Miss: You push the target half the distance.

UNRAVELING DART

Wizard
Attack 1

Grey, smoky darts leap from your fingertips to strike your foes where they are weakest

At-Will

♦ Arcane, Implement, Nethermancy

Standard

Action

Ranged

7/15

Target: One or two creatures

Attack: Intelligence vs. Fortitude

Hit: 1d4 + Intelligence modifier damage.

If the target has a vulnerability or weakness to any damage types, this power deals damage of those types and gains the corresponding keywords.

If the target has no vulnerabilities or weaknesses, this power deals additional damage equal to one-half your Wisdom modifier.

Level 11: Additional damage equal to your Wisdom modifier.

Level 21: 2d4 + Intelligence modifier damage. Additional damage equal to 4 + your Wisdom modifier.

WINGED HORDE

Wizard
Attack 1

A horde of flesh-devouring sprites appears in your foes' minds, causing them to swat at the illusory menace and leaving them unable to react to your allies' maneuvers

At-Will

♦ Arcane, Illusion, Implement, Psychic

Standard

Action

Area

burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 1d6 psychic damage, and the target cannot take immediate actions until the end of your next turn.

Level 21: 2d6 psychic damage.

Effect: The target cannot take opportunity actions until the end of your next turn.

WITCH BOLT

Wizard
Attack 1

You hurl a bolt of crackling energy, forming a line of lightning between you and your foe

At-Will

♦ Arcane, Evocation, Implement, Lightning

Standard

Action

Ranged

5/10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier lightning damage.

Level 21: 2d10 + Intelligence modifier lightning damage.

Effect: You create a line of lightning between you and the target until the end of your next turn. If the target is out of range at any point or there is no line of effect, the line immediately disappears.

While the line exists, the target cannot become hidden and you and your allies know the space it occupies.

Sustain Standard: The line persists until the end of your next turn. You cannot sustain this power if the line has disappeared.

If the target is within 5 squares when you sustain this power, it takes 1d10 + Intelligence modifier lightning damage.

Level 21: 2d10 + Intelligence modifier lightning damage.