

features. This form of mastery is useful for all wizards, particularly if you dabble in both control and damage-dealing spells.

Wand of Accuracy: Once per encounter as a free action, you gain a bonus to a single attack roll equal to your Dexterity modifier. You must wield your wand to benefit from this feature. This form of mastery is good for war wizards because it helps increase their accuracy with damaging powers.

CANTRIPS

Cantrips are minor spells you gain at 1st level. You can use the *ghost sound*, *light*, *mage hand*, and *prestidigitation* cantrips as at-will powers.

RITUAL CASTING

You gain the Ritual Caster feat (page 200) as a bonus feat, allowing you to use magical rituals (see Chapter 10).

SPELLBOOK

You possess a spellbook, a book full of mystic lore in which you store your rituals and your daily and utility spells.

Rituals: Your book contains three 1st-level rituals of your choice that you have mastered.

At 5th level, and again at 11th, 15th, 21st, and 25th level, you master two more rituals of your choice and add them to your spellbook. Any ritual you add must be your level or lower.

Daily and Utility Spells: Your spellbook also holds your daily and utility spells. You begin knowing two daily spells, one of which you can use on any given day. Each time you gain a level that lets you select a daily spell or a utility spell, choose two different daily spells or utility spells of that level to add to your book. After an extended rest, you can prepare a number of daily and utility spells according to what you can cast per day for your level. You can't prepare the same spell twice.

If you replace a spell because of gaining a level or through retraining, the previous spell vanishes from your spellbook and is replaced by the new spell.

WIZARDS AND RITUALS

A wizard's spells are potent in combat and useful in a variety of challenge encounters and other situations, but the wizard is also the undisputed master of magical rituals.

As you gain levels, you automatically gain access to new rituals, but you can also buy new rituals or acquire them in the course of your adventures. Higher-level rituals let you seal or open doors, view places or people from a distance, or open portals to other places.

Capacity: A typical spellbook has 128 pages. Each spell takes up 1 page. A ritual takes up a number of pages equal to its level.

WIZARD POWERS

Your arcane powers are called spells, and in the minds of most people in the world, they define what magic is.

CLASS FEATURES

Ghost Sound

Wizard Cantrip

With a wink, you create an illusory sound that emanates from somewhere close by.

At-Will ♦ Arcane, Illusion

Standard Action **Ranged 10**

Target: One object or unoccupied square

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Light

Wizard Cantrip

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

At-Will ♦ Arcane

Minor Action **Ranged 5**

Target: One object or unoccupied square

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

Special: You can have only one *light* cantrip active at a time. If you create a new light, your previously cast light winks out.

Mage Hand

Wizard Cantrip

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

At-Will ♦ Arcane, Conjuration

Minor Action **Ranged 5**

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

Sustain Minor: You can sustain the hand indefinitely.

Special: You can create only one hand at a time.

Prestidigitation

Wizard Cantrip

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

At-Will ♦ Arcane**Standard Action** **Ranged 2**

Effect: Use this cantrip to accomplish one of the effects given below.

- ♦ Move up to 1 pound of material.
- ♦ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- ♦ Color, clean, or soil items in 1 cubic foot for up to 1 hour.
- ♦ Instantly light (or snuff out) a candle, a torch, or a small campfire.
- ♦ Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- ♦ Make a small mark or symbol appear on a surface for up to 1 hour.
- ♦ Produce out of nothingness a small item or image that exists until the end of your next turn.
- ♦ Make a small, handheld item invisible until the end of your next turn.

Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Special: You can have as many as three prestidigitations effects active at one time.

LEVEL 1 AT-WILL SPELLS**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, Force, Implement**Standard Action** **Area 1 square within 10 squares****Target:** Each creature in square**Attack:** Intelligence vs. Reflex**Hit:** 1d6 + Intelligence modifier force damage.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Effect: The power's area is filled with sharp daggers of force. Any creature that enters the area or starts its turn there takes force damage equal to your Wisdom modifier (minimum 1). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

Magic Missile

Wizard Attack 1

You launch a silvery bolt of force at an enemy.

At-Will ♦ Arcane, Force, Implement**Standard Action** **Ranged 20****Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** 2d4 + Intelligence modifier force damage.

Increase damage to 4d4 + Intelligence modifier at 21st level.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

Ray of Frost

Wizard Attack 1

A blisteringly cold ray of white frost streaks to your target.

At-Will ♦ Arcane, Cold, Implement**Standard Action** **Ranged 10****Target:** One creature**Attack:** Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Scorching Burst

Wizard Attack 1

A vertical column of golden flames burns all within.

At-Will ♦ Arcane, Fire, Implement**Standard Action** **Area burst 1 within 10 squares****Target:** Each creature in burst**Attack:** Intelligence vs. Reflex**Hit:** 1d6 + Intelligence modifier fire damage.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Thunderwave

Wizard Attack 1

You create a whip-crack of sonic power that lashes up from the ground.

At-Will ♦ Arcane, Implement, Thunder**Standard Action** **Close blast 3****Target:** Each creature in blast**Attack:** Intelligence vs. Fortitude

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

Increase damage to 2d6 + Intelligence modifier at 21st level.

LEVEL 1 ENCOUNTER SPELLS**Burning Hands**

Wizard Attack 1

A fierce burst of flame erupts from your hands and scorches nearby foes.

Encounter ♦ Arcane, Fire, Implement**Standard Action** **Close blast 5****Target:** Each creature in blast**Attack:** Intelligence vs. Reflex**Hit:** 2d6 + Intelligence modifier fire damage.**Chill Strike**

Wizard Attack 1

You create a bolt of frigid purple energy around your hand and send it hurtling toward your foe.

Encounter ♦ Arcane, Cold, Implement**Standard Action** **Ranged 10****Target:** One creature**Attack:** Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage, and the target is dazed until the end of your next turn.

Force Orb

Wizard Attack 1

You hurl an orb of magical force at an enemy. It bursts against the target and throws off razor-sharp shards of force that cut nearby enemies to ribbons.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 20

Primary Target: One creature or object

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier force damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier force damage.

Icy Terrain

Wizard Attack 1

With frosty breath, you utter a single arcane word that creates a treacherous patch of ice on the ground, hampering your foes.

Encounter ♦ Arcane, Cold, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier cold damage, and the target is knocked prone.

Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

Ray of Enfeeblement

Wizard Attack 1

You point three fingers at your foe, curling them like talons. Weird green mist streams from your enemy's flesh, carrying away its strength.

Encounter ♦ Arcane, Implement, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier necrotic damage, and the target is weakened until the end of your next turn.

LEVEL 1 DAILY SPELLS**Acid Arrow**

Wizard Attack 1

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Daily ♦ Acid, Arcane, Implement

Standard Action Ranged 20

Primary Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier acid damage, and ongoing 5 acid damage (save ends).

Miss: Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.

Flaming Sphere

Wizard Attack 1

You conjure a rolling ball of fire and control where it goes.

Daily ♦ Arcane, Conjuration, Fire, Implement

Standard Action Ranged 10

Target: One creature adjacent to the flaming sphere

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Effect: You conjure a Medium flaming sphere in an unoccupied square within range, and the sphere attacks an adjacent creature. Any creature that starts its turn next to the flaming sphere takes 1d4 + Intelligence modifier fire damage. As a move action, you can move the sphere up to 6 squares.

Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.

Freezing Cloud

Wizard Attack 1

A pellet shoots from your hand and explodes into a cloud of icy mist at the point of impact.

Daily ♦ Arcane, Cold, Implement

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier cold damage.

Miss: Half damage.

Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.

Sleep

Wizard Attack 1

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

Daily ♦ Arcane, Implement, Sleep

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).

Miss: The target is slowed (save ends).

LEVEL 2 UTILITY SPELLS**Expedition Retreat**

Wizard Utility 2

Your form blurs as you hastily withdraw from the battlefield.

Daily ♦ Arcane

Move Action Personal

Effect: Shift up to twice your speed.

Feather Fall

Wizard Utility 2

You or a creature you choose falls gently, like a feather.

Daily ♦ Arcane

Free Action Ranged 10

Trigger: You or one creature in range falls

Effect: You or the creature takes no damage from the fall, regardless of its distance, and does not fall prone at the end of the fall.

Jump

Wizard Utility 2

You or another creature you choose can suddenly leap great distances.

Encounter ♦ Arcane

Move Action Ranged 10

Target: You or one creature

Effect: The target makes an Athletics check to jump with a +10 power bonus, and the target does not have to move to make a running jump.

Shield

Wizard Utility 2

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Encounter ♦ Arcane, Force

Immediate Interrupt Personal

Trigger: You are hit by an attack

Effect: You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

LEVEL 3 ENCOUNTER SPELLS

Color Spray

Wizard Attack 3

A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.

Encounter ♦ Arcane, Implement, Radiant

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier radiant damage, and the target is dazed until the end of your next turn.

Fire Shroud

Wizard Attack 3

With a subtle gesture, you wreath nearby enemies in flames.

Encounter ♦ Arcane, Fire, Implement

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Icy Rays

Wizard Attack 3

You fire two bolts of brilliant blue-white energy. A thin path of frost appears on the ground below each one before fading away.

Encounter ♦ Arcane, Cold, Implement

Standard Action Ranged 10

Targets: One or two creatures

Attack: Intelligence vs. Reflex, one attack per target

Hit: 1d10 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.

Shock Sphere

Wizard Attack 3

You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.

Encounter ♦ Arcane, Implement, Lightning

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

LEVEL 5 DAILY SPELLS

Bigby's Icy Grasp

Wizard Attack 5

You conjure a giant floating hand made of chiseled ice that clutches foes and freezes them.

Daily ♦ Arcane, Cold, Conjuration, Implement

Standard Action Ranged 20

Effect: You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares.

Target: One creature adjacent to the hand

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier cold damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense.

Sustain Minor: A target grabbed by the hand takes 1d8 + Intelligence modifier cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.

Fireball

Wizard Attack 5

A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.

Daily ♦ Arcane, Fire, Implement

Standard Action Area burst 3 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier fire damage.

Miss: Half damage.

Stinking Cloud

Wizard Attack 5

You call forth a thick cloud of bilious yellow vapors. The foul fumes overwhelm any creature within.

Daily ♦ Arcane, Implement, Poison, Zone

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier poison damage.

Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier poison damage. As a move action, you can move the zone up to 6 squares.

Sustain Minor: The zone persists.

Web

Wizard Attack 5

You call into being a giant web made of thick magical strands that hang in midair, trapping those within it.

Daily ♦ Arcane, Implement, Zone

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).

LEVEL 6 UTILITY SPELLS

Dimension Door

Wizard Utility 6

You trace the outline of a doorway in front of you, step through the portal, and reappear somewhere else nearby.

Daily ♦ Arcane, Teleportation

Move Action **Personal**

Effect: Teleport 10 squares. You can't take other creatures with you.

Disguise Self

Wizard Utility 6

With a snap of your fingers, you suddenly look like someone else.

Daily ♦ Arcane, Illusion

Minor Action **Personal**

Effect: You make yourself, your clothing, and your equipment look different. You can take on the appearance of any creature of similar build and size, including a specific individual whom you've seen. You gain neither the abilities or mannerisms of the chosen form, nor the tactile or audible properties of your form or gear. For example, if you took on the illusion of a dwarf fighter in plate armor, anyone touching you would realize you weren't wearing plate armor, and you would not clank, creak, or jingle as you walked. The illusion lasts for 1 hour, although you can end it as a minor action. You must keep the same appearance for the entire duration.

Anyone who attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 power bonus to your check.

Dispel Magic

Wizard Utility 6

You unleash a ray of crackling arcane energy that destroys a magical effect created by an opponent.

Daily ♦ Arcane

Standard Action **Ranged 10**

Target: One conjuration or zone

Attack: Intelligence vs. the Will defense of the creator of the conjuration or the zone

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

Invisibility

Wizard Utility 6

A creature you choose vanishes from sight.

Daily ♦ Arcane, Illusion

Standard Action **Ranged 5**

Target: You or one creature

Effect: The target is invisible until the end of your next turn. If the target attacks, the target becomes visible.

Sustain Standard: If the target is within range, you can sustain the effect.

Levitate

Wizard Utility 6

You hold out your hands, and suddenly you feel air beneath your feet.

Daily ♦ Arcane

Move Action **Personal**

Effect: You can move 4 squares vertically and remain there, hovering above the ground. While aloft, you are unsteady, taking a -2 penalty to AC and Reflex defense. If some effect, such as a pit opening below you, causes you to be more than 4 squares above the ground, you drop down to 4 squares above the ground. You do not take damage from such a fall.

Sustain Move: You can sustain this power until the end of the encounter or for 5 minutes. When you sustain this power, you can move 3 squares up or down or 1 square horizontally. You cannot go higher than 4 squares above the ground. If you don't sustain the power, you descend to the ground without taking falling damage.

Wall of Fog

Wizard Utility 6

You create a billowing wall of gray fog that obscures vision.

Daily ♦ Arcane, Conjuration

Standard Action **Area** wall 8 within 10

Effect: You conjure a wall that consists of contiguous squares filled with arcane fog. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high. The fog grants concealment to creatures in its space and blocks line of sight.

Sustain Minor: The wall persists.

LEVEL 7 ENCOUNTER SPELLS

Fire Burst

Wizard Attack 7

A fiery red bead streaks from your finger to the spot you indicate, where it bursts into a great ball of magical flame.

Encounter ♦ Arcane, Fire, Implement

Standard Action **Area** burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier fire damage.

Lightning Bolt

Wizard Attack 7

From your outstretched hand erupt brilliant strokes of blue-white lightning.

Encounter ♦ Arcane, Implement, Lightning

Standard Action **Ranged 10**

Primary Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Secondary Targets: Two creatures within 10 squares of the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage.

Spectral Ram

Wizard Attack 7

You seize your foe with unseen magical force and bash him against the ceiling and walls before dropping him to the ground and hurling him back.

Encounter ♦ Arcane, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier force damage, and you push the target 3 squares and it is knocked prone.

Winter's Wrath

Wizard Attack 7

You raise your hand, and an icy blizzard rains down mercilessly upon an area you designate.

Encounter ♦ Arcane, Cold, Implement

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage.

Effect: A blizzard erupts in the designated area and continues until the end of your next turn. It grants concealment, and any creature that starts its turn in the storm takes cold damage equal to your Intelligence modifier. You can end this effect as a minor action.

LEVEL 9 DAILY SPELLS

Ice Storm

Wizard Attack 9

A shower of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.

Daily ♦ Arcane, Cold, Implement, Zone

Standard Action Area burst 3 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or for 5 minutes.

Lightning Serpent

Wizard Attack 9

A crackling bolt of lightning springs from your hand and leaps at a foe, taking serpentine form as it strikes.

Daily ♦ Arcane, Implement, Lightning, Poison

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d12 + Intelligence modifier lightning damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

Miss: Half damage, and the target is slowed (save ends).

Mordenkainen's Sword

Wizard Attack 9

You invoke a sword of crackling golden force that slashes and stabs furiously at the creature you indicate.

Daily ♦ Arcane, Conjuration, Force, Implement

Standard Action Ranged 10

Effect: You conjure a sword of force in an unoccupied square within range, and it attacks. As a move action, you can move the sword to a new target within range. The sword lasts until the end of your next turn.

Target: One creature adjacent to the sword

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier force damage.

Sustain Minor: When you sustain the sword, it attacks again.

Wall of Fire

Wizard Attack 9

A blazing wall of flame erupts from the ground at your command.

Daily ♦ Arcane, Conjuration, Fire, Implement

Standard Action Area wall 8 within 10 squares

Effect: You conjure a wall that consists of contiguous squares filled with arcane fire. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + Intelligence modifier fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Intelligence modifier fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.

Sustain Minor: The wall persists.

LEVEL 10 UTILITY SPELLS

Arcane Gate

Wizard Utility 10

You open a dimensional rift connecting two nearby locations.

Daily ♦ Arcane, Teleportation

Minor Action Ranged 20

Target: Two unoccupied squares

Effect: You create a dimensional rift between the two target squares that lasts until the end of your next turn. Any creature that enters one of the target squares can move to the other target square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature.

Sustain Minor: The rift persists.

Blur

Wizard Utility 10

You cloak yourself with a shimmering aura, making your outline almost impossible to discern.

Daily ♦ Arcane, Illusion

Minor Action Personal

Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses, and enemies 5 or more squares away from you cannot see you.

Mirror Image

Wizard Utility 10

Three duplicate images of you appear, imitating your actions perfectly and confusing your enemies.

Daily ♦ Arcane, Illusion

Minor Action **Personal**

Effect: Three duplicate images of yourself appear in your space, and you gain a +6 power bonus to AC. Each time an attack misses you, one of your duplicate images disappears and the bonus granted by this power decreases by 2. When the bonus reaches 0, all your images are gone and the power ends. Otherwise, the effect lasts for 1 hour.

Resistance

Wizard Utility 10

You make yourself or another creature in range resistant to a particular kind of damage.

Daily ♦ Arcane

Minor Action **Ranged 10**

Target: You or one creature

Effect: Against a particular damage type chosen by you, the target gains resistance equal to your level + your Intelligence modifier until the end of the encounter or for 5 minutes. Choose the damage type from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

LEVEL 13 ENCOUNTER SPELLS**Frostburn**

Wizard Attack 13

You whisper a word of elemental power and hurl a flaming ball of ice. Waves of fire and ice explode outward from the point of impact.

Encounter ♦ Arcane, Cold, Fire, Implement

Standard Action **Area** burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier cold and fire damage.

Effect: This power's area is difficult terrain until the end of your next turn. Any creature that starts its turn in the area takes 5 cold and fire damage. You can dismiss the effect as a minor action.

Mesmeric Hold

Wizard Attack 13

You immobilize your foes by commanding them to remain still.

Encounter ♦ Arcane, Charm, Implement, Psychic

Standard Action **Ranged 10**

Targets: One, two, or three creatures

Attack: Intelligence vs. Will, one attack per target

Special: If you target only one creature with this power, you gain a +4 power bonus to the attack roll.

Hit: 2d6 + Intelligence modifier psychic damage, and the target is immobilized until the end of your next turn.

Prismatic Burst

Wizard Attack 13

You lob a fist-sized orb of pulsating white light some distance away, blasting creatures in the area with rays of multicolored light.

Encounter ♦ Arcane, Implement, Radiant

Standard Action **Area** burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 3d6 + Intelligence modifier radiant damage, and the target is blinded until the end of your next turn.

Thunderlance

Wizard Attack 13

A thunderous pulse of concussive energy rolls from your hand, bowling over your enemies.

Encounter ♦ Arcane, Implement, Thunder

Standard Action **Close** blast 5

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier thunder damage, and you push the target 4 squares.

LEVEL 15 DAILY SPELLS**Bigby's Grasping Hands**

Wizard Attack 15

Two hands of glowing golden force materialize, grab a couple of your foes, and slam them together.

Daily ♦ Arcane, Conjuration, Force, Implement

Standard Action **Ranged 10**

Effect: You conjure two 5-foot-tall hands of force, each one occupying 1 square within range. Each hand attacks one adjacent creature. A hand that is not grabbing a target can be moved and made to attack a new target within range as a move action. The hands last until the end of your next turn.

Targets: One or two creatures

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier force damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense.

Special: If the hands have each grabbed an enemy, you can slam the enemies into each other as a standard action, dealing 2d10 + Intelligence modifier force damage to each grabbed target. After the attack, each hand returns to its original square with its grabbed target.

Sustain Minor: The hands persist.

Blast of Cold

Wizard Attack 15

You create a tremendous blast of supernatural cold, freezing your enemies.

Daily ♦ Arcane, Cold, Implement

Standard Action **Close** blast 5

Target: Each enemy in blast

Attack: Intelligence vs. Reflex

Hit: 6d6 + Intelligence modifier cold damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Otiluke's Resilient Sphere

Wizard Attack 15

You trap your enemy in a transparent, immobile globe of impenetrable force.

Daily ♦ Arcane, Conjuration, Force, Implement
Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: You conjure a sphere of force that fills the target's entire space until the end of your next turn. The target is immobilized and can't attack anything outside its own space. Creatures outside the sphere can't attack the target, and the sphere blocks objects and creatures attempting to pass through it.

The sphere, though impenetrable, is not impervious to damage. Attacks against the sphere automatically hit, and it has 100 hit points.

Sustain Minor: If your attack roll was successful, you can sustain the sphere.

Miss: The target is immobilized (save ends).

Special: Instead of attacking an enemy, you can put the sphere around yourself or a willing ally within range without making an attack roll.

Prismatic Beams

Wizard Attack 15

Scintillating beams of rainbow-colored light spring from your outstretched hand, affecting your foes in unpredictable ways.

Daily ♦ Arcane, Fire, Implement, Poison
Standard Action **Close burst 5**

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude, Reflex, Will

Hit (Fortitude): If the attack hits the target's Fortitude defense, the target takes 2d6 + Intelligence modifier poison damage, and ongoing 5 poison damage (save ends).

Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 2d6 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Hit (Will): If the attack hits the target's Will defense, the target is dazed (save ends).

Special: You make only one attack per target, but compare that attack result against all three defenses. A target might be subject to any, all, or none of the effects depending on how many of its defenses were hit. The target must make a saving throw against each ongoing effect separately.

Wall of Ice

Wizard Attack 15

A wall of glittering, jagged ice appears at your command.

Daily ♦ Arcane, Cold, Conjuration, Implement
Standard Action **Area wall 12 within 10 squares**

Effect: You conjure a solid wall of contiguous squares filled with arcane ice. The wall can be up to 12 squares long and up to 6 squares high.

Any creature that starts its turn adjacent to the wall takes 2d6 + Intelligence modifier cold damage. The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.

Special: As a standard action, a creature can attack one square of the wall. Each square has 50 hit points. Any creature that makes a melee attack against the wall takes 2d6 cold damage. The wall has vulnerability 25 to fire. If the wall is not destroyed, it melts away after 1 hour.



LEVEL 16 UTILITY SPELLS

Displacement

Wizard Utility 16

The recipient of this spell appears to be standing slightly to the left or right of his actual position, making it harder for enemies to hit him.

Encounter ♦ Arcane, Illusion

Immediate Interrupt **Ranged 5**

Trigger: A ranged or a melee attack hits you or one ally in range

Effect: The attacker must reroll the attack roll.

Fly

Wizard Utility 16

You leap into the air and don't look back.

Daily ♦ Arcane

Standard Action **Personal**

Effect: You gain a speed of fly 8 until the end of your next turn.

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain it, you float to the ground without taking falling damage.

Greater Invisibility

Wizard Utility 16

With a wave of your hand, you or another creature nearby fades away, becoming invisible.

Daily ♦ Arcane, Illusion

Standard Action **Ranged 20**

Target: You or one creature

Effect: The target is invisible until the end of your next turn. If the target attacks, the power ends.

Sustain Minor: If the target is within range, you can sustain the effect.

Stoneskin

Wizard Utility 16

You sprinkle a tiny pinch of diamond dust over the subject, and his skin turns gray and hard as granite.

Daily ♦ Arcane

Standard Action **Melee touch**

Target: You or one ally

Effect: The target gains resist 10 to all damage until the end of the encounter or for 5 minutes.

LEVEL 17 ENCOUNTER SPELLS**Combust**

Wizard Attack 17

You cause several foes to spontaneously burst into flame.

Encounter ♦ Arcane, Fire, Implement

Standard Action **Area burst 2 within 20 squares**

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 5d6 + Intelligence modifier fire damage.

Crushing Titan's Fist

Wizard Attack 17

You clench your fist, and crushing force seizes your enemies like the fist of an invisible titan.

Encounter ♦ Arcane, Force, Implement

Standard Action **Area burst 2 within 20 squares**

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier force damage, and the target is immobilized until the end of your next turn.

Effect: Entering a square within the power's area costs 4 extra squares of movement. This effect ends at the end of your next turn, and you can dismiss it as a minor action.

Force Volley

Wizard Attack 17

Silvery missiles spring from your fingertips and streak across the battlefield, striking your enemies with staggering force.

Encounter ♦ Arcane, Force, Implement

Standard Action **Ranged 20**

Targets: One, two, or three creatures

Attack: Intelligence vs. Reflex, one attack per target

Special: If you target only one creature with this power, you gain a +4 power bonus to the attack roll.

Hit: 3d6 + Intelligence modifier force damage, and the target is dazed until the end of your next turn.

Ice Tomb

Wizard Attack 17

You target an enemy with a freezing ray that briefly traps him in an icy sarcophagus.

Encounter ♦ Arcane, Cold, Implement

Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier cold damage, and the target is entombed in ice. While entombed, the target is stunned, and attacks cannot gain line of effect against it. This effect lasts until the end of your next turn.

LEVEL 19 DAILY SPELLS**Acid Wave**

Wizard Attack 19

A wave of acid dissolves all creatures that stand before you.

Daily ♦ Acid, Arcane, Implement

Standard Action **Close blast 5**

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 5d6 + Intelligence modifier acid damage, and ongoing 10 acid damage (save ends).

Miss: Half damage, and ongoing 5 acid damage (save ends).

Cloudkill

Wizard Attack 19

Yellow-green vapors emerge from the ground with a hiss, forming a thick, toxic cloud.

Daily ♦ Arcane, Implement, Poison, Zone

Standard Action **Area burst 5 within 20 squares**

Target: Each creature in burst

Hit: 1d10 + Intelligence modifier poison damage.

Effect: The burst creates a zone of poisonous vapors that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 1d10 + Intelligence modifier poison damage. As a move action, you can move the zone 3 squares.

Sustain Minor: The zone persists.

Disintegrate

Wizard Attack 19

You fire a green ray from your wand. Whatever the emerald beam hits disappears in a puff of gray dust.

Daily ♦ Arcane, Implement

Standard Action **Ranged 10**

Target: One creature or object

Attack: Intelligence vs. Reflex

Special: You don't need to make an attack roll to hit an unattended object with this power.

Hit: 5d10 + Intelligence modifier damage, and ongoing 10 damage (save ends). If the target saves, it takes ongoing 5 damage (save ends).

Miss: 3d10 + Intelligence modifier damage, and ongoing 5 damage (save ends).

Evard's Black Tentacles

Wizard Attack 19

Wriggling, ebon tentacles of necrotic energy erupt from the ground, grasping toward every creature within reach.

Daily ♦ Arcane, Implement, Necrotic, Zone

Standard Action **Area burst 4 within 10 squares**

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier necrotic damage, and the target is immobilized (save ends).

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn.

Sustain Minor: When you sustain the power, repeat the attack against any creature within the zone that is not immobilized, and deal 1d10 necrotic damage to creatures that are immobilized.

LEVEL 22 UTILITY SPELLS

Mass Fly

Wizard Utility 22

White motes of light fly from your fingertips and swirl about, lifting you and your allies off the ground and granting each of you the power of flight.

Daily ♦ Arcane

Standard Action Close burst 5

Targets: You and each ally in burst

Effect: All targets gain a speed of fly 8 until the end of your next turn.

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain this power, all targets float to the ground without taking falling damage.

Mordenkainen's Mansion

Wizard Utility 22

You trace the outline of a door, and a shimmering portal appears, leading to a space accessible only by you and your allies.

Daily ♦ Arcane, Conjunction, Teleportation

Standard Action Melee touch

Effect: You conjure a spacious extradimensional dwelling that can hold up to fifty Medium creatures. It is reached through a single doorway that you trace on a surface or in the air. Only you and those you designate can pass through it. You can close the entrance and make it invisible after you enter the mansion, and only someone inside the mansion can open the portal once it's closed. The mansion contains comfortable furnishings and enough food and drink to satisfy its denizens. The furniture and food disappear if removed from the mansion. The mansion lasts for 8 hours, and any creatures still in the mansion when the power ends reappear in unoccupied squares outside the entrance portal.

Time Stop

Wizard Utility 22

Everything around you slows to a halt, frozen in time. Then, after a few moments, everything starts to speed up again, returning to normal time.

Daily ♦ Arcane

Minor Action Personal

Effect: You gain two extra standard actions, which you can't use to attack other creatures.

LEVEL 23 ENCOUNTER SPELLS

Acid Storm

Wizard Attack 23

You create a thick black cloud filled with pelting drops of acid.

Encounter ♦ Acid, Arcane, Implement

Standard Action Area burst 4 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier acid damage.

Effect: The cloud blocks line of sight, providing total concealment to creatures inside it. Any creature that enters the cloud or starts its turn there takes 10 acid damage. The cloud lasts until the end of your next turn, or you can dismiss it as a minor action.

Chain Lightning

Wizard Attack 23

From your fingertips springs a tremendous stroke of blinding purple-white lightning that leaps from one enemy to another.

Encounter ♦ Arcane, Implement, Lightning

Standard Action Ranged 20

Primary Target: One creature

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier lightning damage.

Secondary Targets: Two creatures within 5 squares of the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Tertiary Targets: All other enemies within 20 squares of you

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage.

Thunderclap

Wizard Attack 23

You tap your staff on the ground, and a peal of thunder rocks and stuns a distant enemy.

Encounter ♦ Arcane, Implement, Thunder

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier thunder damage, and the target is stunned until the end of your next turn.

LEVEL 25 DAILY SPELLS

Elemental Maw

Wizard Attack 25

You call up a spinning vortex of elemental energy that inexorably draws everything around it toward seeming destruction.

Daily ♦ Arcane, Implement, Teleportation; Acid, Cold, Fire, Lightning, or Thunder

Standard Action Area burst 4 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 6d6 + Intelligence modifier damage of a type chosen from the following list: acid, cold, fire, lightning, or thunder. In addition, the target is pulled 2 squares toward the maw's origin square.

Miss: Half damage, and no pull.

Effect: This attack's origin square becomes a vortex of energy. The burst creates an area of difficult terrain. The effect remains until the end of your next turn. Any creature that is pulled into the vortex takes 3d6 + Intelligence modifier damage of a type chosen from the following list: acid, cold, fire, lightning, or thunder. In addition, you teleport that creature to a square within 20 squares of you. The creature arrives at its destination prone and dazed until the start of your next turn.

Maze

Wizard Attack 25

You trap an enemy in an extradimensional vault resembling a maze. He vanishes from sight, caught in your maze until he can find an escape.

Daily ♦ Arcane, Implement, Psychic, Teleportation
Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d12 + Intelligence modifier psychic damage.

Effect: You trap the target in an extradimensional maze.

While caught in the maze, the target cannot see, move, or affect the world outside in any way. Similarly, no one can see or attack the creature in the maze. The maze remains visible as a faintly glowing sigil or rune in the square the trapped creature occupied; it is harmless to all other beings, and creatures can move through or attack through that square without penalty. On its turn each round, the target can attempt an Intelligence check against your Will defense to escape as a standard action. The target gains a cumulative +5 bonus to this check each time it fails. Upon leaving the maze, the creature returns to the space it occupied (or, if occupied, the nearest available unoccupied space of its choice), and the maze ends.

Necrotic Web

Wizard Attack 25

You cover your enemies in a giant web made from strands of black, life-draining energy.

Daily ♦ Arcane, Implement, Necrotic, Zone
Standard Action **Area burst 3 within 20 squares**

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier necrotic damage, and the target is immobilized (save ends).

Effect: The burst creates a web-filled zone until the end of the encounter or for 5 minutes. The zone is difficult terrain. Any creature in the web at the start of its turn takes 4d6 necrotic damage. Any creature that ends its move in the web is immobilized (save ends).

Prismatic Spray

Wizard Attack 25

A dazzling spray of multicolored light springs from your hands, enveloping your enemies.

Daily ♦ Arcane, Fear, Fire, Implement, Poison
Standard Action **Close burst 5**

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude, Reflex, Will

Hit (Fortitude): If the attack hits the target's Fortitude defense, the target takes 3d6 + Intelligence modifier poison damage and is slowed (save ends).

Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 3d6 + Intelligence modifier fire damage, and ongoing 15 fire damage (save ends).

Hit (Will): If the attack hits the target's Will defense, the target is stunned (save ends).

Special: You make only one attack per target, but compare that attack result against all three defenses. A target might be subject to any, all, or none of the effects depending on how many of its defenses were hit. The target must make a saving throw against each ongoing effect separately.

LEVEL 27 ENCOUNTER SPELLS**Black Fire**

Wizard Attack 27

A blast of crackling black fire erupts from your hand, charring the flesh and burning the souls of your foes.

Encounter ♦ Arcane, Fire, Implement, Necrotic
Standard Action **Close blast 5**

Target: Each enemy in blast

Attack: Intelligence vs. Reflex

Hit: 6d6 + Intelligence modifier fire and necrotic damage.

Confusion

Wizard Attack 27

You magically compel an enemy to attack its nearest ally.

Encounter ♦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d10 + Intelligence modifier psychic damage. On the target's next turn, you control its actions: You can move it a number of squares equal to your Wisdom modifier, and it then makes a basic attack against its nearest ally.

Forcecage

Wizard Attack 27

Around your foe you erect an invisible cage made of unbreakable bars of force, effectively imprisoning it.

Encounter ♦ Arcane, Force, Implement
Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier force damage. The target is confined in the forcecage until the end of your next turn. While confined, it is immobilized, grants combat advantage, and cannot gain line of effect against nonadjacent enemies.

LEVEL 29 DAILY SPELLS**Greater Ice Storm**

Wizard Attack 29

A storm of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.

Daily ♦ Arcane, Cold, Implement, Zone
Standard Action **Area burst 5 within 20 squares**

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 4d8 + Intelligence modifier cold damage, and the target is immobilized (save ends).

Miss: Half damage, and the target is slowed (save ends).

Effect: The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or for 5 minutes.

Legion's Hold

Wizard Attack 29

Your eyes darken, becoming black orbs as you command your enemies to stop in their tracks.

Daily ♦ Arcane, Charm, Implement, Psychic
Standard Action **Close burst 20**

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier psychic damage, and the target is stunned (save ends).

Miss: Half damage, and the target is dazed (save ends).

Meteor Swarm

Wizard Attack 29

Fiery orbs rain down from above, shrieking loudly as they fall. They smash into your foes, obliterating them in a storm of fire and scorching the ground.

Daily ♦ Arcane, Fire, Implement

Standard Action Area burst 5 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 8d6 + Intelligence modifier fire damage.

Miss: Half damage.

PARAGON PATHS

BATTLE MAGE

"You think I'm just a simple scholar, my head buried amid my scrolls and books? Think again!"

Prerequisite: Wizard class

You didn't leave behind the thrill of battle when you took up the mantle of wizard, so why should you stand back and let the fighters have all the fun? You have developed skills and techniques that have turned you into a true battle mage, ready to deal damage up close and personal or from afar, depending on the situation and how the mood strikes you. You have even learned of a technique for using arcane energy to temporarily stave off death—and you can't wait to try it out in battle!

BATTLE MAGE PATH FEATURES

Arcane Riposte (11th level): Imbued with magical might, your hands bristle with arcane energy in the heat of battle. When a creature provokes an opportunity attack from you, make an opportunity attack with one of your hands (Dexterity vs. AC). Choose cold, fire, force, or lightning. You deal 1d8 + Intelligence modifier damage of that type with this attack.

Battle Mage Action (11th level): When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

Battle Edge (16th level): When you first become bloodied in an encounter, you can use any at-will power you know as an immediate reaction.

BATTLE MAGE SPELLS

Forceful Retort

Battle Mage Attack 11

The power and certainty of your words knock your enemies off their feet.

Encounter ♦ Arcane, Implement

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier force damage, and you push the target 1 square and it is knocked prone.

Arcane Rejuvenation

Battle Mage Utility 12

In a bad spot, you draw on arcane energy to help you stay on your feet.

Daily ♦ Arcane, Healing

Immediate Interrupt Personal

Trigger: You are reduced to 0 hit points or fewer

Effect: You regain hit points equal to your level + your Intelligence modifier.

Closing Spell

Battle Mage Attack 20

You save the best for last—a devastating display of pure elemental power that your enemies aren't likely to see again.

Daily ♦ Arcane, Implement; Cold, Fire, Lightning, or Thunder

Standard Action Area burst 5 within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier damage of a particular damage type, chosen by you from the following list: cold, fire, lightning, or thunder. Add 5d10 damage of the same damage type if you have no other daily powers remaining.

Miss: Half damage.

BLOOD MAGE

"My blood courses with arcane power, as you are about to see."

Prerequisite: Wizard class

You have learned to combine blood with arcane formulas to cast more powerful spells—your own blood. Your blood is your life, but it is also your source of power. Few wizards step upon this path to arcane mastery, because it is a path steeped in pain and soaked in blood. But you have embraced the way of blood and magic, and you have become more powerful because of it.

BLOOD MAGE PATH FEATURES

Blood Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, that attack deals ongoing 10 damage (save ends).

Bolstering Blood (11th level): You learn to turn your own pain into additional pain for your enemies. When you use a wizard encounter power, a wizard daily power, or a blood mage power that deals damage, you can, once per turn as a free action just prior to using the power, deal either a minor wound or a severe wound to yourself.

A minor wound deals 1d10 damage to you.

A severe wound deals 2d10 damage to you.

When the power you use damages a target, you deal extra psychic damage equal to the damage you dealt to yourself.

Burning Blood (16th level): When you use your second wind, enemies within 10 squares of you take psychic damage equal to your Constitution modifier. If those enemies are currently suffering from an effect that you caused, add your Intelligence modifier. They also take ongoing 5 fire damage (save ends).

BLOOD MAGE SPELLS

Blood Pulse

Blood Mage Attack 11

A mote of crimson plasma springs from your hand, streaks across the battlefield, and detonates amid your enemies, covering them in a blood-red shroud.

Encounter ♦ Arcane, Implement

Standard Action Area burst 3 within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier damage, and until the end of your next turn the target takes 1d6 damage for every square it leaves.

Soul Burn

Blood Mage Utility 12

You trade your recuperative ability for more arcane power.

Daily ♦ Arcane

Minor Action Personal

Effect: You spend a healing surge. Instead of regaining hit points, you regain one encounter power you have already used.

Destructive Salutation

Blood Mage Attack 20

You greet your enemies with a psychic wave that scrambles their minds and leaves them stunned.

Daily ♦ Arcane, Implement, Psychic

Standard Action Area burst 3 within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 6d6 + Intelligence modifier psychic damage, and the target takes ongoing 10 psychic damage and is stunned (save ends both).

Miss: Half damage, no ongoing damage, and the target is stunned until the end of your next turn.

SPELLSTORM MAGE

"I stand in the center of a storm you cannot see, a storm of arcane spells waiting to be snatched from the maelstrom and used as I see fit."

Prerequisite: Wizard class

To you, the arcane energy flowing through the world is like a raging storm that only you can see. Moreover, you can shape and control this arcane storm to accomplish amazing things. The storm consists of individual spells, like each drop of rain in the maelstrom, and you can pluck these spells free and direct them as you will. You are a spellstorm mage, and you stand among the arcane torrent and use it to enhance the power that you wield.

SPELLSTORM MAGE PATH FEATURES

Extra Damage Action (11th level): When you spend an action point to take an extra action, you also add one-half your level to the damage dealt by any of your standard action attacks this turn.

Storm Spell (11th level): Once per day, you can reach into the spellstorm and extract a spell you have already used so that you can use it again. Make a Wisdom check. The result indicates the kind of spell you can extract. You can instead extract a spell using a lower result than the result you rolled, if you so choose.

1-10: Encounter utility spell.

11-15: Encounter attack spell.

16-20: Daily utility spell.

21 or higher: Daily attack spell.

Storm Fury (16th level): When you first become bloodied in an encounter, you unleash a burst of arcane energy that deals 5 + your Wisdom modifier lightning damage to all your enemies within 10 squares of you.

SPELLSTORM MAGE SPELLS

Storm Cage

Spellstorm Mage Attack 11

You trap your enemies in a cage made of lightning and filled with roaring thunder.

Encounter ♦ Arcane, Conjunction, Implement, Lightning, Thunder

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier lightning and thunder damage.

Effect: You conjure a wall in the 16 outer squares of the burst (forming a square enclosure). Any creature that starts its turn adjacent to the wall or moves into a wall square takes 10 lightning damage. Moving into a wall square costs 1 extra square of movement. The wall does not grant cover or concealment. It lasts until the end of your next turn.

Sudden Storm

Spellstorm Mage Utility 12

With a wave of your hand, you create an area of torrential rain that creatures have difficulty passing through.

Daily ♦ Arcane, Zone

Standard Action Area burst 2 within 20 squares

Effect: The burst creates a zone of wind and rain that lasts until the end of your next turn. Squares in the zone are difficult terrain and are lightly obscured. As a move action, you can move the zone up to 5 squares.

Sustain Minor: The zone persists.

Maelstrom of Chaos

Spellstorm Mage Attack 20

Arcane winds and a hailstorm of force energy surrounds you, battering your enemies and teleporting them from one place to another.

Daily ♦ Arcane, Force, Implement, Teleportation

Standard Action Close burst 10

Target: Each enemy in burst

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier force damage, and you can teleport the target to a location of your choice within the burst.

Miss: Half damage, and no teleportation.

WIZARD OF THE SPIRAL TOWER

"I have taken on the robes of the Spiral Tower, studied beside eladrin mages in the Feywild, and adopted the arcane approach of Corellon's followers as my own."

Prerequisite: Wizard class, proficiency with longsword

You have decided to adopt the traditions of the Spiral Tower, the arcane teachings of the followers of Corellon. This links your use of arcane power firmly to the Feywild and the arcane-focused eladrin traditions. As a wizard of the Spiral Tower, Corellon's longsword becomes your arcane implement and the secrets of the Feywild become pages in your spellbook. As a wizard of the Spiral Tower, you carry a longsword that glows with the arcane beauty of the Feywild.

WIZARD OF THE SPIRAL TOWER PATH FEATURES

Corellon's Implement (11th level): Choose an arcane implement that you specialize in, whether the wand, staff, or orb. You can use a longsword as if it were that type of arcane implement when casting your spells.

Spiral Tower Action (11th level): You can spend an action point to regain one wizard encounter power you have already used, instead of taking an extra action.

Radiant Censure (16th level): When an enemy attacks your Will defense, the enemy takes radiant damage equal to your Charisma modifier (minimum 1).

WIZARD OF THE SPIRAL TOWER SPELLS

The One Sword Wizard of the Spiral Tower Attack 11

Your blade flashes with the twilight power of the Feywild as you strike your foe.

Encounter ♦ Arcane, Weapon

Standard Action **Melee weapon**

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2[W] + Intelligence modifier damage. Make a secondary attack against the target.

Secondary Attack: Intelligence vs. Will

Hit: The target is dazed until the end of your next turn, and this power is not expended.

Shape the Dream Wizard of the Spiral Tower Utility 12

You alter reality slightly, so that an attack your foe assumed it had made didn't actually happen.

Daily ♦ Arcane, Implement

Immediate Interrupt **Personal**

Trigger: You are hit by an attack against your Will defense

Effect: The attack doesn't occur, as if the creature that attacked you chose to do nothing with its action.



Corellon's Blade Wizard of the Spiral Tower Attack 20

You swing your glowing longsword around you, striking nearby enemies with the flat of the blade and banishing them into the Feywild.

Daily ♦ Arcane, Radiant, Teleportation, Weapon

Standard Action **Close burst 1**

Target: Each enemy in burst you can see

Attack: Intelligence + 4 vs. Will

Hit: 3[W] + Intelligence modifier radiant damage. In addition, the target is transported to a remote but nonthreatening corner of the Feywild until the end of your next turn. Return the creature to its original space. If that space is occupied, the target returns to the nearest unoccupied space (its choice).

Miss: Half damage.