

Kitara Melumbra



Level 16

Abilities

Skills

Equipment (79 lbs.)

HP 102/102
AP 1
Surges 9/9
Conditions none
XP 69000/83000

Defenses

AC 30
Fort 27
Ref 29
Will 28

STR 17 +3 (+11)
CON 15 +2 (+10)
DEX 21 +5 (+13)
INT 24 +7 (+15)
WIS 17 +3 (+11)
CHA 18 +4 (+12)

Other

Init 12
Speed 8
Carrying Capacity:
Normal 170
Heavy 340
Max 850

Acrobatics 18 ✓
Arcana 15
Athletics 16 ✓
Bluff 12
Diplomacy 12
Dungeoneering 11
Endurance 10
Heal 11
History 15
Insight 11
Intimidate 12
Nature 11
Perception 16 ✓
Religion 11
Stealth 18 ✓
Streetwise 12
Thievery 13

Head [empty]
Neck Amulet of Protection +3
Arms [empty]
Hands [empty]
Rings [empty]
Main Hand Supremely Vicious Broadsword +2
Off Hand Orb of Enduring Magic +3
Waist Belt of Vim (heroic tier)
Armor Gloaming Leather Armor +1
Feet Boots of Striding
Tattoo [empty]
Ki Focus [empty]
Money:
GP 234
SP 0
CP 0

Lightning Ring Wizard Attack

Supremely Vicious Bastard Sword +2:
automatic hit, 5 lightning damage

You stab your opponent, and an arc of lightning leaps from your hand to encircle a foe in a crackling ring.

At-Will (Special) • Arcane, Bladespell, Lightning

No Action Ranged 10

Trigger: During your turn, you hit an enemy with a melee basic attack using a one-handed weapon while your other hand holds no weapon or shield.

Target: One creature

Effect: Dexterity modifier 5 lightning damage, and the first time the target moves before the end of your next turn, it takes the lightning damage again.

Level 11: 2 + Dexterity modifier 5 lightning damage.

Level 21: 4 + Dexterity modifier 5 lightning damage.

Special: You can use only one bladespell power per triggering attack.

Published in [Neverwinter Campaign Setting](#), page(s) 72.

Shadow Sever Wizard Attack

Supremely Vicious Bastard Sword +2:
automatic hit, 5 necrotic damage

Your attack slices away your enemy's shadow, sending it flitting across the field to pull at the feet of a foe.

At-Will (Special) • Arcane, Bladespell, Necrotic

No Action Ranged 10

Trigger: During your turn, you hit an enemy with a melee basic attack using a one-handed weapon while your other hand holds no weapon or shield.

Target: One creature

Effect: Dexterity modifier 5 necrotic damage, and the target falls prone if it is the same size as or smaller than the target of the triggering attack.

Level 11: 2 + Dexterity modifier 5 necrotic damage.

Level 21: 4 + Dexterity modifier 5 necrotic damage.

Special: You can use only one bladespell power per triggering attack.

Published in [Neverwinter Campaign Setting](#), page(s) 72.

Unseen Hand Wizard Attack

Supremely Vicious Bastard Sword +2:
automatic hit, 5 force damage

You level a crushing blow against your foe, and an unseen force grasps an enemy and drags it about the field of battle.

At-Will (Special) • Arcane, Bladespell, Force

No Action Ranged 10

Trigger: During your turn, you hit an enemy with a melee basic attack using a one-handed weapon while your other hand holds no weapon or shield.

Target: One creature

Effect: Dexterity modifier (+5) force damage, and you slide the target up to 3 squares.

Level 11: 2 + Dexterity modifier (+5) force damage.

Level 21: 4 + Dexterity modifier (+5) force damage.

Special: You can use only one bladespell power per triggering attack.

Published in [Neverwinter Campaign Setting](#), page(s) 72.

Magic Missile Wizard Attack 1

Orb of Enduring Magic +3: automatic hit, 3+10 force damage

Supremely Vicious Bastard Sword +2:
automatic hit, 3+9 force damage

Mystical Debris Wizard Utility 2

You create a small amount of stone and rubble that clogs up the area.

At-Will • Arcane

Minor Action Ranged 5

Prestidigitation Wizard Utility

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.

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 (+7) force damage.

Level 11: 3 + Intelligence modifier (+7) force damage.

Level 21: 5 + Intelligence modifier (+7) force damage.

Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

Update (1/24/2012)

Updated in Class Compendium.

Published in [Player's Handbook](#), page(s) 159, [Heroes of the Fallen Lands](#), page(s) 203, [Neverwinter Campaign Setting](#), page(s) 74, [Class Compendium](#).

Additional Effects

Reaper's Touch: You can use this power as a melee basic attack.

White Lotus Riposte: When an enemy attacks you before the start of your next turn after you hit it with this attack power, it takes 7 force damage

White Lotus Master Riposte: When an enemy attacks you before the start of your next turn after you hit it with this attack power, repeat the attack as an immediate reaction

Effect: One square in range becomes difficult terrain until the end of the encounter. You can end this effect as a minor action.

Special: You cannot have more squares than your Intelligence modifier 7 under this effect at one time.

Published in [Dragon Magazine 383](#), page(s) 52.

At-Will • Arcane

Standard Action Ranged 2

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

- Change the color of items in 1 cubic foot.
- Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- Clean or soil items in 1 cubic foot.
- 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.

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

Update (1/24/2012)

Updated in Class Compendium.

Published in [Player's Handbook](#), page(s) 159, [Heroes of the Fallen Lands](#), page(s) 202, [Neverwinter Campaign Setting](#), page(s) 73, [Class Compendium](#).

Mage Hand

Wizard Utility

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 lasts until the end of your next turn or until you use this power again. If you are holding an object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container

Ghost Sound

Wizard Utility

With a wink, you create an illusory sound that emanates from a distant location.

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

Action Point

Action points allow creatures to take more actions than normal. Adventurers each start with 1 action point. Typically an adventurer spends an action point to pull off an extra attack, to move farther than normal, to take the second wind action in the same turn that he or she attacks, and so on.

Spend an Action Point

- Action: Free action. A creature must have an action point in order to take this action. Also, the creature can take this action only during its turn, and never during a surprise round.
- Gain an Extra Action: The creature gains an extra action to use during its current turn. The action can be a standard, a move, or a minor action. Some

and simultaneously move any one object carried or worn anywhere on your body into your hand. While the hand persists, you can take the following actions.
Minor Action: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.
Move Action: The hand moves up to 5 squares in any direction, carrying the object it holds.
Free Action: The hand drops the object it is holding.
Sustain Minor: The hand persists until the end of your next turn.
Update (1/24/2012) Updated in Class Compendium.
Published in Player's Handbook , page(s) 158, Heroes of the Fallen Lands , page(s) 202, Neverwinter Campaign Setting , page(s) 73, Class Compendium .

the target can hear your words.
Update (1/24/2012) Updated in Class Compendium.
Published in Player's Handbook , page(s) 158, Heroes of the Fallen Lands , page(s) 201, Neverwinter Campaign Setting , page(s) 73, Class Compendium .

creatures have special abilities that trigger when they spend action points, and some have the option of gaining a benefit other than an extra action when they spend their points.
<ul style="list-style-type: none"> • Once per Encounter or Round: An adventurer can spend an action point only once per encounter. • Gone When Spent: An action point is gone when spent, regardless of the success of the action taken.
Published in Player's Handbook , page(s) 286, Monster Manual 2 , page(s) 6, Rules Compendium , page(s) 235.
Additional Effects
Choir of Swords: Spend an action point while bladesong is active, make melee basic attack against all adjacent enemies as a standard action.
Bladesong Ballet: Use an action point while bladesong is active to shift your speed in squares.

Gaze of the Evil Eye	Oracle of the Evil Eye Attack
Unarmed: automatic hit, 2 psychic damage	
<i>Your foe feels the foreboding stare of your evil eye warning it away from you.</i>	
At-Will • Arcane, Psychic Minor Action Ranged 5 Target: One creature you can see that isn't marked by you	
Effect: The target takes 2 psychic damage whenever it hits you with an attack (a creature can take this damage only once per turn). The effect ends if you don't have line of sight to the target at the end of your turn, or if you use this power against a different target. Level 21: 4 psychic damage.	
Published in Dragon Magazine 405 .	

Melee Basic Attack	Basic Attack
Supremely Vicious Broadsword +2: +18 vs. AC, 1d10+5 damage	
<i>You resort to the simple attack you learned when you first picked up a melee weapon.</i>	
At-Will • Standard Action Melee weapon Target: One creature Keyword: Weapon Attack: Strength vs. AC	
Hit: 1[W] + Strength modifier (+3) damage. Level 21: 2[W] + Strength modifier (+3) damage.	
Additional Effects	
Arcane Strike: Make a melee basic attack as a minor action when you use a bladesinger daily attack power on your turn.	
Steely Retort: Use a melee basic attack as an opportunity action against adjacent enemies who hit you while bladesong is active.	

Ranged Basic Attack	Basic Attack
Unarmed: +13 vs. AC, 1d4+5 damage	
<i>You resort to the simple attack you learned when you first picked up a ranged weapon.</i>	
At-Will • Standard Action Ranged weapon Target: One creature Keyword: Weapon Attack: Dexterity vs. AC	
Hit: 1[W] + Dexterity modifier (+5) damage. Level 21: 2[W] + Dexterity modifier (+5) damage.	
Additional Effects	

Icy Rays	Wizard Attack 3
Orb of Enduring Magic +3: +20 vs.	

Color Spray	Wizard Attack 3
<i>A brilliant blast of flashing colors</i>	

Lightning Bolt	Wizard Attack 7
Orb of Enduring Magic +3: +20 vs.	

<p>Reflex, 1d10+12 cold damage</p> <p>Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 1d10+12 cold damage</p> <p><i>You fire two bolts of brilliant blue-white energy that freeze your enemies in place for a short time.</i></p> <p>Encounter • Arcane, Cold, Evocation, Implement Standard Action Ranged 10 Target: One or two creatures Attack: Intelligence vs. Reflex Hit: 1d10 + Intelligence modifier (+7) cold damage, and the target is immobilized until the end of your next turn. Miss: The target is slowed until the end of your next turn.</p> <p>Update (1/24/2012) Updated in Class Compendium.</p> <p>Published in Player's Handbook, page(s) 161, Class Compendium.</p> <p>Additional Effects +3 to damage rolls if you hit two or more creatures - Destructive Wizardry</p>	<p><i>springs from your outstretched fingers, knocking nearby enemies senseless.</i></p> <p>Encounter • Arcane, Evocation, Implement, Radiant Standard Action Close blast 5 Target: Each creature in the blast Attack: Intelligence vs. Will Hit: 1d6 + Intelligence modifier (+7) radiant damage, and the target is dazed until the end of your next turn.</p> <p>Update (1/24/2012) Updated in Class Compendium.</p> <p>Published in Player's Handbook, page(s) 161, Neverwinter Campaign Setting, page(s) 75, Class Compendium.</p> <p>Additional Effects +3 to damage rolls if you hit two or more creatures - Destructive Wizardry</p>	<p>Reflex, 2d6+12 lightning damage</p> <p>Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 2d6+12 lightning damage</p> <p><i>Brilliant strokes of blue-white lightning erupt from your outstretched hand.</i></p> <p>Encounter • Arcane, Evocation, Implement, Lightning Standard Action Ranged 10 Target: One, two, or three creatures Attack: Intelligence vs. Reflex Hit: 2d6 + Intelligence modifier (+7) lightning damage. Miss: Half damage.</p> <p>Update (1/24/2012) Updated in Class Compendium.</p> <p>Published in Player's Handbook, page(s) 162, Heroes of the Fallen Lands, page(s) 215, Neverwinter Campaign Setting, page(s) 76, Class Compendium.</p> <p>Additional Effects +3 to damage rolls if you hit two or more creatures - Destructive Wizardry</p>
<p>Thunder Cage Wizard Attack 7</p> <p>Orb of Enduring Magic +3: +20 vs. Fort, 2d10+12 thunder damage</p> <p>Supremely Vicious Bastard Sword +2: +19 vs. Fort, 2d10+12 thunder damage</p> <p><i>Your foe is rocked by thunderous noise, and an ominous rumble begins at your enemy's slightest move.</i></p> <p>Encounter • Arcane, Evocation, Implement, Thunder Standard Action Ranged 10 Target: One creature Attack: Intelligence vs. Fortitude Hit: 2d10 + Intelligence modifier thunder damage. If the target leaves the space it currently occupies before the start of your next turn, it takes an extra 1d10 + Intelligence modifier thunder damage.</p> <p>Update (10/18/2011) Updated in Wizard Schools article.</p>	<p>Shadow Jaunt Shadar-kai</p> <p><i>You move like a wraith between two points, your body rematerializing slowly after you arrive at your destination.</i></p> <p>Encounter • Teleportation Move Action Personal Effect: You teleport 3 squares and become insubstantial until the start of your next turn.</p> <p>Published in Dragon Magazine 372, page(s) 6.</p>	<p>Bladesong Wizard Utility</p> <p><i>Your whirling blade begins to sing through the air as you enter a state of total concentration.</i></p> <p>Encounter • Arcane Minor Action Personal Requirement: You must be wielding a melee weapon in one hand and no weapon or shield in the other hand. The power's effect ends if you stop fulfilling this requirement. Effect: Until the end of your next turn, you gain a +2 power bonus to attack rolls and all defenses, and a +5 power bonus to damage rolls. Level 17: +10 power bonus to damage rolls. Level 27: +15 power bonus to damage rolls.</p> <p>Published in Neverwinter Campaign Setting, page(s) 70.</p>

Published in [Dragon Magazine 375](#), page(s) 14.

Slimy Wizard Attack 1 Transmutation

Orb of Enduring Magic +3: +20 vs. Fort, polymorph

Supremely Vicious Bastard Sword +2: +19 vs. Fort, polymorph

A billowing cloud of greenish fog surrounds your foe. When the fog dissipates, your enemy is gone, and an ugly toad stands in its place.

Daily • Arcane, Implement, Polymorph, Transmutation

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: The target turns into a Tiny toad (save ends).

Miss: The target turns into a Tiny toad until the end of its next turn.

Effect: As a toad, the target is dazed, and the only actions it can take are to move its speed or shift. All of the target's equipment transforms with it. If it takes damage from any source, this effect ends.

Published in [Red Box Starter Set](#).

Fountain of Flame Wizard Attack 1

Orb of Enduring Magic +3: +20 vs.

Reflex, 3d8+12 fire damage

Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 3d8+12 fire damage

You weave a fiery pillar that spins like a top. With each revolution, it douses your enemies with searing heat.

Daily • Arcane, Evocation, Fire, Implement, Zone

Standard Action Area burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier (+7) fire damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage. An enemy can take this damage only once per turn.

Update (2/17/2012)

Changed in December 2011 updates.

Published in [Heroes of the Fallen Lands](#), page(s) 207.

Additional Effects

+3 to damage rolls if you hit two or more creatures -
Destructive Wizardry

Phantom Chasm Wizard Attack 1

Orb of Enduring Magic +3: +20 vs.

Reflex, 2d6+12 psychic damage

Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 2d6+12 psychic damage

Your enemies shriek in terror as, at least in their mind's eye, a bottomless pit opens beneath their feet.

Daily • Arcane, Illusion, Implement, Psychic, Zone

Standard Action Area burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier (+7) psychic damage, and the target falls prone. The target is immobilized until the end of its next turn.

Miss: Half damage, and the target falls prone.

Effect: The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone falls prone.

Update (8/4/2010)

Power updated to match Essentials data.

Published in [Arcane Power](#), page(s) 103, [Heroes of the Fallen Lands](#), page(s) 208.

Additional Effects

+3 to damage rolls if you hit two or more creatures -
Destructive Wizardry

Rolling Thunder Wizard Attack 1

Orb of Enduring Magic +3: +20 vs. Reflex, 3d6+12 thunder damage

Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 3d6+12 thunder damage

Elemental thunder creatures tumble through your foes and knock them about.

Daily • Arcane, Conjuration, Evocation, Implement, Thunder

Standard Action Ranged 10

Target: One or two creatures

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier (+7) thunder damage, and you slide the primary target 3

Acid Arrow Wizard Attack 1

Orb of Enduring Magic +3: +20 vs. Reflex, 2d8+12 acid damage

Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 2d8+12 acid damage

You call out an arcane word and fire an arrow of green, glowing liquid that bursts against your foe and sends out a spray of sizzling acid.

Daily • Acid, Arcane, Evocation, Implement

Standard Action Ranged 20

Primary Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier (+7) acid damage, and ongoing 5 acid damage (save ends).

Wizard's Fury Wizard Attack 1

You begin to fling force bolts with a flick of your wrist.

Daily • Arcane, Force, Implement Minor Action

Prerequisite: You must know the magic missile at-will wizard power.

Effect: Until the end of the encounter, as a minor action once per turn, you can cast magic missile.

Published in [Dragon Magazine 374](#), page(s) 22.

squares.
Miss: Half damage, and you slide the primary target 1 square.
Effect: You conjure a thunderball in 1 square within each primary target's space. Each thunderball lasts until the end of your next turn. Each thunderball can make a secondary attack.
Additional Effects +3 to damage rolls if you hit two or more creatures - Destructive Wizardry
Rolling Thunder Secondary Attack
Orb of Enduring Magic +3: +20 vs. Reflex, 5 thunder damage
Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 5 thunder damage
Opportunity Action: Melee 1 Trigger: A creature moves out of the thunderball's square.
Secondary Target: The triggering creature
Secondary Attack: Intelligence vs. Reflex
Hit: 5 thunder damage.
Sustain Minor: Each thunderball persists.
Update (10/18/2011) Updated in Wizard Schools article.
Published in Arcane Power , page(s) 103.

Miss: Half damage, and ongoing 2 acid damage (save ends).
Effect: Make the secondary attack.
Acid Arrow Secondary Attack
Orb of Enduring Magic +3: +20 vs. Reflex, 1d8+12 acid damage
Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 1d8+12 acid damage
Daily • Acid, Arcane, Evocation, Implement
Free Action Area burst 1 centered on the primary target
Secondary Target: Each creature in the burst other than the primary target
Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier (+7) acid damage, and ongoing 5 acid damage (save ends).
Update (1/24/2012) Updated in Class Compendium.
Published in Class Compendium .
Additional Effects +3 to damage rolls if you hit two or more creatures - Destructive Wizardry

Feather Fall	Wizard Utility 2
<i>You or a creature you choose falls gently, like a feather.</i>	
Daily • Arcane	
Free Action Ranged 10	
Trigger: You fall, or a creature within 10 squares of you falls.	
Target: The triggering creature	
Effect: The target takes no damage from the fall, and consequently does not fall prone at the end of it.	
Update (1/24/2012) Updated in Class Compendium.	
Published in Player's Handbook , page(s) 160, Neverwinter Campaign Setting , page(s) 74, Class Compendium .	

Invisibility	Wizard Utility 6
<i>A creature you choose vanishes from sight.</i>	
Daily • Arcane, Illusion	
Standard Action Ranged 5	
Target: You or one creature	
Effect: The target becomes invisible until the end of your next turn. If the target makes an attack, the invisibility ends.	
Sustain Standard: If the target is within 5 squares of you, the invisibility persists until the end of your next turn.	
Update (1/24/2012) Updated in Class Compendium.	
Published in Player's Handbook , page(s) 162, Heroes of the Fallen Lands , page(s) 214, Neverwinter Campaign Setting , page(s) 76, Class Compendium .	

Refocus	Wizard Utility 6
<i>You take a deep breath and picture the pages of your spellbook in your mind.</i>	
Daily • Arcane	
Minor Action Personal	
Effect: You can replace an unexpended wizard utility or daily power with another power of the same level that is in your spellbook. You gain a +1 power bonus to attack rolls with that power until the end of your next turn.	
Published in PH Heroes: Series 2 .	

Circle of Protection	Wizard Utility 10
<i>You weave a circle of protective runes that guard your allies and can draw power from your familiar for greater strength.</i>	

Mass Resistance	Wizard Utility 10
<i>You wrap arcane strands about yourself and all your allies, insulating all against</i>	

Fireball	Wizard Attack 5
Orb of Enduring Magic +3: +20 vs. Reflex, 4d6+12 fire damage	

Daily • Arcane, Implement, Zone
Standard Action Area burst 1 within 20 squares
Effect: The burst becomes a zone of protection until the end of your next turn. You and allies gain resist to all damage equal to your Intelligence modifier while in the zone. Enemies must spend 2 extra squares of movement to enter the zone. You make an attack.
Target: Each enemy in the burst
Attack: Intelligence vs. Fortitude
Arcane Familiar: Add a +4 power bonus to the attack roll if your familiar is in the burst.
Hit: Push the target from the burst's origin square to a space outside the zone. You cannot push the target when doing so causes the target to take damage or make a saving throw.
Sustain Minor: The effect persists.
Published in Dragon Magazine 382 , page(s) 27.

<i>a particular type of damage.</i>
Daily • Arcane
Minor Action Close burst 10
Target: You and each ally in the burst
Effect: Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Until the end of the encounter, each target gains resistance to that damage type equal to 5 + your Intelligence modifier (+7).
Update (8/4/2010) Power updated to match Essentials data.
Published in Arcane Power , page(s) 107, Heroes of the Fallen Lands , page(s) 219.

Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 4d6+12 fire damage
<i>A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.</i>
Daily Arcane, Evocation, Fire, Implement
Standard Action Area burst 3 within 20 squares
Target: Each creature in the burst
Attack: Intelligence vs. Reflex
Hit: 4d6 + Intelligence modifier (+7) fire damage.
Miss: Half damage.
Update (1/24/2012) Updated in Class Compendium.
Published in Player's Handbook , page(s) 161, Heroes of the Fallen Lands , page(s) 212, Class Compendium .
Additional Effects +3 to damage rolls if you hit two or more creatures - Destructive Wizardry

Grasp of the Grave
Wizard Attack 5
Orb of Enduring Magic +3: +20 vs. Reflex, 1d10+12 necrotic damage
Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 1d10+12 necrotic damage
<i>Skeletal hands burst from the earth and ghostly claws swirl from the air to snatch at your foes.</i>
Daily Arcane, Implement, Necromancy, Necrotic, Zone
Standard Action Area burst 2 within 20 squares
Target: Each enemy in the burst
Attack: Intelligence vs. Reflex
Hit: 1d10 + Intelligence modifier (+7) necrotic damage, and the target is dazed until the end of your next turn.
Miss: 1d10 + Intelligence modifier (+7) necrotic damage.
Effect: The burst creates a zone that lasts until the end of the encounter. An enemy that enters the zone or that starts its turn in the zone takes 5 necrotic damage. An enemy can take

Scattering Shock
Wizard Attack 5
Orb of Enduring Magic +3: +20 vs. Fort, slide 2
Supremely Vicious Bastard Sword +2: +19 vs. Fort, slide 2
<i>Mystical forces draw your foes together as they are struck by a blast of lightning.</i>
Daily Arcane, Evocation, Implement, Lightning
Standard Action Area burst 3 within 10 squares
Target: Each creature in the burst
Attack: Intelligence vs. Fortitude
Hit: You slide the target 2 squares.
Effect: Make a secondary attack.
Orb of Enduring Magic +3: +20 vs. Reflex, 2d8+12 lightning damage
Supremely Vicious Bastard Sword +2: +19 vs. Reflex, 2d8+12 lightning damage
Secondary Target: One enemy in the burst and each creature adjacent to that enemy
Secondary Attack: Intelligence vs.

Taunting Phantoms
Wizard Attack 9
Orb of Enduring Magic +3: +20 vs. Will
Supremely Vicious Bastard Sword +2: +19 vs. Will
<i>Your foes are beset by tormenting images that dart among them, daring them to attack and driving them to lash out with reckless abandon.</i>
Daily• Arcane, Illusion, Implement
Standard Action Area burst 1 within 10 squares
Target: Each creature in the burst
Attack: Intelligence vs. Will
Hit: The target makes a melee basic attack roll against a creature of your choice, including itself.
Effect: The target takes 5 damage each time it misses with a melee attack (save ends).
Published in Arcane Power , page(s) 107.

this damage only once per turn.

Update (2/17/2012)
Changed in December 2011 updates.

Published in [Dragon Magazine 372](#), page(s) 24.

Additional Effects
+3 to damage rolls if you hit two or more creatures -
Destructive Wizardry

Reflex
Hit: 2d8 + Intelligence modifier (+7)
lightning damage.
Miss: Half damage.

Update (10/18/2011)
Updated in Wizard Schools article.

Published in [Dragon Magazine 383](#), page(s) 53.

Additional Effects
+3 to damage rolls if you hit two or more creatures -
Destructive Wizardry

Symphony of the Wizard Attack 9
Dark Court

Orb of Enduring Magic +3: +20 vs. Will
Supremely Vicious Bastard Sword +2: +19 vs. Will

Your magic unleashes an echoing song of the Feywild, corrupting your enemies in body and mind even as it grants your allies a burst of battle frenzy.

Daily Arcane, Enchantment, Implement
Standard Action Area burst 2 within 20 squares
Target: Each enemy in the burst
Attack: Intelligence vs. Will
Hit: The target is dazed and immobilized (save ends both).
Miss: The target is dazed until the end of its next turn.
Effect: Each ally in the burst can shift up to 4 squares as a free action and gains a +4 power bonus to damage rolls until the end of your next turn.

Published in [Heroes of the Fallen Lands](#), page(s) 217.

Circle of Death Wizard Attack 9

Orb of Enduring Magic +3: +20 vs. Fort
Supremely Vicious Bastard Sword +2: +19 vs. Fort

You wave your hand and snuff out the lives of your enemies.

Daily• Arcane, Implement, Necromancy, Necrotic, Shadow
Standard Action Area burst 2 within 10 squares
Target: Each creature in the burst
Attack: Intelligence vs. Fortitude
Hit: The target takes necrotic damage equal to your level. It is also dazed, slowed, and weakened (save ends all).
Miss: Half damage, and the target is slowed until the end of your next turn.

Published in [Heroes of Shadow](#), page(s) 104.

Fly Wizard Utility 16

You leap into the air and are borne aloft on wings of magic.

Daily• Arcane
Standard Action Personal
Effect: You gain a fly speed of 8 until the end of your next turn. When the fly speed ends, you float to the ground without taking falling damage.
Sustain Minor: The fly speed persists until the end of your next turn.

Update (1/24/2012)
Updated in Class Compendium.

Published in [Player's Handbook](#), page(s) 165, [Heroes of the Fallen Lands](#), page(s) 225, [Neverwinter Campaign Setting](#), page(s) 79, [Class Compendium](#).

Stoneskin Wizard Utility 16

With an arcane word and a sprinkle of diamond dust, you imbue yourself or an ally with skin as hard as granite.

Daily• Arcane, Transmutation
Standard Action Melee touch
Target: You or one ally
Effect: The target gains resist 10 to all damage until the end of the encounter.

Update (1/24/2012)
Updated in Class Compendium.

Published in [Player's Handbook](#), page(s) 166,
[Neverwinter Campaign Setting](#), page(s) 79,
[Class Compendium](#).

Bag of Holding

Level 5
Uncommon

This item appears to be a simple sack of brown canvas.

Wondrous Item

1,000 gp

Property

This bag can hold up to 200 pounds in weight or 20 cubic feet in volume, but it always weighs only 1 pound.

Drawing an item from the bag is a minor action.

Published in [Player's Handbook](#), page(s) 253,
[Dungeon Master's Kit](#), page(s) 269.

Boots of Striding

Level 9
Common

These enchanted boots increase your speed if you wear light armor or no armor.

Feet Slot

4,200 gp

Property

You gain a +1 item bonus to speed when wearing light or no armor.

Published in [Player's Handbook](#), page(s) 246,
[Heroes of the Fallen Lands](#), page(s) 349,
[Heroes of the Forgotten Kingdoms](#), page(s) 350.

Darkskull

Level 9
Uncommon

Darkness swells around this menacing onyx skull.

Wondrous Item

4,200 gp

Power (Illusion) • Encounter

As a minor action, you cause all active light sources within 10 squares of you to be suppressed until the end of the encounter. Light sources activated after you use this power function normally.

Published in [Adventurer's Vault](#), page(s) 169.

Orb of Nimble Thoughts +1

Level 3
Uncommon

This scarlet crystal lets you move across the battlefield at the speed of thought to avoid your foes' attacks.

Lvl 3 +1 680 gp

Lvl 18+4 85,000 gp

Lvl 8 +2 3,400 gp

Lvl 23+5 425,000 gp

Lvl 13+3 17,000 gp

Lvl 28+6 2,125,000 gp

Implement: Orb

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Property

You gain an item bonus to initiative checks equal to the enhancement bonus of this orb.

Power (Augmentable) • Encounter (Move Action)

You shift a number of squares equal to your Intelligence modifier.

Augment 1: You regain the use of this power.

Published in [Player's Handbook 3](#), page(s) 207.

Belt of Vim

Level 8
Common

You feel hale and hearty while wearing this wide belt.

Lvl 8 3,400 gp

Lvl 18 85,000 gp

Lvl 28 2,125,000 gp

Waist Slot

Property

Gain a +1 bonus to Fortitude defense.

Level 18: Gain a +2 bonus to Fortitude defense

Level 28: Gain a +3 bonus to Fortitude defense

Published in [Adventurer's Vault](#), page(s) 164.

Gloaming Armor

Level 5
Rare

You fade from view even as the noise of your footfalls recedes.

Lvl 5 +1 1,000 gp

Lvl 20+4 125,000 gp

Lvl 10+2 5,000 gp

Lvl 25+5 625,000 gp

Lvl 15+3 25,000 gp

Lvl 30+6 3,125,000 gp

Armor: Cloth, leather or hide

Enhancement Bonus: AC

Property

You gain an item bonus to Stealth checks equal to the armor's enhancement bonus.

Utility Power (Illusion) • Encounter (Standard Action)

Effect: You become invisible until you attack or until the end of the encounter. You can end this effect as a minor action.

Level 15, 20, 25, or 30: While you are invisible, allies within 5 squares of you gain an item bonus to Stealth checks equal to the armor's enhancement bonus.

Published in [Mordenkainen's Magnificent Emporium](#), page(s) 15.

Pearl of Power

Level 7
Uncommon

This pearl grows warm to the touch

Amulet of Mental

Level 2+
Uncommon

Potion of Healing

Level 5
Common

This simple potion draws on the body's

each time you attack, ready to overcome your enemies' best attempts to thwart you.

Lvl 7	2,600 gp	Lvl 27	1,625,000 gp
Lvl 17	65,000 gp		

Wondrous Item

Utility Power • Daily (Free Action)

Trigger: You miss all targets with an encounter attack power of level 3 or lower.

Level 17: You can use the pearl with an encounter attack power of level 13 or lower.

Level 27: You can use the pearl with an encounter attack power of level 23 or lower.

Effect: You do not expend the use of the power.

Published in [Mordenkainen's Magnificent Emporium](#), page(s) 88.

Resolve +1

Your mind is guarded when wearing this cold iron talisman.

Lvl 2	+1	520 gp	Lvl 17+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22+5	325,000 gp
Lvl 12+3	13,000 gp		Lvl 27+6	1,625,000 gp

Neck Slot

Enhancement Bonus: Fortitude, Reflex, and Will

Property

Gain a +2 item bonus to saving throws against effects with the charm, illusion, or sleep keyword.

Published in [Adventurer's Vault](#), page(s) 148.

natural healing ability to cure your wounds.

Consumable: Potion 50 gp

Power (Healing) • Consumable (Minor Action)

Effect: Drink this potion and spend a healing surge. Instead of the hit points you would normally regain, you regain 10 hit points.

Published in [Player's Handbook](#), page(s) 255, [Heroes of the Fallen Lands](#), page(s) 352, [Heroes of the Forgotten Kingdoms](#), page(s) 352.

Supremely Vicious Bastard Sword +2

Level 7 Common

Pure lethality

Lvl 2	+1	520 gp	Lvl 17+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22+5	325,000 gp
Lvl 12+3	13,000 gp		Lvl 27+6	1,625,000 gp

Weapon: Any

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d8 damage per plus, and you can choose to reroll any or all of your critical damage dice, but you must take the second result of each die.

Published in [Adventurer's Vault 2](#), page(s) 24.

Githyanki Silver Weapon +2

Level 9+ Uncommon

The rune-engraved weapon assaults a creature's mind and has the power to banish it to another plane.

Lvl 9	+2	4,200 gp	Lvl 24+5	525,000 gp
Lvl 14+3	21,000 gp		Lvl 29+6	2,625,000 gp
Lvl 19+4	105,000 gp			

Weapon: Heavy blade

Enhancement Bonus: attack rolls and damage rolls

Critical: +1d8 psychic damage per plus

Power (Psychic) • (Free Action)

All damage dealt by this weapon is psychic damage. Another free action returns the damage to normal.

Power (Teleportation) • Daily (Free Action)

Use this power when you hit with this weapon. The target is banished to a demiplane (save ends). It disappears from sight, cannot take actions, and cannot be targeted. On a save, the target reappears in the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choosing.

Published in [Manual of the Planes](#), page(s)

Orb of Enduring Magic +3

Level 7+ Uncommon

Carved from iron to resemble a clenched gauntlet, this orb allows you to extend your magical abilities while absorbing your foes' attacks.

Lvl 7	+2	2,600 gp	Lvl 22+5	325,000 gp
Lvl 12+3	13,000 gp		Lvl 27+6	1,625,000 gp
Lvl 17+4	65,000 gp			

Implement: Orb

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Utility Power • Encounter (Minor Action)

Effect: You sustain all of your active powers that can be sustained with a minor action. In addition, you gain temporary hit points equal to 2 + the orb's enhancement bonus.

Published in [Mordenkainen's Magnificent Emporium](#), page(s) 45.

