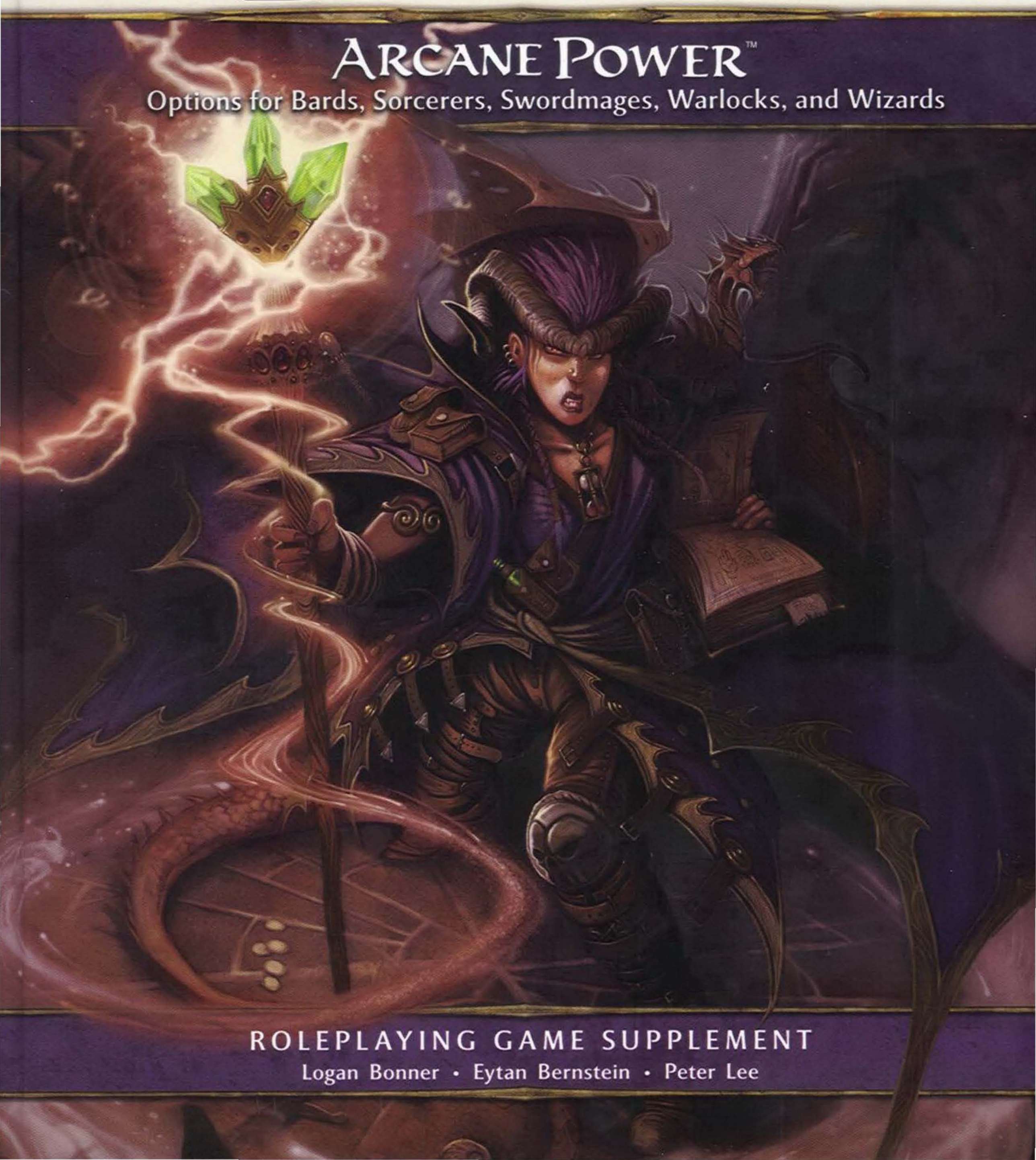
DUNGEONS & DRAGONS®

ARCANE POWER™

Options for Bards, Sorcerers, Swordmages, Warlocks, and Wizards



ROLEPLAYING GAME SUPPLEMENT

Logan Bonner • Eytan Bernstein • Peter Lee

DUNGEONS & DRAGONS®

ARCANE POWER™



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Introduction

Lightning and thunder, illusions and implements, songs and summonings, curses and chaos—all of these are the tools of arcane characters. They have mastered the art of manipulating reality through the use of supernatural forces to wreak havoc on their enemies or help their friends win the day. The most accomplished of arcane characters can produce awesome results on the battlefield without ever needing to pick up a weapon.

Arcane Power™ is a manual of fantastic effects and mysterious abilities. In its pages are new ways to build an arcane character, along with new options to fill out your role as a bard, a sorcerer, a swordmage, a warlock, or a wizard. Members of nonarcane classes might find an appropriate multiclass feat or some useful rituals in these pages, but everything else is for arcane characters.

Using This Book

As you can see by the table of contents, *Arcane Power* is organized by class. Whether you have a character of a particular class or you want to make a character of that class, all you have to do is consult the proper chapter for new class features, builds, powers, and paragon paths. The final chapter of the book contains more than one hundred new feats; new rules for familiars; nine new epic destinies for arcane characters; a selection of magic tomes; several new rituals; and a brief discussion of arcane backgrounds.

Use the *Arcane Power* supplement to start playing a new character with a new build, to pick powers that better define your existing character, or to evolve your character with specific feats. The paragon paths introduced here might allow you to fully express the style you always intended your character to have.

Reimagining Your Character

It happens. You've played your arcane character a while, and suddenly *Arcane Power* shows up, offering many new possibilities—options you might have picked if you had known about them earlier.

Don't despair; you have a few choices. Retraining rules (see page 28 of the *Player's Handbook*®) make tapping into *Arcane Power* easy. If retraining won't do the trick quickly enough, talk to your DM and your fellow players about reworking your character along the lines *Arcane Power* provides. Chances are you can overhaul your PC to match your desires without doing any harm to the campaign. Your DM might even have a way to make the change a part of the story. If doing that ultimately proves too difficult, a dramatic exit for the older character could make way for a new one.

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CHAPTER 1

BARD



STEVE ELLIS

"Melodies haunt me: songs of joy and sorrow, victory and defeat. They surface from the past, and echo faintly from futures yet to be."

As a bard, you are an arcane marvel capable of calling magic from art itself. You are viscerally moved by the poetry, songs, and narratives of ancient days and are inspired to reproduce the wonders they relate, or to create new legends of your own.

You are a consummate performer, and your magic is just one aspect of a grand display. A master of charm and illusion, you can spin a story so captivating or a musical recital so engrossing that hours might pass while the listener stands transfixed. In combat, you put these same skills to use, but instead of delighting an audience, you perform to destroy a foe. You revel in drama and creativity even in the midst of a vicious fight.

You are nothing if not versatile, capable of fighting with both sword or bow and spell. Few enemies fully appreciate your effectiveness—until it is too late. Your broad range of talent encompasses artistic ability, arcane lore, and knowledge of things long past—with glimpses of what is to come. You'll find support for all your abilities in this chapter. It includes the following material.

- **New Class Feature:** The Virtue of Prescience grants the wisdom of forethought to your bardic powers.
- **New Build:** Manipulate fortune and peer into the future as a prescient bard.
- **New Bard Powers:** New powers supplement the bard builds described in the *Player's Handbook*® 2 core rulebook, as well as the new prescient bard. Bards who favor the bow over the blade will also find plenty of opportunities here.
- **New Paragon Paths:** Use your talents to follow one of six new paths. Strike from afar with a combination of archery and music, bring death to evildoers with whispered verses of doom, or call forth the song of life itself.



NEW CLASS FEATURE

The new Virtue of Prescience option for the Bardic Virtue class feature is available to any bard. You can choose this option instead of Virtue of Cunning or Virtue of Valor.

Virtue of Prescience: Once per encounter as an immediate interrupt, when an enemy hits one ally within 5 squares of you, you grant that ally a power bonus equal to your Wisdom modifier to the defense targeted by the triggering enemy until the end of that enemy's turn.

NEW BUILD

Rhythm moderates the flow of your swordplay and the tenor of your spells. For you, all the world's a stage. The *Player's Handbook 2* core rulebook described the cunning bard and the valorous bard. This chapter presents a third build, the prescient bard.

Prescient Bard

You have the foresight to navigate the twisting roads of luck and fate, emulating those heroes who were able to sense the truths beyond mere reality. By manipulating luck and glimpsing the future, you help your allies exploit every advantage, attacking your enemies' weakest defenses and avoiding mishaps in combat. You wield a ranged weapon, with which you can cast spells at enemies from a distance while inspiring allies. As with other bards, you use Charisma for your attack powers, so it should be your highest ability score. Choose Wisdom as your second-highest score, since it enhances the effects of powers that use the Virtue of Prescience. A decent Intelligence score is useful for improving your Armor Class and Reflex defense, as well as boosting the knowledge skills that you often use.

Suggested Class Feature: Virtue of Prescience
Suggested Feat: Extended Prescience*
Suggested Skills: Arcana, Diplomacy, History, Insight, Perception
Suggested At-Will Powers: *guiding strike†, jinx shot**
Suggested Encounter Power: *prophesied strike**
Suggested Daily Power: *arrow of warning**
*New option presented in this book
†Presented in *Player's Handbook 2*

DRAGONBORN BARDS

With their naturally high Charisma scores, dragonborn make admirable bards. Proud and honorable, many choose the Virtue of Valor in order to emulate the battle exploits of racial warrior-heroes. Dragonborn bards keep alive the sagas of ancient Arkhosia.



NEW BARD POWERS

Bards lead by emulating great heroes of legend, swaying the battle with exhortations to glory. The prescient bard leads from the rear, literally calling the shots. This section expands the abilities of all bards, with some powers focused on the prescient bard build and other, general spells suited to the repertoire of any bard.

Level 1 At-Will Spells

Jinx Shot — Bard Attack 1

Your expert shot renders your foe unaccountably clumsy.

At-Will ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier damage. The first time the target misses with an attack before the end of your next turn, it falls prone.
Level 21: 2[W] + Charisma modifier damage.

Level 1 Encounter Spells

Firemetal Shot — Bard Attack 1

You bury a bolt deep in your opponent's flesh. The bolt begins to glow red-hot.

Encounter ✦ Arcane, Fire, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, whenever an ally hits the target, the target takes extra fire damage equal to your Intelligence modifier.

Prophesied Strike — Bard Attack 1

You cast your mind's eye forward a split second, predicting the best moment for a telling blow.

Encounter ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier damage. The next time you or an ally attacks the target before the end of your next turn, the attacker rolls a d20 twice and uses either result.

Focused Sound — Bard Attack 1

With a resounding shout, you rattle your enemy and expose a vulnerable spot in its defenses.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 1d10 + Charisma modifier thunder damage. Until the end of your next turn, any attack against the target can score a critical hit on a roll of 18-20.

Prophetic Action — Bard Attack 1

You study your enemy and deduce its next move, letting an ally dodge its attack.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage. Until the end of your next turn, the first time the target misses you or an ally with an attack, one target (your choice) of that attack can shift a number of squares equal to your Wisdom modifier (minimum 1) as an immediate reaction.

Thunder's Calling — Bard Attack 1

You chant a verse of storm and thunder, sending your foe tumbling and leaving it open for a deadly shot.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 1d8 + Charisma modifier thunder damage, and you slide the target a number of squares equal to your Constitution modifier. If no creatures are adjacent to the target at the end of this movement, choose an ally within 10 squares of you to make a ranged basic attack against the target as a free action.

Level 1 Daily Spells

Arrow of Warning — Bard Attack 1

Your shot hinders an enemy and gives its would-be target the perfect opportunity.

Daily ✦ Arcane, Weapon
Immediate Interrupt **Ranged** weapon
Trigger: An enemy within range makes an attack roll against an ally
Target: The triggering enemy
Attack: Charisma vs. Reflex
Hit: 3[W] + Charisma modifier damage. The ally who was attacked by the triggering enemy can make an at-will attack against that enemy as a free action. The ally gains a bonus to this attack roll equal to your Wisdom modifier (minimum 1).
Miss: Half damage.

Echoing Roar — Bard Attack 1

Your resounding song hammers your foe, dogging its steps and making escape impossible.

Daily ✦ Arcane, Implement, Thunder
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier thunder damage.
Effect: The target is affected by an echoing roar (save ends). While affected by the echoing roar, the target takes ongoing 5 thunder damage and cannot become hidden or benefit from concealment or cover (except for total concealment or superior cover).

Malevolent Mischief — Bard Attack 1

You plague your foe with a spell of ill luck, causing knots to unravel and straps to part so that it stumbles like an oaf.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier damage.
Miss: Half damage.
Effect: The target is affected by ill luck (save ends). While affected by ill luck, the target is slowed until the end of its next turn whenever you or an ally hits it with an attack.

Saga of Rivalry — Bard Attack 1

As you launch an arrow, you recite a tale of hatred and challenge, inciting one of your allies to fight that foe to the end.

Daily ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Choose an ally within 10 squares of you. The target takes 5 damage at the end of its turn if it is not adjacent to that ally (save ends). The ally gains a +2 power bonus to attack rolls against the target until the end of the encounter.

Satire of Fortune — Bard Attack 1

You mock your foe's luck, using your verse to make your insults come painfully true.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage.
Miss: Half damage.
Effect: The next time an ally misses the target with an attack during this encounter, you roll a d20 and replace the ally's attack roll with yours.

Level 2 Utility Spells

Canon of Avoidance — Bard Utility 2

Your song of protection trips from ally to ally, cloaking each one in a magical shield.

Daily ✦ Arcane
Standard Action **Ranged** 10
Target: One ally
Effect: The target gains a +2 power bonus to all defenses until the end of your next turn.
Sustain Minor: The effect persists. When you sustain the effect, you can transfer it to another ally within 10 squares of you.

Clockwork Precision — Bard Utility 2

You hum a simple tune of unity, allowing you and your allies to better work together.

Daily ✦ Arcane
Standard Action **Close** burst 10
Target: You and each ally in burst
Effect: Until the end of the encounter, each target gains a +2 bonus to skill checks and to attack rolls made to aid another. When a target successfully aids another, he or she grants a +3 bonus instead of a +2 bonus.

Concerted Effort — Bard Utility 2

Your magic hums around your allies, growing in power as they redouble their efforts toward the task at hand.

Daily ✦ Arcane
Standard Action **Close** burst 10
Target: You and each ally in burst
Effect: Until the end of your next turn, each target gains a +1 power bonus to attack rolls. Whenever a target hits with at least one attack during his or her turn, the bonus increases by 1 for each target whose turn has not yet started.

Half-Elf Bards

With their innately superior Constitution and Charisma scores, half-elves make excellent bards. Such characters gravitate to diplomatic roles, including the half-elf emissary paragon path (page 21). Though half-elves can readily exploit the Virtue of Cunning and the Virtue of Prescience, most are drawn to the Virtue of Valor so that they can inspire allies to greatness.

Moment of Escape — Bard Utility 2

You distract your enemies with a quick refrain, giving your embattled ally a chance to get away.

Encounter ✦ Arcane
Move Action **Ranged** 10
Target: One ally
Effect: You slide the target 4 squares.

Words of Protective Fate — Bard Utility 2

Your voice shields your allies against misfortune, turning otherwise deadly blows into less damaging strikes.

Daily ✦ Arcane
Standard Action **Close** burst 10
Target: You and each ally in burst
Effect: Until the end of the encounter, whenever a critical hit is scored on the target, you roll a d20. If you roll a 10 or higher, the attack hits but is not a critical hit.

Level 3 Encounter Spells

Cruel Fate — Bard Attack 3

Fate has nothing kind in store for your enemies.

Encounter ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier damage. The next time the target is hit by an attack before the end of your next turn, the attacker rerolls the attack's damage and uses the higher result.

Entangling Opening — Bard Attack 3

A well-placed shot creates an opening for a follow-up attack that knocks your foe prone.

Encounter ✦ Arcane, Psychic, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. Will
Hit: 2[W] + Charisma modifier psychic damage. The next time the target is hit by an attack before the end of your next turn, it is knocked prone.

Recitation of Foreknowledge — Bard Attack 3

You recount the tale of a great trickster-warrior, whose uncanny awareness flusters opponents and inspires allies.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 1d6 + Charisma modifier psychic damage. Until the end of your next turn, the target grants combat advantage to one ally within 10 squares of you.
Effect: One ally within 10 squares of you gains a +4 bonus to AC against opportunity attacks until the end of your next turn.
Virtue of Prescience: The ally's bonus to AC against opportunity attacks equals 3 + your Wisdom modifier.

Rhyme of the Blood-Seeking Blade — Bard Attack 3

You swiftly loose a shot while chanting of sundered metal, and your foe's armor no longer withstands your friend's strike.

Encounter ✦ Arcane, Weapon
Immediate Interrupt **Ranged** weapon
Trigger: An ally misses with a melee attack
Target: The target of the triggering ally's attack
Attack: Charisma vs. Reflex
Hit: 1[W] + Charisma modifier damage. The target takes a -4 penalty to all defenses against the triggering ally's attack.
Virtue of Prescience: The target's penalty to all defenses equals 3 + your Wisdom modifier.

Song of the New Dawn — Bard Attack 3

You call upon the sun's light to sear your foe and shine hope on your allies.

Encounter ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier radiant damage. Each ally adjacent to the target makes a saving throw, rolling twice and using the higher result.

Level 5 Daily Spells

Arrow of Ill Omen — Bard Attack 5

The arrow you fire is a harbinger of your foe's doom. Where it strikes, death follows.

Daily ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Choose an ally within 10 squares of you. Until the end of the encounter, when that ally hits the target but does not score a critical hit, you roll a d20. If you roll a 15 or higher, that attack becomes a critical hit, and this effect ends.

Compulsion — Bard Attack 5

You croon a beguiling melody, inducing your foe to wander wherever you direct it.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage, and you slide the target 5 squares either at the start of its turn or at the end of its turn (save ends). Until it saves, the target cannot take move actions on its turn.
Miss: Half damage. You slide the target 5 squares either at the start of its turn or at the end of its next turn, and it cannot take move actions on its next turn.

Rhyme of Fire — Bard Attack 5

You whisper of the unquenchable fire that burns at the heart of the world, causing flames to erupt deep within your enemy.

Daily ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier fire damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever an ally hits the target, the target takes fire damage equal to your Charisma modifier.

Strictures of Fortune — Bard Attack 5

Your song of fortune assists your allies and impedes your enemies.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier psychic damage.
Miss: Half damage.
Effect: The next time the target would recharge a power before the end of the encounter, the power instead does not recharge, and you or an ally within 10 squares of you regains the use of an encounter power.

Vigorous Cadence — Bard Attack 5

Your chant inspires health and valor. With each of your enemy's attacks, an ally's wounds are mended.

Daily ✦ Arcane, Healing, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever the target makes an attack roll, your ally nearest to it regains hit points equal to your Charisma modifier.

Level 6 Utility Spells

Chord of Resilience — Bard Utility 6

With notes of steel and stone, you preserve your ally from harm.

Encounter ✦ Arcane
Immediate Interrupt **Ranged** 10
Trigger: An attack hits an ally
Target: The ally who was hit
Effect: The damage the target takes is reduced by an amount equal to 5 + your Charisma modifier.

Dramatic Shift — Bard Utility 6

You recite your allies' glorious tale, helping to set them in position for triumph.

Encounter ✦ Arcane
Minor Action **Close** burst 5
Target: You and each ally in burst
Effect: Until the end of your next turn, each target can shift as a minor action.

Glimpse the Future — Bard Utility 6

Just as you uphold the examples of the past, so too do you draw on the future to inspire your companions.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Roll a d20 three times and keep the highest roll. Once before the end of the encounter, you can use this roll to replace a d20 roll of an ally within 10 squares of you.

Song of Speed — Bard Utility 6

With a rousing refrain, you imbue an ally or yourself with superior speed and agility.

Encounter ✦ Arcane
Minor Action **Ranged** 10
Target: You or an ally
Effect: Until the end of your next turn, the target gains a +4 power bonus to speed and can shift 1 extra square whenever he or she shifts.

Synchronicity — Bard Utility 6

A single chord is all it takes to spur your allies forward.

Daily ✦ Arcane
No Action **Close** burst 10
Target: You and each ally in burst
Trigger: You roll initiative
Effect: Each target gains a +5 bonus to initiative during this encounter.

Level 7 Encounter Spells

Chillsong Stroke — Bard Attack 7

Your rhythm of winter draws vigor from your foe and infuses it into your ally, who leaps forward.

Encounter ✦ Arcane, Cold, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier cold damage, and the target is slowed until the end of your next turn. An ally within 3 squares of you can shift 4 squares as a free action.

Insightful Shot — Bard Attack 7

As your arrow streaks forth, it guides the way to your foe's most vulnerable spot.

Encounter ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2[W] + Charisma modifier damage. All the target's defenses are equal to its lowest defense until the next time it is hit by an attack.
Virtue of Prescience: The next attack that hits the target gains a bonus to the damage roll equal to your Wisdom modifier.

Rewrite the Future — Bard Attack 7

With a wave of the hand, this shot's arcane energy can change an enemy's future.

Encounter ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier damage, and you roll a d20. Until the end of your next turn, you can replace an ally's attack roll against the target with your d20 roll or replace the target's attack roll with your d20 roll as a free action.

Song of Duplicitous Allure — Bard Attack 7

The soft tones of your voice draw your foe closer.

Encounter ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage, and you pull the target 2 squares. Until the end of your next turn, each time the target is hit by a ranged attack, you pull it 1 square.

Theft of Life — Bard Attack 7

As you shout a word of power, health and vitality drain from your foe and refresh a nearby ally.

Encounter ✦ Arcane, Healing, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier damage.
Effect: An ally adjacent to the target can spend a healing surge and also gains temporary hit points equal to your Intelligence modifier.

Timely Distraction — Bard Attack 7

"Look! An owlbear!"

Encounter ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn.

Level 9 Daily Spells

Counterpoint — Bard Attack 9

Your song mimics the beat of your foe's attacks, so that your allies match them strike for strike.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier damage.
Miss: Half damage.
Effect: Whenever the target misses with an attack, it provokes opportunity attacks from you and your allies (save ends).

Rain of Starlight — Bard Attack 9

You address an ode to the stars, calling their brilliance to shower down upon your foes.

Daily ✦ Arcane, Radiant, Implement
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier radiant damage.
Miss: Half damage.
Effect: The target is affected by showering sparks (save ends). While affected by showering sparks, the target grants combat advantage. In addition, it gains no benefit from concealment, total concealment, or invisibility.

Saga of Vengeance — Bard Attack 9

You punctuate a tale of bloody vengeance with your shot, each word inspiring your allies.

Daily ✦ Arcane, Healing, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, whenever an ally hits the target with an attack, that ally can choose to roll a saving throw or to regain hit points equal to your Charisma modifier.

Symphony of Misfortune — Bard Attack 9

You unleash a song of missed chances, lost hope, and tragic accidents, bringing bad luck to your enemies.

Daily ✦ Arcane, Implement, Psychic, Zone
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Will
Hit: 1d10 + Charisma modifier damage.
Miss: Half damage.
Effect: The burst creates a zone of misfortune that lasts until the end of your next turn. Choose one of the following misfortune effects; until the end of your next turn, each enemy that starts its turn within the zone is subject to that effect.
✦ The enemy is slowed.
✦ The enemy takes psychic damage equal to your Charisma modifier.
✦ The enemy grants combat advantage to your allies.
Sustain Minor: The zone persists. You can choose a new misfortune effect for the zone when you sustain this power.

Wail of Anguish — Bard Attack 9

A threnody of loss and sorrow saps your foes' ability to escape harm.

Daily ✦ Arcane, Implement
Minor Action **Personal**
Effect: Until the end of your next turn, you can make the following attack.
Opportunity Action **Close** burst 3
Trigger: An enemy starts its turn within 3 squares of you
Target: The triggering enemy in burst
Attack: Charisma vs. Will
Hit: 1d10 + Charisma modifier damage, and the target cannot shift until the end of your next turn.
Sustain Minor: The effect persists.

Level 10 Utility Spells

Break Enchantment — Bard Utility 10

Your arcane poem frees your allies' minds.

Daily ✦ Arcane, Implement
Minor Action **Area** burst 1 within 10 squares
Target: Each ally in burst
Effect: The target rolls a saving throw. If the saving throw is against a charm, a fear, or an illusion effect, the target gains a bonus to the saving throw equal to your Charisma modifier.

Chant of Accuracy — Bard Utility 10

You recite the legend of the arrow that found the single gap in a foe's armor, inspiring your companions to strike true.

Daily ✦ Arcane
Minor Action **Close** burst 10
Target: You and each ally in burst
Effect: Each target gains a +2 power bonus to attack rolls until the end of your next turn.

Idyll of Calm — Bard Utility 10

You hum a soft song that cools your allies' tempers and helps them focus.

Daily ✦ Arcane, Zone
Minor Action **Close** burst 5
Effect: The burst creates a zone of calm that lasts until the end of the encounter. When you move, the zone moves with you, remaining centered on you. Each ally within the zone gains a +2 power bonus to Will, and any penalty to attack rolls that such an ally takes is lessened by 2.

Illuminating Stars — Bard Utility 10

You invoke the light of the full moon and the guiding star of the north, revealing hidden foes to your allies.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter, you and any allies within 5 squares of you gain a +5 power bonus to Insight checks and Perception checks.

Mantle of Unity — Bard Utility 10

A swelling chorus of confidence enfolds your allies, so that the strengths of each mask another's weakness.

Encounter ✦ Arcane
Minor Action **Close** burst 5
Target: You and each ally in burst
Effect: Determine the highest AC, Fortitude, Reflex, and Will among all the targets. Until the end of your next turn, use these values for the corresponding defenses of all the targets.

Savior's Song — Bard Utility 10

You inspire determination and focus in your allies with hopeful verses of battles won despite daunting odds.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter, each ally who ends his or her turn within 5 squares of you can reroll one saving throw that he or she fails during that turn.

Level 13 Encounter Spells

Couplet of Deceptive Weakness — Bard Attack 13

You draw on a legendary stratagem, feigning vulnerability to lure your foe into a trap.

Encounter ✦ Arcane, Weapon
Immediate Reaction **Melee** weapon
Trigger: An enemy moves into a square adjacent to you
Target: The triggering enemy
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier damage, and an ally within 5 squares of you can shift 5 squares as a free action. That ally must end this movement adjacent to the target and then can make a melee basic attack against the target as a free action.

Enduring Struggle — Bard Attack 13

You shout a verse of triumph as you fire, urging your allies to fight to the end.

Encounter ✦ Arcane, Healing, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier damage, and each ally within 3 squares of the target regains hit points equal to your Charisma modifier.

Insult of Passivity — Bard Attack 13

Under a barrage of jeers, your foe is rendered hesitant and fearful.

Encounter ✦ Arcane, Fear, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage, and the target is dazed until the end of the encounter or until it is hit or missed by an attack.

Sharp Retort — Bard Attack 13

Your quick rejoinder speaks of enduring pain and misfortune, hindering your enemy's attempt to throw off a harmful effect.

Encounter ✦ Arcane, Implement, Psychic
Immediate Interrupt **Ranged** 10
Trigger: An enemy rolls a saving throw
Target: The triggering enemy
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage, and the target takes a -2 penalty to the saving throw.
Virtue of Prescience: The target's penalty to the saving throw equals 1 + your Wisdom modifier.

Slippery Feet — Bard Attack 13

You recite an ode to the winter wind, coating your foe's steps in ice.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier cold damage, and the target is slowed until the end of your next turn. Whenever the target is hit by an attack while it is slowed by this power, you slide the target 1 square.

Level 15 Daily Spells

Fated Vulnerability — Bard Attack 15

Your foe cannot escape the terrible doom you dictate for it.

Daily ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2[W] + Charisma modifier damage. Choose acid, cold, fire, force, lightning, or thunder. The target grants combat advantage and gains vulnerable 10 to attacks that have the chosen keyword (save ends both).
Miss: Half damage. Choose acid, cold, fire, force, lightning, or thunder. Until the end of your next turn, the target grants combat advantage and gains vulnerable 10 to attacks that have the chosen keyword.

Hole in the Mind — Bard Attack 15

Your maddening chant sears your enemy's thoughts, blinding it to your ally's threat.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier psychic damage, and one ally within 10 squares of you becomes invisible to the target (save ends).
Miss: Half damage. One ally within 10 squares of you becomes invisible to the target until the end of your next turn.

Iceshard Shot — Bard Attack 15

You chant a verse of the northern ice as you draw your bow, and hoarfrost glitters on the arrowhead as it leaps to its target.

Daily ✦ Arcane, Cold, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 1[W] + Charisma modifier cold damage.
Miss: Half damage.
Effect: The target takes ongoing 10 cold damage (save ends). If you or an ally hits the target with an attack, it automatically fails its next saving throw against this effect.

Satire of Evasion — Bard Attack 15

Your piercing wit mocks your enemy's defensive maneuvers and renders it more easily hit.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d6 + Charisma modifier damage, and the target is affected by your satire of evasion (save ends). While the target is affected by the satire, whenever an ally misses it with an attack, you can roll a d20 and replace the ally's die roll with yours.
Miss: Half damage. Until the end of your next turn, whenever an ally misses the target with an attack, you can roll a d20 and replace the ally's die roll with yours.

Wall of Sound — Bard Attack 15

A shimmering, pounding wall of thunder rumbles into existence.

Daily ✦ Arcane, Conjuration, Implement, Thunder
Standard Action **Area** wall 6 within 10 squares
Effect: You conjure a wall of contiguous squares filled with deafening thunder that lasts until the end of your next turn. The wall can be up to 4 squares high. A creature that starts its turn adjacent to the wall takes 1d6 + your Charisma modifier thunder damage. If a creature moves into the wall's space or starts its turn there, the creature takes 1d10 + your Charisma modifier thunder damage, and it is deafened until the end of the encounter. Each enemy that is hit by an attack while it is adjacent to the wall or in the wall's space is dazed until the end of its next turn. Entering a square occupied by the wall costs 1 extra square of movement.
Sustain Minor: The wall persists.

Wracking Radiance — Bard Attack 15

A burst of light damages your foe and wracks it with anguish. As your enemy's suffering continues, bursts of light heal your nearby allies.

Daily ✦ Arcane, Healing, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier radiant damage.
Miss: Half damage.
Effect: The target takes ongoing 5 radiant damage (save ends). Whenever the target fails a saving throw against this effect, each ally within 5 squares of the target regains 5 hit points.
Aftereffect: Each ally within 5 squares of the target regains 5 hit points and also gains a +2 power bonus to AC until the end of the target's next turn.

Level 16 Utility Spells

Allied Rhythm — Bard Utility 16

The greatest heroes always had a little help from their friends.

Encounter ✦ Arcane
Minor Action **Ranged** 10
Target: You or an ally
Effect: Until the end of your next turn, the target gains a power bonus to each of his or her attack rolls equal to the number of allies adjacent to the target of each of those attacks.

Chorus of Vitality — Bard Utility 16

With a soaring oration to victory and perseverance, you lift your allies' spirits and dispel the pain of their wounds.

Daily ✦ Arcane, Healing
Minor Action **Close** burst 5
Target: You and each ally in burst
Effect: Each target can spend a healing surge. Also, each target can shift 2 squares as a free action.

Haste — Bard Utility 16

You briefly gesture, and your companion suddenly acts in a blur of motion.

Daily ✦ Arcane
Minor Action **Ranged** 10
Target: You or an ally
Effect: The target gains and immediately uses a standard action.

Heroic Interjection — Bard Utility 16

As your enemy presses the attack, you call upon the innate heroism of your companions to respond in kind.

Daily ✦ Arcane
Immediate Reaction **Ranged** 10
Trigger: An enemy within 10 squares of you spends an action point
Target: You or an ally
Effect: The target gains an action point that he or she must spend before the end of the encounter. In addition, the target can spend 2 action points during this encounter instead of 1.

Level 17 Encounter Spells

Balance of Fortune — Bard Attack 17

You disrupt fortune's weave, shifting it to give your allies a little more luck at the expense of one of your foes.

Encounter ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. Will
Hit: 2[W] + Charisma modifier damage. Until the end of your next turn, whenever the target makes an attack roll, you roll a d4 and subtract your roll from the target's attack roll. Until the end of your next turn, whenever an ally makes an attack roll against the target, you roll a d4 and add your roll to your ally's attack roll.
Virtue of Prescience: You roll a d6 instead of a d4 when modifying attack rolls.

Inescapable Fate — Bard Attack 17

Like a well-rehearsed troupe, your allies circle around your foe as you strike.

Encounter ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier damage. Until the end of your next turn, when the target is hit by an attack, the attacker rerolls the attack's damage roll and uses the higher result.

Resounding War Cry — Bard Attack 17

Your war cry echoes among your foes, knocking them off balance and leaving them open to your allies' attacks.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Close** blast 5
Target: Each enemy in blast
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier thunder damage. If an ally hits the target with an attack before the end of your next turn, the target is dazed until the end of your next turn.

Strings of Fate — Bard Attack 17

As you make an appeal to the fates of battle, your arrows streak toward your enemies, bypassing their armor to bind their doom.

Encounter ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One, two, or three creatures
Attack: Charisma vs. Reflex
Hit: 1[W] + Charisma modifier damage. Until the end of your next turn, attacks against the target's AC instead target its Reflex.

Turning the Tide — Bard Attack 17

You call upon the legends of great heroes' perseverance to inspire your allies in their hour of need.

Encounter ✦ Arcane, Healing, Implement
Standard Action **Close** blast 3
Target: Each enemy in blast
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier damage. Until the end of your next turn, each ally who hits the target can spend a healing surge. An ally can spend only one healing surge in this way.

Level 19 Daily Spells

Corralling Song — Bard Attack 19

Beguiling words entice your foes to cluster together, exposing them to devastating area attacks.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Area** burst 2 within 10 squares
Target: Each enemy in burst
Attack: Charisma vs. Will
Hit: 2d6 + Charisma modifier psychic damage. If the target is not adjacent to an enemy, you can slide the target 3 squares to a space that must be adjacent to an enemy.
Miss: Half damage. If the target is not adjacent to an enemy, you can slide it 1 square to a space that must be adjacent to an enemy.
Effect: Each target that is adjacent to an enemy after this attack is resolved takes 10 psychic damage at the end of its turn if it is not adjacent to an enemy at that time (save ends).

Linked Fortunes — Bard Attack 19

Your magic grants your friends superior luck, but the wheel of fate gives luck to your enemies in equal measure.

Daily ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 4[W] + Charisma modifier damage.
Miss: Half damage.
Effect: The target is affected by linked fortunes (save ends). While it is affected by linked fortunes, as an immediate interrupt, when the target is missed by an ally's attack, you can roll a d20 and replace the ally's attack roll with yours. Whenever you do so, the target can roll a d20 once during its next turn and replace its attack roll with that roll.

Mocking Epigram — Bard Attack 19

Your vicious lampoon enrages your foe, causing it to swing blindly and harm its allies.

Daily ✦ Arcane, Charm, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier damage, and the target is affected by your mocking epigram (save ends). While affected by the mocking epigram, the target is weakened, and whenever it hits an ally with an attack, that attack also hits one enemy of your choice within range of that attack, including the target itself. The target cannot hit a given enemy more than once with a single attack.
Miss: Half damage. Until the end of your next turn, the target is weakened, and whenever it hits an ally with an attack, that attack also hits one enemy of your choice within range of that attack, including the target itself. The target cannot hit a given enemy more than once with a single attack.

Saga of the Harrying Foe — Bard Attack 19

You declaim a tale of glorious single combat, compelling your enemy to seek out and do battle with your ally.

Daily ✦ Arcane, Psychic, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. Will
Hit: 2[W] + Charisma modifier damage, and you slide the target 5 squares to a space that must be adjacent to an ally. That ally gains a +2 power bonus to attack rolls against the target until the end of the encounter. In addition, the target takes 10 psychic damage at the end of its turn if it is not adjacent to that ally (save ends).
Miss: Half damage, and you slide the target 5 squares to a space that must be adjacent to an ally. That ally gains a +1 power bonus to attack rolls against the target until the end of the encounter. In addition, the target takes 5 psychic damage at the end of its turn if it is not adjacent to that ally (save ends).

Spring to Action — Bard Attack 19

Intoning a melody of the planes, you thin the boundaries between realities so that your allies travel far in one step.

Daily ✦ Arcane, Implement, Teleportation, Zone
Standard Action **Area** burst 1 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 4d6 + Charisma modifier damage.
Miss: Half damage.
Effect: The burst creates a zone of warped space that lasts until the end of your next turn. While the zone persists, you and any allies within 20 squares of you can use a move action to teleport to an unoccupied space within the zone.
Sustain Minor: The zone persists.

Level 22 Utility Spells

Assured Recovery — Bard Utility 22

You give an ally a second chance to shake off an affliction.

Encounter ✦ Arcane
Immediate Interrupt **Ranged** 10
Trigger: An ally fails a saving throw
Target: The triggering ally
Effect: The target rerolls the saving throw with a bonus equal to your Charisma modifier.

Note of Aggression — Bard Utility 22

A shouted verse of battle rage spurs an unexpected attack.

Encounter ✦ Arcane
Minor Action **Close** burst 10
Target: You or one ally in burst
Effect: The target can charge or make a melee basic attack as a free action.

Climactic Chord — Bard Utility 22

You call on the fighting spirit of your allies, compelling them to strike as one.

Daily ✦ Arcane
Minor Action **Close** burst 10
Target: Each ally in burst
Effect: Each target can make a basic attack or use an at-will attack power as a free action, with a power bonus to the attack roll and the damage roll equal to your Charisma modifier.

Ode to the Daring — Bard Utility 22

Your song of praise inspires your allies to cast aside their injuries and pains and fight on.

Daily ✦ Arcane, Healing
Minor Action **Close** burst 10
Target: You and each ally in burst
Effect: Each target regains hit points as if he or she had spent a healing surge. Add 1d10 + your Charisma modifier to the hit points regained by each target. Each target can also roll a saving throw.

Bardic Virtues

The virtues that bards espouse—cunning, valor, prescience, and others—are more than just themes running through the tales of the ancient heroes. As a bard, you weave these virtues into your magic. Just as the words of your songs and tales inspire your allies to emulate the heroes of the past, your spells imbue your allies with the essence of the virtues, magically enhancing their capabilities. Your magic can make your allies more cunning, more brave, more prescient—in short, more like the great heroes they are destined to become.

Level 23 Encounter Spells

Chant of Bad Fortune — Bard Attack 23

Your song unravels the skein of fate, dooming your foes.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Close** burst 5
Target: Each enemy in burst
Attack: Charisma vs. Will
Hit: 3d6 + Charisma modifier psychic damage, and the target takes a -5 penalty to saving throws until the end of your next turn.
Effect: Each ally in the burst can roll a saving throw.

Mind Game — Bard Attack 23

You utter a string of distracting and disparaging remarks, turning your enemy's attention toward you rather than toward your ally.

Encounter ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier psychic damage. Until the end of your next turn, each ally who makes an attack roll against the target can choose to target its Will instead of the defense normally targeted by the ally's attack.

Reverberating Shot — Bard Attack 23

Your bow shot echoes with the power of legendary heroes, assailing your foe and fortifying your allies.

Encounter ✦ Arcane, Thunder, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3[W] + Charisma modifier thunder damage. Each ally within 5 squares of the target chooses to gain a +2 power bonus either to AC or to attack rolls until the end of your next turn.
Virtue of Prescience: The power bonus equals 1 + your Wisdom modifier.

Sound Strike — Bard Attack 23

You loose a shot as you inveigh against your foe, confounding its defenses so that an ally's strike is sure to score a deadly wound.

Encounter ✦ Arcane, Thunder, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier thunder damage. The next attack roll made against the target before the end of your next turn targets all of its defenses. For each defense the attack hits beyond the first, the attack deals 1d10 extra damage.

Level 25 Daily Spells

Intimidating Visage — Bard Attack 25

In your enemies' eyes, you and your allies become awe-inspiring figures. Your foes are so impressed by you that they choose to remain next to you.

Daily ✦ Arcane, Fear, Implement, Psychic
Standard Action **Close** burst 10
Target: Each enemy in burst that is adjacent to you or an ally
Attack: Charisma vs. Will
Hit: 1d10 + Charisma modifier psychic damage. The target takes 10 psychic damage at the end of its turn if it is not adjacent to you or an ally within 10 squares of you.
Miss: Half damage, and you slide the target 1 square.

Leave It Dead — Bard Attack 25

With a single shot of your weapon, you intensify your allies' attack against your adversary.

Daily ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3[W] + Charisma modifier damage. Until the end of the encounter, whenever you or an ally rolls the maximum result on any damage die against the target, reroll the die and add that result as extra damage to the total damage dealt.
Miss: Half damage. Until the end of your next turn, whenever you or an ally rolls the maximum result on any damage die against the target, reroll the die and add that result as extra damage to the total damage dealt.

Sculpt Fate — Bard Attack 25

Your song no longer describes your enemy's fate—it creates it.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Area** burst 2 within 20 squares
Target: Each enemy in burst
Attack: Charisma vs. Will
Hit: 4d10 + Charisma modifier psychic damage.
Miss: Half damage.
Effect: Roll a number of d20s equal to the number of targets you hit with this attack. Until the end of the encounter, as a free action you can force an enemy within 20 squares of you to replace an attack roll or a saving throw with one of your rolls. You can use each roll only once.

Virtuoso of Misfortune — Bard Attack 25

You manipulate luck like a master musician, turning good fortune to bad and victory to doom.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Area** burst 2 within 20 squares
Target: Each enemy in burst
Attack: Charisma vs. Will
Hit: 3d6 + Charisma modifier damage, and the target takes a -5 penalty to saving throws (save ends). Until the end of the encounter, whenever the target fails a saving throw, an ally within 5 squares of the target can roll a saving throw.
Miss: Half damage, and the target takes a -5 penalty to saving throws until the end of your next turn.

Level 27 Encounter Spells

Binding Rhyme — Bard Attack 27

You loose an arrow and chant a verse of imprisonment, binding your enemies with arcane strands.

Encounter ✦ Arcane, Force, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2[W] + Charisma modifier force damage, and you slide the target 5 squares to a space that must be adjacent to one of its allies. Until the end of its next turn, the target is immobilized, and each enemy that starts its turn adjacent to the target takes 20 force damage at the end of its turn if that enemy is not adjacent to the target at that time.

Crescendo of Victory — Bard Attack 27

Your attack is the beginning of your foe's destruction.

Encounter ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier damage. Until the end of your next turn, you and your allies gain a +2 power bonus to attack rolls against the target.

Pounding Rhythm — Bard Attack 27

Your allies' attacks fall like drumbeats, pummeling your foes.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Close** blast 3
Target: Each enemy in blast
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier thunder damage. If an ally hits the target before the end of your next turn, the target is stunned until the end of its next turn.

Second Chances — Bard Attack 27

It's good to have second chances when your life is on the line.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage. Each ally within 3 squares of the target can reroll one attack roll before the start of your next turn.

Strike from Legend — Bard Attack 27

You embody a hero of old, smiting your foe with savage fury and filling your allies with renewed hope.

Encounter ✦ Arcane, Healing, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 4[W] + Charisma modifier damage. If the target is reduced to 0 hit points or fewer by this attack, each ally within 5 squares of the target gains a +2 power bonus to attack rolls until the end of your next turn.

If the target is not reduced to 0 hit points or fewer by this attack, each ally within 5 squares of the target can spend a healing surge; add your Constitution modifier to the hit points regained by each ally.

Level 29 Daily Spells

Arrow of Destiny — Bard Attack 29

What this arrow pierces soon falls.

Daily ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier damage, and the target is affected by your arrow of destiny (save ends). While the target is affected by the arrow of destiny, whenever the target is hit by an attack from an ally, you can use an immediate interrupt to make the attack a critical hit.
Miss: Half damage. If the target is hit by an attack from an ally before the end of your next turn, you can use an immediate interrupt to make the attack a critical hit.

Horrifying Truth — Bard Attack 29

Your cruel pronouncement becomes truer with every strike.

Daily ✦ Arcane, Implement
Standard Action **Close** blast 5
Target: Each enemy in blast
Attack: Charisma vs. Will
Effect: The target is dazed (save ends).
Hit: 4d8 + Charisma modifier damage. If the target is hit by an attack while it is dazed by this power, it becomes stunned instead (save ends).
Miss: Half damage.

Saga of Foretold Doom — Bard Attack 29

An ancient cycle's prophesied victory resembles this one more and more.

Daily ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 5[W] + Charisma modifier damage.
Miss: Half damage.
Effect: If the target is hit by an attack from an ally, it is weakened until the end of the target's next turn (save ends).

Shockwave Strike — Bard Attack 29

Rolling bursts of thunder smash your opponents and continue to echo among them.

Daily ✦ Arcane, Implement, Thunder
Standard Action **Close** burst 5
Target: Each enemy in burst
Attack: Charisma vs. Fortitude
Hit: 4d8 + Charisma modifier thunder damage.
Miss: Half damage.
Effect: The target takes a -2 penalty to AC until the end of your next turn.
Sustain Minor: Each enemy within 5 squares of you takes thunder damage equal to your Constitution modifier and takes a -2 penalty to AC until the end of your next turn.



WAYNE ENGLAND

Cunning Prevaricator

"There is a saying among the fey creatures who trip between worlds: Only through dishonesty is honor earned."

Prerequisite: Bard

Fey tricksters, gnomes, and storytellers of every race know many legends unfamiliar to other creatures—tales from secluded forests, burrows deep underground, the lairs of powerful beasts, and the locked vaults of powerful monarchs. And what they don't know, they make up.

As a cunning prevaricator, you traffic in the honored (at least among some) traditions of exaggeration, misdirection, and out-and-out lying. You study and follow the teachings of great fabulists of the past—all of them fictional, almost certainly—and apply that knowledge to your bardic skills. You transfer your natural talent for illusion and deception to your friends, granting them some small measure of glory—or so you try to convince them.

Cunning Prevaricator Path Features

Virtue of Deceit (11th level): When you use your Bardic Virtue class feature, one ally you choose within 5 squares of you gains combat advantage against the target of his or her next attack.

Shrouding Action (11th level): When you spend an action point to take an extra action, you and one ally you choose within 5 squares of you become invisible until the end of your next turn.

Trickster's Mercy (16th level): When you use *majestic word* to heal a bloodied ally, that ally becomes invisible until the start of his or her next turn.

Cunning Prevaricator Spells

Lying Lights — Cunning Prevaricator Attack 11

As your allies strike the chosen foe, they vanish in clouds of glittering light.

Encounter ✦ Arcane, Illusion, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier radiant damage. Each ally who hits the target before the end of your next turn becomes invisible until the end of his or her next turn. This invisibility ends if the ally makes an attack roll.



Trickery's Reward — Cunning Prevaricator Utility 12

With words of cunning wisdom, you guide your ally's defenses, foiling your enemies' attack one way or another.

Encounter ✦ Arcane, Healing
Immediate Interrupt **Close** burst 10
Trigger: An attack misses an ally within 10 squares of you
Target: The ally that was missed by the triggering attack
Effect: The target gains a bonus to all defenses that the triggering attack targets equal to your Intelligence modifier. If the triggering attack misses, the target gains the bonus to those defenses until the end of your next turn. If the triggering attack hits, the target regains hit points as if he or she had spent a healing surge.

Nimbus of Falsehood — Cunning Prevaricator Attack 20

You cast magical dust into your enemy's face, blurring its vision and confounding its actions.

Daily ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 4d8 + Charisma modifier psychic damage, and the target is affected by your *nimbus of falsehood* (save ends). While affected by the *nimbus of falsehood*, if the target misses with a melee attack, you can use an immediate interrupt to have the attack hit a different creature, including the target, within the attack's range.
Miss: Half damage. If the target misses with a melee attack before the end of your next turn, you can use an immediate interrupt to have the attack hit a different creature, including the target, within the attack's range.

WAYNE REYNOLDS

Euphonic Bow

"Each arrow's release plucks the string of my lethal instrument. My bow sings a dirge for your passing."

Prerequisite: Bard

You intertwine music, archery, and magic into a single glorious craft that is as artistic as it is martial. Your foes waver between fear and admiration even as you draw a bead on them. Every shot from your bowstring resonates with a melodious tone, and the percussion of your arrows finding their marks drives the battle forward like a drumbeat. Even your foes' cries of pain blend with the clash of weapons against shields and armor. Your arcane might weaves it all into a fantastic symphony of battle.

Creating this wondrous performance depends partially on your ability to see an instant into the future. Timing is everything.

Euphonic Bow Path Features

Bow Implement (11th level): You can use a bow as an implement for your bard attack powers. Add the bow's enhancement bonus to attack rolls and damage rolls, as well as to any extra damage granted by a property (if applicable) when using the bow as an implement. You do not add your weapon proficiency bonus to the attack roll when you use your bow as an implement.



When you use a bow as an implement for a ranged bard attack power, the power's range is increased to the bow's normal range (if the power's range is shorter). You can also use the power at the bow's long range, with the normal -2 penalty to the attack roll.

Harmonic Action (11th level): When you spend an action point to take an extra action, one ally you choose within 10 squares of you can make a basic attack as a free action.

Volley Fire (16th level): If you score a critical hit with a ranged bard attack power, you can make a ranged basic attack against the target as a free action.

Euphonic Bow Spells

Arrow of Cacophony — Euphonic Bow Attack 11

Your shot releases a blast of sound that overwhelms your foe.

Encounter ✦ Arcane, Thunder, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier thunder damage, and the target is deafened and dazed until the end of your next turn.

Song of Sonic Striking — Euphonic Bow Utility 12

You hum a low tone that reverberates in the air, warping the flight of your arrows so that they speed true to their marks.

Daily ✦ Arcane, Stance
Minor Action **Personal**
Effect: Until the stance ends, your attacks with a bow ignore cover and concealment, including superior cover but not total concealment.

Anthem of Antagonism — Euphonic Bow Attack 20

Your foe's offenses return to it as a wailing storm that engulfs its allies while your bow shots repay its evil deeds in full.

Daily ✦ Arcane, Thunder, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 4[W] + Charisma modifier thunder damage.
Miss: Half damage.
Effect: The target is affected by your *anthem of antagonism* (save ends). While it is affected by the anthem, at the start of each of your turns, the target is the center of a burst 5 explosion of clashing noise. Each enemy in the burst takes thunder damage equal to your Wisdom modifier. You gain a power bonus to the attack roll of your next ranged weapon attack on that turn equal to the number of enemies that take damage in this way.

Grave Caller

"Some deserve nothing but death, and those most deserving are marked by their crimes. Like a requiem's crescendo, I pursue the marked ever more closely to give them their due."

Prerequisite: Bard

Rumors of an ancient organization of assassin-bards sometimes surface in taverns. Such tales are quickly quelled as foolish romance, of course. If the existence of the secret group to which you belong became common knowledge, your work would be that much harder to accomplish.

Your shadowy organization, known as the Grave Callers, has tasked its members to seek out and slay those who prey on the innocent. Its leaders identify those individuals to you through clever courier drops or magical sendings, marking them indelibly as your targets. You are making the world a better place with each undesirable element that you remove, and that knowledge drives you to continue your work. Through your ancient and deadly song, you improve the chances of all other creatures, one death at a time.



Grave Caller Path Features

Dirge of Inescapable Doom (11th level): Once per encounter as a minor action, you can place a deathmark on a single enemy within 10 squares of you. The deathmark lasts until the end of the encounter. If you miss with an encounter attack power against a creature that has your deathmark, the attack still deals 1d6 + your Charisma modifier damage.

Gravecall Action (11th level): When you spend an action point to take an extra action, you gain a +4 bonus to damage rolls until the end of your next turn.

Path to the Grave (16th level): Whenever you make an attack roll with an encounter or a daily attack power against a creature that has your deathmark, roll a d20 twice and use either result.

Grave Caller Spells

Visions of Doom — Grave Caller Attack 11

You sing a secret note that seeks out your chosen enemy, wracking it with painful images of its coming demise.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature that has your deathmark
Attack: Charisma vs. Will
Hit: 2d10 + Charisma modifier psychic damage. Until the end of your next turn, one ally within 10 squares of you gains a +2 power bonus to attack rolls against the target.

Cloak of Sound — Grave Caller Utility 12

You shroud your form in dark whispers, hindering your quarry's ability to see you.

Encounter ✦ Arcane, Illusion
Minor Action **Personal**
Effect: Until the end of your next turn, you are invisible to a creature that has your deathmark.

Inevitability of the Grave — Grave Caller Attack 20

You call out a series of deadly notes, each one bringing your foe closer to its ordained demise.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature that has your deathmark
Attack: Charisma vs. Fortitude
Hit: 3d10 + Charisma modifier damage, and ongoing 10 damage (save ends). The target takes a -2 penalty to its saving throws against the ongoing damage.
Aftereffect: Ongoing 5 damage (save ends).
Miss: Half damage, and ongoing 5 damage (save ends).

Half-Elf Emissary

"There is strength in numbers, and I have many friends who trust me and are willing to fight for me."

Prerequisite: Half-elf, bard

You hate to be tied to any one location for too long; you'd rather be on the road, meeting new creatures and seeing new lands and nations. As a result, you feel at home nearly anywhere. This same ability also puts you in the good graces of people you meet along the way.

Your inborn empathy and acquired diplomatic skill allow you to fit into nearly any society—if not as someone who has always lived there, then at least as a trusted friend. By understanding many kinds of people and creatures, you learn how to protect them—or fight them, if need be.

When things turn rough, you can use your knowledge of other creatures to your advantage in a fight. The more foes that try to stop you, the better you can tangle their swords and spells, confounding their attempts to hurt you.

Half-Elf Emissary Path Features

Skilled Speech (11th level): Your bonus to Diplomacy checks from your Group Diplomacy racial trait equals your Charisma modifier. In addition, allies within 10 squares of you apply this bonus to all checks with Charisma-based skills in which you are trained.

Valorous Action (11th level): When you spend an action point to take an extra action, allies you can see gain a +2 power bonus to all defenses until the end of your next turn. In addition, you regain the use of the encounter power you gained from your Dilettante racial feature if you have used it during this encounter.

Heal the Besieged (16th level): Whenever you use a bard healing power on an ally, increase the number of hit points regained by 1d6 for each enemy that is adjacent to that ally.



JASON ENGLE

Half-Elf Emissary Spells

Emissary's Onslaught Half-Elf Emissary Attack 11

As your weapon clashes against your foe, a thunderclap resounds and empowers all your nearby allies.

Encounter ✦ Arcane, Thunder, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier thunder damage. Each ally within 2 squares of the target gains a bonus to his or her next attack roll against that target equal to your Constitution modifier.
Special: If there are more enemies than allies within 10 squares of you, the bonus to attack rolls increases by 2. Count only active enemies and allies, not unconscious, dead, or dying creatures.

Emissary's Gambit Half-Elf Emissary Utility 12

You hearten your ally to turn the odds in the fight to your advantage.

Daily ✦ Arcane
Minor Action **Ranged** 10
Target: One creature
Effect: Choose one of the following benefits.
✦ The target gains a bonus to its next attack roll equal to the number of enemies and allies you can see (maximum 10).
✦ The target rolls a saving throw with a bonus equal to the number of enemies and allies you can see (maximum 10).
Count only active enemies and allies, not unconscious, dead, or dying creatures.

Army of the Emissary Half-Elf Emissary Attack 20

With a thrilling battle cry, you exploit your allies' numbers to defeat your foes swiftly.

Daily ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 3[W] + Charisma modifier damage.
Miss: Half damage.
Effect: Until the end of your next turn, each ally who starts his or her turn within 5 squares of you gains a bonus to attack rolls and to all defenses equal to the number of your allies within 5 squares of you.

Karmic Shaper

"Reality can be manipulated. Good works weave shining marks into it, while evils done stain its threads. Both propagate forward and backward in time, and their consequences will find you late or soon."

Prerequisites: Bard, Virtue of Prescience class feature

Moral consequence is something all creatures face, whether they recognize its existence or not. The effects of each creature's deeds influence the past, present, and future. You do not hold this view as a philosophical belief: It is demonstrably true.

Each action a being takes is like planting a seed. Depending on the deed's nature, harvesting its fruits might bring joy or pain. You seek to increase your own measure of joy in the world, while ensuring that your foes reap equivalent pain for their past misdeeds.

You are an interpreter of karma. With your prescient sight, you can collect your foes' karmic debt in a timely, sometimes dramatic fashion. On the other hand, your own actions touch only lightly on the karmic surface of cause and consequence. You shape the fates of others without unduly affecting your own final destiny.



Karmic Shaper Path Features

Fated Action (11th level): When you spend an action point to take an extra action, you can reroll any single d20 roll you make this turn.

Karmic Virtue (11th level): If you use Virtue of Prescience to increase an ally's defense and the enemy's attack still hits, the ally targeted by the triggering enemy's attack can spend a healing surge as a free action.

Karmic Strike (16th level): When you use Virtue of Prescience, one ally within 10 squares of you can make a ranged or melee basic attack as a free action against the triggering enemy.

Karmic Shaper Spells

Karmic Wound — Karmic Shaper Attack 11

Your foe will pay for the injury it causes another.

Encounter ✦ Arcane, Weapon
Standard Action **Ranged** weapon
Target: One creature
Attack: Charisma vs. AC
Hit: 2[W] + Charisma modifier damage. If the target hits with an attack before the end of your next turn, it takes 1[W] + your Wisdom modifier damage.

Warp Karma — Karmic Shaper Utility 12

You twist the paths of fate, reversing your ally's misfortune.

Daily ✦ Arcane
Immediate Interrupt **Close** burst 10
Trigger: An ally in burst misses with an attack
Target: The triggering ally and one enemy in burst
Effect: Roll a d20 twice. The ally can replace his or her attack roll with one of your rolls, and you can force the enemy to replace its next attack roll with your other roll.

End of Luck — Karmic Shaper Attack 20

All the good fortune your foe has enjoyed up to now is balanced by a tide of ill favor.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 4d8 + Charisma modifier psychic damage, and each of the target's attack rolls is treated as a natural 1 (save ends).
Miss: Half damage, and the target's next attack roll is treated as a natural 1.

Life Singer

"When the scourge wind blows coldest from the heights, I will be ready. My voice will be added to the melody that will preserve the eladrin from an ancient foe."

Prerequisite: Bard

Far to the north in the Feywild echo of the world, a freezing wind howls out of the Scourge Mountains every twenty years. Colloquially called the scourge wind, this is no common gale; it is the manifestation of an ancient curse, created when an infant eladrin princess of elder blood was slain in her crib. That evil deed resonates yet, despite efforts by later sovereigns to make amends, building year after year until a sentient, malevolent storm is born. Infused with rage for innocence lost, the lethal blast is bent on freezing to death as many creatures as possible before it blows itself out.

In answer to this recurring threat, the eladrin of the foothills found a way to keep the scourge wind at bay—a song of life that diminishes the hatred and fury of the storm and ameliorates its lethal cold. As a life singer, you have studied this song and honed your voice to pacify the scourge wind. Your sacred quest is to travel the worlds, promoting peace and protecting life, so that you can infuse your song with the experience you gain. When the scourge wind next blows, you and the chorus of other life singers will be ready to lift your voices in the great song of life.



Life Singer Path Features

Find Another Way (11th level): Allies within 5 squares of you gain a +2 bonus to skill checks and ability checks.

Peaceful Action (11th level): Whenever an ally within 5 squares of you spends an action point to take an extra action that is not an attack, that ally gains 1d8 + your Charisma modifier temporary hit points.

Serene Will (16th level): If you miss with an attack roll for an attack that targets Will, you can reroll the attack roll. If this attack does not deal damage, you gain a +2 power bonus to the reroll.

Life Singer Spells

Pacifying Voice — Life Singer Attack 11

You croon in quiet tones that calm the rage in your enemy's heart.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: Until the end of your next turn, the target is dazed and weakened and takes a penalty to attack rolls equal to your Intelligence modifier.

Inspired Solutions — Life Singer Utility 12

Your calm leadership inspires your allies to find creative, nonviolent solutions to a challenge.

Daily ✦ Arcane
Standard Action **Close** burst 5
Target: You and each ally in burst
Effect: Each target can take an extra standard action as part of his or her next turn. The target cannot spend this extra action to make an attack that deals damage.

Soothing Song — Life Singer Attack 20

You sing a gentle lullaby that causes your foes to sink into a deep sleep and gives your allies a chance to catch their breath.

Daily ✦ Arcane, Healing, Implement
Standard Action **Close** burst 3
Target: Each enemy in burst
Attack: Charisma vs. Will
Hit: The target falls unconscious (save ends). Each ally in the burst can spend a healing surge.

If an ally attacks an affected target, the target immediately awakens. The ally does not have combat advantage against the target for that attack and cannot make a coup de grace attack against it.

CHAPTER 2

SORCERER



ZOLTAN BOROS & GABOR SZIKSZAI

"Colors collide and explode before my eyes. Energy seethes in the Chaos, in the hearts of dragons, behind the dependable cycle of the seasons, and amid the unbridled fury of the storm's heart. This energy imprints my very blood!"

BECAUSE SORCERERS call up spells whose source is chaos in some form, such characters have a reputation for being slightly crazed. Though some of them might in truth be a bit "off," or even demented, the naïve do sorcerers as a group a great disservice by mistaking their exuberance for lunacy.

Sorcerers are arcane power users, and they call upon the same general class of spell that wizards and warlocks use. But where wizards learn their spells from tomes and warlocks are given them by a patron entity, sorcerers find the power to incant their spells in their own blood. Whether a particular sorcerer's blood was imprinted during his or her own lifetime, or a sorcerer's entire bloodline is so touched and thus is prone to producing sorcery, a sorcerer who takes up the craft seeks always to master the magic born inside, hoping one day to match, spell for spell, the greatest arcanists of the age.

This chapter includes the following material.

- **New Class Features:** Storm Magic and Cosmic Magic expand the possibilities for characters who want to plumb the depths of the sorcerous arts.
- **New Builds:** This chapter introduces the storm sorcerer and the cosmic sorcerer, which embody the storm's fury and nature's imperturbable cycles, respectively.
- **New Sorcerer Powers:** Dozens of new powers are described in this chapter, including powers that supplement Dragon Magic and Wild Magic, as well as powers that support Storm Magic and Cosmic Magic.
- **New Paragon Paths:** The new choices here include general sorcerer paragon paths, as well as paths suited to a specific sorcerer's Spell Source.



NEW CLASS FEATURES

As a sorcerer, you gain power through an instinctive or inborn connection to an ancient arcane source. Instead of the Spell Source options of Dragon Magic and Wild Magic (described in *Player's Handbook 2*), you can select either Storm Magic or Cosmic Magic. The choice you make grants you specific features and also provides bonuses to certain sorcerer powers, as detailed in those powers.

Storm Magic

The raw and unbridled fury of storm powers your spells. While others might flee a storm, you embrace its power, internalize the force, and then unleash it. The impetuous, unpredictable power resident in the storm is your greatest ally. Like a tempest, you never give up and never give in until you are completely spent.

Storm Power: You gain a bonus to the damage rolls of arcane powers equal to your Dexterity modifier. The bonus equals your Dexterity modifier + 2 at 11th level and your Dexterity modifier + 4 at 21st level.

Storm Soul: You gain resist 5 thunder and resist 5 lightning. This resistance increases to 10 at 11th level and 15 at 21st level.

While this resistance is active, your arcane powers ignore all targets' resistance to that damage type up to the value of your resistance.

If you are hit by an attack, you can end this resistance as an immediate interrupt to gain a +4 power bonus to all defenses until the end of your next turn. If you do so, the resistance returns after you take a short rest or an extended rest.

Storm's Embrace: When you roll a natural 20 on an attack roll for an arcane power, wind surges around you and your enemy. You can push the target 1 square and then fly a number of squares equal to 1 + your Dexterity modifier after applying the attack's other effects.

SORCERERS IN THE WORLD

The singed and scarred youth holding forth on chaotic structures in the tavern, the robed dragonborn ascetic chanting a low song of blood and wings, the halfling whose hair bristles with static charge while standing on the hilltop as the storm blows in, the tiefling astronomer who reveres the sky and seasons—all of these individuals might well be sorcerers. A sorcerer is a character whose essentially enthusiastic grasp on her powers is certain to be noticed in small towns and teeming metropolises alike.



Cosmic Magic

The sun, the moon, and the stars speak to you in the voiceless language of cycles. The natural flow of the seasons tugs at your blood as the tide acts upon the oceans, pushing and pulling with gentle insistence regardless of the storm's fury, the dragon's flight, or the antics of otherworldly primordials. Just as the constellations move around the sky in a steady, imperturbable cadence, your spells are strong and unshakable, and tied to energies that can outlast all others.

Cosmic Persistence: While you are not wearing heavy armor, you can use your Strength modifier in place of your Dexterity or Intelligence modifier to determine your AC.

Cosmic Power: You gain a bonus to the damage rolls of arcane powers equal to your Strength modifier. The bonus equals your Strength modifier + 2 at 11th level and your Strength modifier + 4 at 21st level.

Soul of the Cosmic Cycle: At the end of a short rest or an extended rest, you choose a cosmic phase from those described below and gain its benefits.

The first time you become bloodied during an encounter, your phase immediately changes to the next higher-numbered phase (or back to the phase of the sun if you are in the phase of the stars). For example, if you begin an encounter in the phase of the moon, after becoming bloodied you would be in the phase of the stars.

In addition, each time you use a daily arcane attack power, you can choose to change your phase to the next higher-numbered phase immediately after resolving the effects of the power.

1. *Phase of the Sun:* At the start of your turn, each enemy adjacent to you takes fire and radiant damage equal to your Strength modifier.

You also gain resist 5 cold.

2. *Phase of the Moon:* You gain a bonus to AC equal to the number of conscious enemies adjacent to you.

You also gain resist 5 psychic.

3. *Phase of the Stars:* Whenever an enemy's attack misses you, you can teleport a number of squares equal to your Strength modifier as a free action.

You also gain resist 5 radiant.

The resistance granted by this class feature increases to 10 at 11th level and to 15 at 21st level. While you have resistance from this class feature, your arcane powers ignore all targets' resistance to that damage type up to the value of your resistance.



NEW BUILDS

This book introduces two sorcerer builds: the storm sorcerer and the cosmic sorcerer.

Storm Sorcerer

You embody the fury and power of a thunderstorm. Charisma is your primary ability score, since you use it to attack and deal damage. Dexterity is your second-highest score, contributing to your AC and Reflex and adding special effects to your attacks. Strength is your tertiary ability score.

Suggested Class Feature: Storm Magic
Suggested Feat: Tempest Magic*
Suggested Skills: Arcana, Bluff, Intimidate, Nature
Suggested At-Will Powers: *lightning strike**, *storm walk*†
Suggested Encounter Power: *whirlwind**
Suggested Daily Power: *howling tempest**
*New option presented in this book
†Presented in *Player's Handbook 2*

Cosmic Sorcerer

Your blood moves in tune with the phases of the moon, the passing seasons, and the circling stars above. Charisma is your primary ability score, since you use it to attack and deal damage. Strength is your second-highest score, giving you better damage and adding special effects to your attacks. Dexterity is your tertiary stat choice.

Suggested Class Feature: Cosmic Magic
Suggested Feat: Student of the Cosmos*
Suggested Skills: Arcana, Endurance, Insight, Nature
Suggested At-Will Powers: *blazing starfall**, *burning spray*†
Suggested Encounter Power: *ray of the moon**
Suggested Daily Power: *cosmos call**
*New option presented in this book
†Presented in *Player's Handbook 2*

GENASI SORCERERS

Genasi are usually described as energy embodied, chaos and order united—as a race of inherent flexibility, passion, and diversity. Such a description seems an ideal fit for sorcery, especially for the branches of storm magic and wild magic. Indeed, many genasi answer the call of sorcery that lives in their blood. Because genasi originally hailed from the Elemental Chaos, they are elemental creatures in some ways. In fact, each genasi's elemental manifestation (earthsoul, firesoul, stormsoul, watersoul, or windsoul) seems a perfect complement to nearly any style of sorcerer. Each elemental manifestation offers particular benefits and provides an associated encounter power. Indeed, a stormsoul genasi is already thematically a storm sorcerer: A genasi can promise the storm by invoking lightning living within, which calls out to its companion, the thunder. Sparks dance across the genasi's skin, and the air around her darkens and rumbles.

NEW SORCERER POWERS

The powers presented here expand the choices for sorcerers of all kinds.

Level 1 At-Will Spells

Blazing Starfall — Sorcerer Attack 1

A shower of radiance falls upon your enemies and then bursts out, creating a cage of burning embers that are painful to pass through.

At-Will ✦ Arcane, Fire, Implement, Radiant, Zone
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 1d4 + Charisma modifier radiant damage.
Level 21: 2d4 + Charisma modifier radiant damage.
Cosmic Magic: The burst creates a zone bounded by burning ground that lasts until the end of your next turn. Whenever an enemy within the zone leaves it, that enemy takes fire damage equal to your Strength modifier.

Lightning Strike — Sorcerer Attack 1

Lightning strikes your foe and then ricochets to another enemy.

At-Will ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier lightning damage. A creature of your choice other than the target and within 10 squares of the target takes lightning damage equal to your Dexterity modifier.
Level 21: 2d8 + Charisma modifier lightning damage.
Storm Magic: You can apply your Storm Power bonus either to the damage roll against the target or to the damage taken by the enemy within 10 squares of the target.

Level 1 Encounter Spells

Mists of Disarray — Sorcerer Attack 1

Violet mist bursts out from a spot on the battlefield. As your foes breathe in the fumes, they begin to reel in confusion.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Will
Hit: 1d8 + Charisma modifier psychic damage, and you push the target 1 square.
Wild Magic: If you rolled an even number on the attack roll, you slide the target a number of squares equal to your Dexterity modifier instead of pushing it.

Pinning Bolt — Sorcerer Attack 1

You launch tendrils of blue, crackling energy that knock your enemy to the ground and inhibit its movement.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier lightning damage, you knock the target prone, and the target is slowed until the end of your next turn.

Ray of the Moon — Sorcerer Attack 1

A ray of cold moonlight shines down from above, momentarily disorienting your opponent.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d6 + Charisma modifier cold damage, and the target cannot shift until the end of its next turn.
Cosmic Magic: The target takes a -1 penalty on attack rolls until the end of its next turn.

Tearing Claws — Sorcerer Attack 1

Spectral claws strike out from your body, slashing at your foes and shoving them backward.

Encounter ✦ Arcane, Implement
Standard Action **Close** burst 1
Target: Each enemy in burst
Attack: Charisma vs. Reflex
Hit: 1d10 + Charisma modifier damage, and you push the target 1 square.
Dragon Magic: If the target is bloodied, you push it 3 squares instead of 1.

Thundering Roar — Sorcerer Attack 1

You emit the thundering roar of a hunting lion, deafening creatures near you.

Encounter ✦ Arcane, Fear, Implement, Thunder
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier thunder damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Whirlwind — Sorcerer Attack 1

You create a small whirlwind that buffets creatures and knocks them off their feet.

Encounter ✦ Arcane, Implement
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Storm Magic: You can choose not to target a creature in the origin square of the burst.
Attack: Charisma vs. Fortitude
Hit: 1d10 + Charisma modifier damage, and you knock the target prone.

Level 1 Daily Spells

Blinding Bolt — Sorcerer Attack 1

You shoot a ray of white light at your foe. The beam sears flesh and eyes, and it takes time for your enemy's vision to fully return.

Daily ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier radiant damage. Until the end of your next turn, the target is blinded. When the blinded condition ends, the target then treats each creature more than 5 squares away from it as having concealment (save ends).
Miss: Half damage. Until the end of your next turn, the target treats each creature more than 5 squares away from it as having concealment.

Cosmos Call — Sorcerer Attack 1

You access the variety of cycles within the cosmos, randomly pulling out a fundamental force to blast your enemy's mind.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage. Roll a d6 to determine the attack's addtional benefit.
1-2: The target takes ongoing 5 radiant damage (save ends), and the power gains the radiant keyword.
3-4: The target is slowed (save ends).
5-6: The target is dazed (save ends).
Cosmic Magic: You choose the attack's additional benefit instead of rolling.
Miss: Half damage.

Howling Tempest — Sorcerer Attack 1

You summon a howling storm on the battlefield. The tempest's thunder deafens your foes, and its winds scatter them.

Daily ✦ Arcane, Implement, Thunder, Zone
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Storm Magic: You can choose not to target a creature in the origin square of the burst.
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier thunder damage, and the target is deafened (save ends). You slide the target a number of squares equal to your Dexterity modifier.
Effect: The burst creates a zone of deafening wind that lasts until the end of your next turn. Each creature that starts its turn within the zone takes thunder damage equal to your Charisma modifier. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists.

Ice Javelins — Sorcerer Attack 1

A trio of icy javelins forms around you. One at a time, you send each spear shooting toward a different enemy.

Daily ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One, two, or three creatures
Attack: Charisma vs. Reflex
Hit: 1d10 + Charisma modifier cold damage, and ongoing 5 cold damage (save ends).
Miss: Half damage.

Shocking Magnetism — Sorcerer Attack 1

You become a conduit for lightning. The pulsing energy accumulates within your body, enabling you to shock those who come near.

Daily ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 10
Target: One or two creatures
Attack: Charisma vs. Reflex
Hit: 3d6 + Charisma modifier lightning damage, and you pull the target a number of squares equal to your Dexterity modifier.
Effect: Until the end of the encounter, each creature that starts its turn adjacent to you takes lightning damage equal to your Dexterity modifier. You can dismiss the effect as a free action.

Level 2 Utility Spells

Absorb Storm — Sorcerer Utility 2

You channel the power of the storm to bolster yourself against an attack and divert the power to your next assault.

Daily ✦ Arcane
Immediate Interrupt **Personal**
Trigger: You take cold, lightning, or thunder damage
Effect: Until the end of the encounter, you gain resistance to the triggering damage type equal to your Charisma modifier. Your next attack before the end of the encounter that deals the triggering damage type gains a +2 bonus to the attack roll.

Deep Shroud — Sorcerer Utility 2

You raise and then lower your hands, creating an obscuring shadow that cloaks you and the area around you.

Daily ✦ Arcane
Minor Action **Personal**
Effect: You create a shroud of supernatural shadow around you. Until the end of your next turn, the space you occupy and each square adjacent to you are heavily obscured.
Sustain Minor: The effect persists.

Focused Chaos — Sorcerer Utility 2

To make chaos work for you, you must exercise a bit of control, but not too much. On your next spell, you manage to achieve the outcome you desire.

Encounter ✦ Arcane
No Action **Personal**
Trigger: You use a sorcerer power that works differently depending on whether the attack roll is odd or even
Effect: You choose to treat that power's attack roll as either odd or even, regardless of your actual roll.

Spatial Trip — Sorcerer Utility 2

You spin around, releasing a blaze of golden energy. As you finish your revolution, you disappear and reappear a short distance away.

Encounter ✦ Arcane, Teleportation
Move Action **Personal**
Effect: You teleport a number of squares equal to half your speed.

Sorcerous Sirocco — Sorcerer Utility 2

You exhale a magic-enhanced breath that briefly sends you and an ally flying through the air.

Encounter ✦ Arcane
Standard Action **Close** burst 10
Target: You and one ally in burst
Effect: Each target moves a number of squares equal to his or her speed + 2. Each target can fly during this movement but falls if he or she does not land by the end of the movement.

Level 3 Encounter Spells

Acid Claw — Sorcerer Attack 3

You contort your hand as if mimicking a monstrous claw. A black talon of acid then bursts from thin air and swipes at your foe.

Encounter ✦ Acid, Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d10 + Charisma modifier acid damage, and the target takes acid damage equal to your Strength modifier at the start of its next turn.
Dragon Magic: Each creature adjacent to the target takes acid damage equal to your Strength modifier.

Essence Prism — Sorcerer Attack 3

Your implement flashes with the colors of the rainbow, and as the light touches your foe, chaos distorts the creature's nature.

Encounter ✦ Arcane, Force, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier force damage.
Wild Magic: If you rolled an even number on the attack roll, the target loses all resistances until the end of your next turn.

Searing Sands — Sorcerer Attack 3

You send a blast of searing sand at your foes. The assault flays their skin and throws up a temporary curtain for you to hide behind.

Encounter ✦ Arcane, Implement
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier damage. Until the end of your next turn, you have concealment.

Swirling Stars — Sorcerer Attack 3

A cyclonic cloud of starry motes descends on the batlefield, following your gesticulations to land in your enemies' midst.

Encounter ✦ Arcane, Cold, Implement, Thunder
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Cosmic Magic: You can choose not to target a creature in the origin square of the burst.
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier cold and thunder damage.

Thundering Gust — Sorcerer Attack 3

You call forth the force of the raging storm and shrieking gales. Wind howls about your foes, buffeting them and sliding them.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Charisma vs. Fortitude
Hit: 1d10 + Charisma modifier thunder damage, and you slide the target a number of squares equal to your Dexterity modifier.
Storm Magic: If you choose not to slide any targets, until the end of your next turn, you gain a fly speed equal to 1 + your Dexterity modifier, and you can hover.

Level 5 Daily Spells

Corruption Orb — Sorcerer Attack 5

You fling a disgusting orb of green and ocher slime that drenches your enemy with a debilitating, acidic poison.

Daily ✦ Acid, Arcane, Implement, Poison
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Effect: The target takes ongoing 5 acid damage (save ends).
Hit: 2d10 + Charisma modifier poison damage.

Glacial Armor — Sorcerer Attack 5

The air around you turns deathly cold, and frost coalesces on your body, creating a protective shell of ice.

Daily ✦ Arcane, Cold, Implement
Standard Action **Close** burst 1
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier cold damage.
Miss: Half damage.
Effect: Until the end of the encounter, you gain a +2 power bonus to AC and Fortitude, and each creature that hits you with a melee attack takes cold damage equal to your Charisma modifier.

Moon and Stars — Sorcerer Attack 5

A chill winter moon appears overhead, and around it swims a myriad of radiant stars. You can unleash the power of either on a foe.

Daily ✦ Arcane, Implement; Varies
Standard Action **Ranged** 10
Target: One or two creatures
Attack: Charisma vs. Reflex
Hit: 3d6 + Charisma modifier cold or radiant damage. The damage type you choose determines the attack's additional benefit.
Cold: The target is slowed and cannot shift (save ends both).
Radiant: You can spend one healing surge (even if you hit two targets).
Miss: Half damage (your choice of cold or radiant).

Slaad's Gambit — Sorcerer Attack 5

You tap into chaos just as a foe is about to hit you. A greenish hue flickers across your skin as you teleport away, then make your own attack.

Daily ✦ Arcane, Implement, Psychic, Teleportation
Immediate Interrupt **Ranged** 5
Trigger: An enemy within 5 squares of you hits you
Target: The triggering enemy
Effect: Before the attack, you teleport your speed.
Attack: Charisma vs. Will
Hit: 2d10 + Charisma modifier psychic damage.
Miss: Half damage.

Sun's Illumination — Sorcerer Attack 5

Radiance pours down on an area, burning creatures within the light and revealing them to you in both body and mind.

Daily ✦ Arcane, Implement, Radiant, Zone
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 3d6 + Charisma modifier radiant damage
Effect: The burst creates a zone of piercing light that lasts until the end of your next turn. You gain a +2 power bonus to Insight and Perception checks against each creature within the zone. Each enemy within the zone grants combat advantage. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists.

Dragonborn Sorcerers

Many dragonborn thrill to a sorcerer's power, not least because the class's primary ability, Charisma, is one that dragonborn are naturally endowed with. Similarly, many dragonborn are drawn to the dragon magic form of sorcery. The innate high Strength of dragonborn is also useful for those who ignite the arcane dragon magic resident in their blood, or those who choose cosmic magic.

Level 6 Utility Spells

Chaotic Defense — Sorcerer Utility 6

You create a din of chaotic sounds, from a wolf's forlorn howl to a dead sailor's dirge. In the cacophony, you find temporary aid.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Roll a d4 to determine the power's effect.
1: You gain temporary hit points equal to 2d6 + your Charisma modifier.
2: You gain a +2 power bonus to all defenses until the end of the encounter.
3: Until the end of the encounter, each creature that attacks you takes 2d6 damage.
4: You gain all three of the benefits described above.

Extinguishing Rain — Sorcerer Utility 6

Clouds emerge from your body, saturating the air. Fires no longer threaten you, and nearby flames are dampened.

Daily ✦ Arcane, Implement
Standard Action **Close** burst 10
Target: You and each ally in burst
Effect: Until the end of the encounter, each target gains resistance to fire equal to your Charisma modifier. Make an attack.
Target: One conjuration or zone that has the fire keyword
Attack: Charisma + 2 vs. the Will of the target's creator
Hit: The target is destroyed. All its effects end, including those that a save can end.

Fate's Chaos — Sorcerer Utility 6

You tweak the course of fate, turning ill luck into good fortune.

Encounter ✦ Arcane
Free Action **Personal**
Trigger: You spend an action point to make an attack and miss
Effect: Reroll the triggering attack roll with a bonus equal to your Strength modifier.

Lightning Shift — Sorcerer Utility 6

With a flourish of snapping sparks, your single step speeds you, lightning-quick, across the battlefield.

Encounter ✦ Arcane
Move Action **Personal**
Effect: You shift your speed. You ignore difficult terrain during the shift.

Subtlety of the Green Wyrm — Sorcerer Utility 6

You listen for the faint whisper of your own blood. In its flow, you find ancient wisdom and unrivaled charm.

Daily ✦ Arcane
Minor Action **Personal**
Effect: You gain a +5 power bonus to Diplomacy checks, Insight checks, and Intimidate checks until the end of the encounter.

Level 7 Encounter Spells

Blazing Bolts — Sorcerer Attack 7

Two bolts of violet lightning erupt from your hands, causing a shower of white-hot, flaming sparks where they hit.

Encounter ✦ Arcane, Fire, Implement, Lightning
Standard Action **Ranged** 20
Target: Two creatures
Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier lightning damage, and the target and each creature adjacent to it take fire damage equal to your Strength modifier.

Chaos Ray — Sorcerer Attack 7

With a wild gesture, you release a bolt of dazzling, multicolored chaos that folds space and makes your opponent's mind reel.

Encounter ✦ Arcane, Implement, Psychic, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage, and the target swaps positions with a creature within 3 squares of it.

Spark Form — Sorcerer Attack 7

Your body briefly becomes a shower of dancing sparks that zips among foes, shocking them as you go.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Personal**
Effect: Before the attack, you shift your speed + 2. You can move through occupied squares during the shift, as long as you end in an unoccupied square.
Target: Each creature whose space you moved through
Attack: Charisma vs. Reflex
Hit: 1d6 + Charisma modifier lightning damage.

Thunder Bomb — Sorcerer Attack 7

You open your palm, revealing a sphere of arcane energy that speeds across the battlefield and detonates, leaving your foes thunderstruck.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier thunder damage, and the target is slowed until the end of your next turn. If the target is in the origin square of the burst, it is immobilized until the end of your next turn instead of slowed.

Thunder Wyrm's Jaws — Sorcerer Attack 7

You emit a draconic roar. An echo of the call bursts over your foe's head, buffeting your enemy as the sound bolsters you.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier thunder damage. You gain temporary hit points equal to 1d6 + your Strength modifier.



Level 9 Daily Spells

Bounding Bolt — Sorcerer Attack 9

Your sparkling flourish produces a bolt of lightning that strikes your foe and then flies to nearby creatures.

Daily ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 10
Primary Target: One creature
Primary Attack: Charisma vs. Reflex
Hit: 2d8 + Intelligence modifier lightning damage, and ongoing 5 lightning damage (save ends).
First Failed Saving Throw: Choose a secondary target.
Secondary Target: One creature within 5 squares of you
Effect: The secondary target takes ongoing 5 lightning damage (save ends).
First Failed Saving Throw: Choose a tertiary target.
Tertiary Target: One creature within 5 squares of the secondary target.
Effect: The tertiary target takes ongoing 5 lightning damage (save ends).
Miss: 2d8 + Intelligence modifier lightning damage.

Howling Hurricane — Sorcerer Attack 9

The cries of the wind compete with the sound of thunder as you bring forth a screaming vortex that spins your foes about.

Daily ✦ Arcane, Implement, Thunder, Zone
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier thunder damage, and you slide the target a number of squares equal to your Dexterity modifier.
Effect: The burst creates a zone of swirling wind that lasts until the end of your next turn. You slide each creature that starts its turn within the zone 2 squares. As a move action, you can move the zone 6 squares.
Sustain Minor: The zone persists.

Ice Stalagmites — Sorcerer Attack 9

Stalagmites of ice burst up from the ground, stabbing at your enemies and turning the air around them frigid.

Daily ✦ Arcane, Cold, Conjuration, Implement
Standard Action **Ranged** 10
Target: One, two, or three creatures
Attack: Charisma vs. Reflex
Hit: 1d12 + Charisma modifier cold damage, and you must slide the target 1 square.
Effect: You conjure an ice stalagmite in 1 square the target vacated. Each ice stalagmite lasts until the end of the encounter, until destroyed, or until you dismiss it as a free action. Each ice stalagmite has AC 5, Reflex 5, Fortitude 21, resist cold 10, and 40 hit points. Each creature that starts its turn adjacent to an ice stalagmite takes cold damage equal to your Charisma modifier.

GODS AND SORCERERS

Melora, Corellon, and Ioun are popular deities among sorcerers because of their influence over matters of chaotic wilderness, arcane magic, and knowledge, respectively. Melora and Sehanine are also favorites of cosmic sorcerers because of their ties to the natural cycles of the world or its seasons. Avandra is popular, as she is with all classes, because of her association with adventure. Asmodeus's association with power has tempted a few sorcerers into his sway, even if they're not actually evil. All the other deities in the pantheon have a few sorcerer adherents. Even Kord has his followers among sorcerers, especially dragon sorcerers and wild sorcerers, because they revere his power over thunder and his prowess in combat.

DUNGEONS & DRAGONS 4TH EDITION

Season's Malaise — Sorcerer Attack 9

Dark clouds appear over your foes, and you assault their minds with a psychic attack that causes depression and lethargy.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Will
Hit: 2d6 + Charisma modifier psychic damage.
Effect: The target takes ongoing 5 psychic damage (save ends). Until the target saves against this damage, it cannot take immediate actions or opportunity actions.

Winds of Change — Sorcerer Attack 9

You become like the wind, blasting your enemies with the force of a storm.

Daily ✦ Arcane, Implement
Standard Action **Close** burst 3
Target: Each enemy in burst
Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier damage, and you push the target 3 squares.
Miss: Half damage, and you push the target 1 square.
Effect: Until the end of your next turn, you gain a fly speed equal to your speed, and you can hover.

Level 10 Utility Spells

Dragon's Resolve — Sorcerer Utility 10

Your blood boils with the wrath of a dragon, giving you greater fury and power when the situation seems most dire.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter, while you are bloodied, you gain a +1 power bonus to attack rolls and a power bonus to saving throws equal to your Charisma modifier.

Fog Form — Sorcerer Utility 10

In an instant, your body melts into a cloud of fog.

Encounter ✦ Arcane
Immediate Interrupt **Personal**
Trigger: You are hit by an attack
Effect: You become insubstantial until the end of your next turn.

Half-Elf Sorcerers

Half elves enjoy naturally high Charisma scores that well suit them for the sorcerer class. Despite that fact, few half-elves take up the mantle of the wild spellcaster, possibly because a half-elf's naturally diplomatic nature finds itself at odds with the tempestuous nature that many sorcerers exhibit. However, a few half-elves glory in the riotous presence that most sorcerers seem to cultivate. With a half-elf's ability to learn any attack power from a class other than his or her own, half-elves who choose the sorcerer class might take an at-will power from the paladin, the warlock, or some other class whose powers primarily draw upon Charisma in order to broaden their abilities.

Sorcerous Pulse — Sorcerer Utility 10

You drown out the clash of combat and focus on one type of energy, which you channel into your spells for extra power.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Until the end of the encounter, whenever you use an arcane power that has the chosen keyword, you can roll the damage twice and use the higher result.

Spirit's Eclipse — Sorcerer Utility 10

A mental bulwark helps to protect you against your foe's attack and renders the creature incapable of seeing you for a time.

Encounter ✦ Arcane
Immediate Interrupt **Personal**
Trigger: An enemy hits you with an attack that targets Will
Effect: Until the end of your next turn, you gain a +5 bonus to Will and are invisible to the triggering enemy.

Storm of Energy — Sorcerer Utility 10

With a wave of your hand, you increase the vigor of whatever effects ail your foes.

Daily ✦ Arcane
Minor Action **Close** burst 5
Target: Each enemy in burst that is taking ongoing damage
Effect: Each instance of ongoing damage that each target is taking increases by 10.

Level 13 Encounter Spells

Cyclone Pull — Sorcerer Attack 13

From the ground rises a cyclone that consumes your foes in violence, battering them and pulling them toward its center.

Encounter ✦ Arcane, Implement
Standard Action **Area** burst 3 within 10 squares
Target: One, two, or three creatures in burst
Attack: Charisma vs. Fortitude
Hit: 1d6 + Charisma modifier damage, and you slide the target 2 squares closer to the origin square of the burst.

Dazzling Starlight — Sorcerer Attack 13

The stars send shafts of light down upon your foe, blasting its mind and leaving it confounded.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d6 + Charisma modifier psychic damage. Until the end of your next turn, the target cannot take immediate actions or opportunity actions.
Cosmic Magic: If you use this power while you are in the phase of the stars, the target is dazed until the end of your next turn.

Downbeat of Wings — Sorcerer Attack 13

You give life to a memory of dragons in the form of phantom wings. With a beat of these wings, you send your foe sprawling.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d6 + Charisma modifier damage, and you push the target 2 squares and knock it prone.
Dragon Magic: You shift a number of squares equal to your Strength modifier.

Moon Cage — Sorcerer Attack 13

You call upon the moon and gain a fraction of its strength. Using it, you reach out and clutch your foe in a cold cage.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 1d10 + Charisma modifier cold damage, and the target is restrained until the end of your next turn.
Cosmic Magic: If you use this power while you are in the phase of the moon, the attack deals extra damage equal to your Strength modifier.

Primordial Storm — Sorcerer Attack 13

You pull a fragment of the Elemental Chaos into the world and let its fury wash over your foes.

Encounter ✦ Arcane, Cold, Fire, Implement, Lightning, Thunder
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Storm Magic: You can choose not to target a creature in the origin square of the burst.
Attack: Charisma vs. Reflex
Hit: 2d6 + Charisma modifier lightning and thunder damage. At the start of the target's next turn, it takes 5 cold and fire damage.
Wild Magic: If you rolled an even number on the attack roll, the target takes 10 cold and fire damage at the start of its next turn instead of 5. If you rolled an odd number on the attack roll, the target is also slowed until the end of its next turn.

Level 15 Daily Spells

Day and Night — Sorcerer Attack 15

Your arcane litany calls a blaze of brilliance and a shroud of chill shadow across your foe in quick succession.

Daily ✦ Arcane, Cold, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Primary Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier radiant damage, and the target is dazed (save ends).
Miss: Charisma modifier radiant damage.
Effect: Make a secondary attack against the target.
Secondary Attack: Charisma vs. Reflex
Hit: 3d6 + Charisma modifier cold damage, and the target is immobilized (save ends).
Miss: Charisma modifier cold damage.

Gale Burst — Sorcerer Attack 15

Your words of bring forth an explosive cloud from the heart of a gale. Your foes are flung about like leaves in a tempest.

Daily ✦ Arcane, Implement, Thunder
Standard Action **Close** burst 3
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 4d8 + Charisma modifier thunder damage, and you push the target a number of squares equal to your Dexterity modifier. The target is slowed (save ends).
Miss: Half damage, and you push the target 1 square.

Lightning Daggers — Sorcerer Attack 15

Slivers of lightning leap from you, forming a bond with your foe. Periodically, you can send another charge to shock your enemy.

Daily ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d4 + Charisma modifier lightning damage.
Effect: Until the end of the encounter, you can repeat the attack as a free action once per round during your turn.

Prismatic Lightning — Sorcerer Attack 15

Your words summon a storm of multicolored bolts. Some sear, others burn, and a few strike your foes blind.

Daily ✦ Acid, Arcane, Cold, Implement, Lightning, Psychic
Standard Action **Area** burst 2 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Fortitude, Reflex, or Will (choose one defense for each target)
Hit (Fortitude): 3d6 + Charisma modifier lightning damage, and ongoing 10 acid damage (save ends).
Hit (Reflex): 3d6 + Charisma modifier cold and lightning damage, and the target is immobilized (save ends).
Hit (Will): 3d6 + Charisma modifier lightning and psychic damage, and the target is blinded until the end of your next turn.
Miss (Fortitude, Reflex, or Will): Half damage.

Human Sorcerers

As with half-elves, some humans are capable of absorbing new customs and new modes of thinking with ease. Sorcery, with its wild and blood-linked powers, is an arcane skill that humans seem particularly adept at learning. Indeed, for many, picking up sorcery doesn't require formal instruction, but instead merely listening to urges encoded in their blood (for those lucky enough to have the potential for sorcery). Whereas human wizards, swordmages, and even warlocks are proud of their particular learning, human sorcerers feel a special pride of their own that their magic comes naturally. Some take this feeling further and are conceited about their inborn talent.

Level 16 Utility Spells

Avatars of Chaos — Sorcerer Utility 16

You briefly embody four principles of chaos, dividing yourself into a quartet of poles, each of which is charged with a potent threat.

Daily ✦ Arcane, Conjuration, Fire, Force, Lightning, Psychic
Minor Action **Personal**
Effect: You conjure images of yourself in 4 unoccupied, nonadjacent squares within 10 squares of you, and then you disappear from the world. Each round at the start of your turn, choose one of the four images. Your essence occupies that image, allowing you to act normally (including moving and making attacks).

When you conjure each image, choose a keyword for it from among fire, force, lightning, and psychic. You can't choose the same keyword twice. While you occupy an image, you gain a +1 bonus to attack rolls when you use a power that has a keyword that matches that image.

Each image lasts until the end of the encounter, until it is destroyed, or until you dismiss it. Each image occupies 1 square, and creatures cannot move through an image's space. An image can be targeted by attacks and uses your defenses. Each image (including the one you occupy) has 1 hit point, and a missed attack never damages an image. An image is destroyed if it is reduced to 0 hit points or fewer. If you occupy an image when it is destroyed, you can immediately move to any other image still present. If you occupy the last remaining image when it is destroyed, you reappear in that square.

As a minor action, you can dismiss all remaining images and reappear in any square that was occupied by an image when you took this action.

Breath of Potency — Sorcerer Utility 16

You call upon your draconic lineage to bolster you against harm.

Daily ✦ Arcane
Standard Action **Personal**
Effect: Until the end of the encounter, you gain a +1 power bonus to all defenses. Whenever you use an arcane close attack, this bonus is equal to your Strength modifier until the end of your next turn.

Dominant Winds — Sorcerer Utility 16

Silver winds curl out of nowhere and lift you or an ally briefly into the air.

At-Will ✦ Arcane
Move Action **Close** burst 5
Target: You or one ally in burst
Effect: The target can fly a number of squares equal to your Dexterity modifier as a free action.

Thunder Buffer — Sorcerer Utility 16

Distant thunder grumbles around you, and you can unleash it against an attacker to knock the creature backward.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter, you gain a +2 power bonus to AC, and as an immediate reaction you can push each enemy that hits you with a melee attack a number of squares equal to your Charisma modifier.

DUEL ARCANE

The Duel Arcane was *the* event in the city. Held every three years, it afforded the city a wonderful influx of business as sorcerers, wizards, and not a few charlatans descended on the city. Inns were full, and business in the bazaar was brisk. Outfitters of all types expected booming sales. The city welcomed the arcanists with open arms (especially famous and rich arcanists). Shops and merchants scrambled to expand their inventory of magical implements, components, reagents, and other needful things while the Duel ran. Inflated prices for rare components was a possibility every attending mage expected.

For the young human sorcerer named Hennet, it was almost too much. But he had paid his entry fee. He had traveled to the city. Now all that remained was the Duel.

Hennet's first competitor was a salt-bearded fellow called Harper. Harper stood in the circle across from him, darting glances to and fro. Sweat beaded the man's brow, and he rubbed his hands incessantly. Hennet's own nervousness faded somewhat at seeing his competitor so shaken. He restrained himself from offering the man encouragement. This was a competition, after all.

"... BEGIN!" bawled the judge. A puff of sulfurous smoke from a magical duel being conducted in an adjacent sandpit washed across Harper, who actually mewled in terror.

What's up with this guy? wondered the sorcerer. Perhaps Harper was newer to the craft even than Hennet. He shrugged, and whispered elements of a song that always rang in his blood. Infused by magic from his waving fingertips, the sound was transformed. A low growl, as of a lion catching scent of its prey, issued from his open mouth.

Hennet moved his hands even farther apart. As he did so, the growl's volume increased, becoming the earshattering roar of a great cat screaming in triumph.

The judge stepped back, nearby competitors stumbled in the midst of their spells, and Harper was pushed out of the dueling circle.

The round was Hennet's. Even better, he had used the first spell that he had ever mastered, one that had stolen into his mind on the eve of his thirteenth birthday. He had used it often since then. But, he had to admit, never before with such perfection.

It was going to be a good day.

– Adapted from *Oath of Nerull* by T. H. Lain-Cordell

Level 17 Encounter Spells

Acid Shackles — Sorcerer Attack 17

Caustic words crackle from your mouth, taking physical form around your foes as bands of acid that further punish those who move.

Encounter ✦ Acid, Arcane, Implement
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier acid damage. If the target moves before the end of its next turn, it takes 10 acid damage.
Wild Magic: If you hit and you rolled an even number on the attack roll, add your Dexterity modifier to the acid damage dealt if the target moves before the end of its next turn. If you hit and you rolled an odd number on the attack roll, one enemy within 2 squares of the target takes acid damage equal to your Dexterity modifier.

Azure Talons — Sorcerer Attack 17

Blue claws of lightning materialize around you and slash at foes that remain too close.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Close** burst 2
Target: Each enemy in burst
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier lightning damage. If the target ends its next turn within 2 squares of you, it takes 5 lightning damage.
Dragon Magic: If the target ends its next turn within 2 squares of you, it takes lightning damage equal to 5 + your Dexterity modifier.

Searing Radiance — Sorcerer Attack 17

You borrow a bit of the sun's radiance and hurl it at your foe.

Encounter ✦ Arcane, Healing, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 4d8 + Charisma modifier radiant damage.
Cosmic Magic: If you use this power while you are in the phase of the sun, you can spend a healing surge.

Stalking Frost — Sorcerer Attack 17

A wave of utter cold sweeps outward, seeping into the bones of your foes. If your enemies don't move, the cold grows more deadly.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Close** burst 3
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier cold damage. If the target does not end its next turn at least 4 squares away from where it started its turn, it takes 10 cold damage.

Thunderstroke — Sorcerer Attack 17

A stroke of lightning strikes your foe from overhead, followed by a concussive boom.

Encounter ✦ Arcane, Implement, Lightning, Thunder
Standard Action **Area** burst 1 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier thunder damage. A target in the origin square of the burst also takes 3d8 lightning damage.
Storm Magic: A target hit by this power is also knocked prone.

Level 19 Daily Spells

Aspect of the Dragon — Sorcerer Attack 19

Your form wavers and is replaced by a dragon that releases a scouring blast of fire. Depending on the course of the battle, it might make another appearance.

Daily ✦ Arcane, Fire, Implement
Standard Action **Close** blast 5
Target: Each enemy in blast
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier fire damage.
Miss: Half damage.
Effect: The first time you become bloodied during the encounter, repeat the attack as a free action.
Dragon Magic: You gain a +2 bonus to attack rolls with this repeated attack.

Crashing Winds — Sorcerer Attack 19

Everything standing near you is battered and knocked away, and the winds continue to swirl in your vicinity.

Daily ✦ Arcane, Implement, Thunder
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Charisma vs. Fortitude
Hit: 5d8 + Charisma modifier thunder damage.
Miss: Half damage.
Effect: You push the target a number of squares equal to your Dexterity modifier.
Storm Magic: Until the end of the encounter, at the start of your turn, you push each enemy adjacent to you a number of squares equal to your Dexterity modifier.

DWARF SORCERERS

Not many dwarves are drawn to the arcane wildness that seems to be part and parcel of most kinds of sorcerers. On the other hand, dwarves are known as a steady, enduring people, and many dwarves are attracted to sorcery's cosmic magic, with its reliance on cycles, seasons, and steady revolutions. The fraction of dwarves who learn sorcery but who take up wild magic, storm magic, or dragon magic are considered to be quite odd by other dwarves who come across them. Which is rather the whole point, most likely.

Primordial Slime — Sorcerer Attack 19

With a flick of your wrist, you shoot an ooze at your foe. When the ooze strikes, the creature begins to take on a gelatinous consistency.

Daily ✦ Acid, Arcane, Implement, Polymorph
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Fortitude
Hit: The target is slowed, cannot take standard actions, and takes half damage from melee and ranged attacks (save ends all).
Aftereffect: The target is slowed and takes ongoing 10 acid damage (save ends both).
Wild Magic: If you rolled an even number on the attack roll, the target takes a -2 penalty to all defenses until the aftereffect ends. If you rolled an odd number on the attack roll, the target takes a -2 penalty to attack rolls until the aftereffect ends.
Miss: The target is slowed and takes ongoing 10 acid damage (save ends both).

Radiant Wings — Sorcerer Attack 19

You rise into the air, borne aloft by rays of golden sunlight that simultaneously blast your foe.

Daily ✦ Arcane, Fire, Implement, Radiant
Standard Action **Ranged** 5
Target: One creature
Effect: Before the attack, you can fly a number of squares equal to your Strength modifier.
Cosmic Magic: At the end of this movement, each creature adjacent to you takes fire and radiant damage equal to your Strength modifier.
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier fire and radiant damage.
Sustain Minor: When you sustain this power, repeat the effect.

Level 22 Utility Spells

Crown of Flames — Sorcerer Utility 22

You adorn yourself with a halo of fire that flickers and dances. Whenever your lesser spells fail, the flames lick your foes.

Daily ✦ Arcane, Fire
Minor Action **Personal**
Effect: Until the end of the encounter, whenever you miss with a sorcerer at-will or encounter attack power, the target takes fire damage equal to your Charisma modifier.

Flight of Dragons — Sorcerer Utility 22

A flight of phantom dragons swoops down and gathers up you and your allies, bearing all of you aloft.

Daily ✦ Arcane
Standard Action **Close** burst 2
Target: You and each ally in burst
Effect: Each target gains a fly speed equal to his or her speed until the end of your next turn.
Sustain Minor: The effect persists. When you fail to sustain this power, each target floats to the ground without taking falling damage.
Dragon Magic: Each target gains resist 10 to your choice of acid, cold, fire, poison, lightning, or thunder while you sustain the effect.

Storm Body — Sorcerer Utility 22

The spirit of the storm engulfs you, and you become as the wind and lightning, heedless of the earth and dangerous to the touch.

Encounter ✦ Arcane, Lightning
Move Action **Personal**
Effect: You become insubstantial until the start of your next turn and can fly 10 squares with this move action. Each creature that makes a melee attack against you during this move takes lightning damage equal to your Charisma modifier.

Ultimate Resistance — Sorcerer Utility 22

You become sheathed in scales of black, white, blue, or some other hue, and you gain mighty resistance.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter, you gain resist 30 against a damage type of your choice: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. Once per round as a minor action, you can change the resistance to another of these types.

Level 23 Encounter Spells

Rumbling Storm Bolt — Sorcerer Attack 23

You strike a foe with lightning, sending it staggering. Then a thunder wave rolls in, smashing into a nearby creature.

Encounter ✦ Arcane, Implement, Lightning, Thunder
Standard Action **Ranged** 20
Primary Target: One creature
Primary Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier lightning damage, and you slide the target a number of squares equal to your Dexterity modifier. Make a secondary attack.
Secondary Target: One creature within 10 squares of the primary target and in the primary target's line of sight
Secondary Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier thunder damage, and you knock the target prone.

Halflings Sorcerers

Despite what some might think, halflings are drawn to the sorcerer class for several reasons. First, all sorcerers benefit from naturally high Charisma scores, which halflings possess in spades. Second, the volatile nature that might sour other races on the class only serves to draw some halflings to the class all the more fiercely. Furthermore, a halfling's Small size is no detriment to taking up sorcery because two-handed weapons are not associated with the class. And, as with anything, a little luck never hurts. Halflings who become sorcerers are most likely to favor wild magic or storm magic.

Storm Arc — Sorcerer Attack 23

A flare of sparks shoots out from your hand and hits the ground in your enemies' midst, exploding with a roar.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Area** burst 1 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 3d6 + Charisma modifier lightning damage.
Storm Magic: Until the end of your next turn, you gain a fly speed equal to your speed, and you can hover.

Sun and Stars — Sorcerer Attack 23

With the force of the solar tide, you blast your foe with a gout of energy that requires both endurance and quickness to withstand.

Encounter ✦ Arcane, Implement, Psychic, Radiant
Standard Action **Ranged** 20
Target: One creature
Primary Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier psychic damage, and the target is slowed until the end of your next turn.
Effect: Make a secondary attack against the target.
Secondary Attack: Charisma vs. Reflex
Hit: 3d6 + Charisma modifier radiant damage.
Cosmic Magic: If you hit with both attacks, you can change your phase in the cosmic cycle to the phase of the sun or the phase of the stars.

Wildrift Burst — Sorcerer Attack 23

You scream an arcane word that resonates in your foes' minds. The world around you then fractures, causing space to distort.

Encounter ✦ Arcane, Implement, Psychic, Teleportation
Standard Action **Close** burst 3
Target: Each creature in burst
Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier psychic damage, and you teleport the target a number of squares equal to your Dexterity modifier.
Wild Magic: If you rolled an even number on the attack roll, the target is dazed until the end of your next turn. If you rolled an odd number on the attack roll, you can teleport the target an additional 1d4 squares.

Wyrmblight — Sorcerer Attack 23

With a draconic roar, you loose a blast of fire laced with black venom.

Encounter ✦ Arcane, Fire, Implement, Poison
Standard Action **Close** blast 5
Target: Each creature in blast
Attack: Charisma vs. Fortitude
Hit: 4d6 + Charisma modifier fire and poison damage.

ELF AND ELADRIN SORCERERS

Few elves or eladrin choose the path of the sorcerer. However, the high Dexterity of both races provides an edge to elf or eladrin sorcerers who choose wild magic or storm magic. Since sorcerers are limited to wearing cloth armor, Dexterity is also quite useful for defensive purposes. An elf's *wild step* racial trait and an eladrin's *fey step* racial trait are both good for getting away from an enemy's melee attack in order to cast a spell.

LEVEL 25 DAILY SPELLS

Acid Typhoon — Sorcerer Attack 25

A curling wave of acid rolls into the world from the Elemental Chaos, dissolving the flesh of creatures that stand in your way.

Daily ✦ Acid, Arcane, Implement, Thunder
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Storm Magic: You can choose not to target a creature in the origin square of the burst.
Attack: Charisma vs. Fortitude
Hit: 4d8 + Charisma modifier acid and thunder damage, and ongoing 10 acid damage (save ends).
Miss: Half damage, and ongoing 5 acid damage (save ends).

Cloak of Winter Storm — Sorcerer Attack 25

Cold explodes around you, and the air coalesces into whirling shards of ice.

Daily ✦ Arcane, Cold, Implement, Zone
Standard Action **Close** burst 3
Effect: The burst creates a zone of floating ice shards that lasts until the end of the encounter. Each enemy that enters the zone or starts its turn there takes 2d6 + your Charisma modifier cold damage and is slowed until the end of its turn.

Fury of Dragotha — Sorcerer Attack 25

A vision of Dragotha, an undead dragon, fills your sight. You borrow a fragment of its breath weapon to unleash a rotting blast.

Daily ✦ Arcane, Implement, Necrotic
Standard Action **Close** blast 5
Target: Each creature in blast
Attack: Charisma vs. Reflex
Hit: 5d8 + Charisma modifier necrotic damage.
Miss: Half damage.
Dragon Magic: Until the end of the encounter, each creature that starts its turn adjacent to you takes necrotic damage equal to your Strength modifier.

Leaping Lightning — Sorcerer Attack 25

Storm bolts leap toward your enemy. A foe too close to your first victim suffers a discharging lightning blast for its trouble.

Daily ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 20
Primary Target: One creature
Primary Attack: Charisma vs. Reflex
Hit: 3d6 + Charisma modifier lightning damage, and ongoing 10 lightning damage (save ends). Whenever the target takes the ongoing lightning damage, make a secondary attack as a free action.
Secondary Target: One creature within 10 squares of the primary target and in the primary target's line of sight
Secondary Attack: Charisma vs. Reflex.
Hit: 3d6 + Charisma modifier lightning damage.
Miss: Half damage.



Wrathful Vapors — Sorcerer Attack 25

Vapors shoot forth from your outstretched arms, freezing or scorching each enemy they hit.

Daily ✦ Acid, Arcane, Cold, Implement, Lightning, Thunder
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Fortitude or Reflex (choose one defense for each target)
Hit (Fortitude): 3d6 + Charisma modifier cold and thunder damage, and you slide the target a number of squares equal to your Dexterity modifier.
Hit (Reflex): 3d6 + Charisma modifier lightning damage. Each creature adjacent to the target takes 2d6 + your Dexterity modifier acid damage.
Miss (Fortitude or Reflex): Half damage.

Level 27 Encounter Spells

Chaos Infusion — Sorcerer Attack 27

You puncture the walls between the Elemental Chaos and your own plane, unleashing an elemental force that overwhelms foes.

Encounter ✦ Arcane, Fire, Force, Implement, Lightning, Psychic
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 4d6 + Charisma modifier fire, force, lightning, and psychic damage.
Wild Magic: Until the end of your next turn, when you use a power that grants an additional benefit on an odd or an even die roll, gain the benefit of both the even and the odd die results. If you can't gain both benefits, choose one.

Moonstruck — Sorcerer Attack 27

Your foes are captivated by a vision of the moon, cold and enduring. The image strikes their hearts, leaving them paralyzed.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Area** burst 1 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Reflex
Hit: 4d6 + Charisma modifier cold damage, and the target is immobilized until the end of your next turn.
Cosmic Magic: If you use this power while you are in the phase of the moon, the target is restrained instead of immobilized.

Mother Claw — Sorcerer Attack 27

A talon of force slashes at a foe that threatens you, then pushes you back to safety like a dragon matriarch protecting its young.

Encounter ✦ Arcane, Force, Implement
Immediate Reaction **Melee** 1
Trigger: An enemy hits or misses you with a melee attack
Target: The triggering enemy
Attack: Charisma vs. Reflex
Hit: 4d8 + Charisma modifier force damage, and you can shift a number of squares equal to your Charisma modifier.
Dragon Magic: You ignore difficult terrain when you shift with this power.

Overpowering Lightning — Sorcerer Attack 27

A blast of lightning overwhelms your foe, sizzling across its flesh and rending its senses bereft of function.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier lightning damage, and the target is stunned until the end of your next turn.

Thunderous Might — Sorcerer Attack 27

A forceful thundercloud smashes into your foes, bruising their flesh and sending them sliding.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Area** burst 1 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 4d8 + Charisma modifier thunder damage, and you slide the target a number of squares equal to your Dexterity modifier.
Storm Magic: The target grants combat advantage to the next ally of yours who attacks it before the end of your next turn.

Level 29 Daily Spells

Cosmic Vengeance — Sorcerer Attack 29

Your foes become locked to the cycle of the sun, the moon, and the stars. This connection makes them suffer for attacking you.

Daily ✦ Arcane, Implement; Varies
Minor Action **Personal**
Effect: Until the end of the encounter, an enemy within 5 squares of you that hits you with an attack takes cold, psychic, or radiant damage (your choice with each hit) equal to your Charisma modifier. If that hit was also a critical hit, the enemy also takes ongoing 5 damage of the corresponding type (save ends).
Cosmic Magic: Add your Strength modifier to the damage dealt to an enemy that hits you.

Doom of Chaos — Sorcerer Attack 29

You yell a word of ancient origin. Upon hearing it, your foe succumbs to the primeval energy of chaos.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage, and ongoing 5 psychic damage (save ends).
Effect: Until the end of the encounter, at the start of each of the target's turns but before it takes any ongoing damage, choose acid, cold, fire, lightning, or thunder. The target gains vulnerable 10 to that damage type until the start of its next turn. If the target is still taking ongoing psychic damage from this power, it gains vulnerable 15 psychic instead.
Wild Magic: If you rolled an even number on the attack roll, you can apply the effect to a creature within 10 squares of the target instead of to the target. If you rolled an odd number on the attack roll, you can apply the effect to each creature adjacent to the target instead of to the target.

Tiefling Sorcerers

Tieflings have high Charisma, which is the primary score for sorcerers. Like halflings, some tieflings are especially drawn to the tempestuous nature of sorcery and the image some sorcerers cultivate as carefree yet resonating with barely contained power.

Hellish Firestorm — Sorcerer Attack 29

You call up the heart of a firestorm from the Elemental Chaos and drop the devastating phenomenon upon your foes.

Daily ✦ Arcane, Fire, Implement, Thunder
Standard Action **Area** burst 2 with 20 squares
Target: Each creature in burst
Storm Magic: You can choose not to target a creature in the origin square of the burst.
Attack: Charisma vs. Fortitude
Hit: 3d10 + Charisma modifier thunder damage, and ongoing 10 fire damage (save ends).
Miss: Half damage, and ongoing 5 fire damage (save ends).

Mind Tide — Sorcerer Attack 29

Your foe's mind is like the ocean, able to be influenced by cosmic forces. By wielding those forces, you can seize control of it.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Will
Hit: 4d8 + Charisma modifier psychic damage, and the target is dominated (save ends).
Aftereffect: The target is dazed (save ends).
Miss: Half damage, and the target is dazed until the end of your next turn.

Wyrm Form — Sorcerer Attack 29

Your heart is that of an ancient dragon, and now your body is as well.

Daily ✦ Arcane, Implement, Polymorph; Varies
Minor Action **Personal**
Requirement: You must not be bloodied.
Effect: Until the end of the encounter or until you are bloodied, you take the form of a huge black, blue, green, red, or white dragon (your choice when you use this power). You retain your statistics, hit points, and defenses, but you have a speed of 8, fly 10 (hover). You can use your arcane powers while in this form, and you gain the following melee basic bite attack, breath weapon attack, and reactive attack.
Melee Basic Bite Attack: Standard action; reach 2; your level + 7 vs. AC; 3d10 + Charisma modifier damage. This is not an implement attack.
Breath Weapon Attack: Standard action; close blast 5 once per encounter; Charisma vs. Fortitude; 5d8 + Charisma modifier acid, lightning, poison, fire, or cold damage (based on the form you choose).
Reactive Attack: Immediate reaction, when an enemy flanks you; make a melee basic bite attack. On a hit, you also slide the target a number of squares equal to your Charisma modifier.
Dragon Magic: You gain a +2 bonus to attack rolls on the attacks granted by this power.

Blizzard Mage

"Winter freezes flesh and scours the earth with icy winds that shriek through hedgerows and mountain passes alike. I can't think of anything more poetic."

Prerequisite: Sorcerer

In the frozen wastes, and in the frost-blasted fields of winter, you feel at home. You find the cold, harsh conditions hospitable, even comforting. You can pull winter storms from across the world, or even from the Elemental Chaos, and use them to ruin your enemies. When you attack, your body is covered with ice crystals, and your skin pales. Your spells fill the air around you with blowing snow or hail, and powerful winds whip up.

The blizzard is your best friend and your most ferocious servitor. With its aid, you move creatures about inside killing blasts and knock them down with freezing vortexes of driving snow and ice.

Is it any wonder that your heart has grown cold, too? It is up to you whether your nature grows more and more aloof like the bleak season you embody, or whether your heart yet shelters a warm hearth for those you name friend.



Blizzard Mage Path Features

Icy Action (11th level): Whenever you spend an action point to make an attack, each creature you hit or miss with the attack is slowed (save ends).

Walk through Winter (11th level): While you are immobilized, you can shift 1 square. While you are slowed, your speed is 3 instead of 2.

Chill Winds (16th level): Whenever you score a critical hit, you can slide any single creature within 10 squares of you 1 square.

Blizzard Mage Spells

Winter's Clutch — Blizzard Mage Attack 11

Your hand is coated in frost as you sweep it in front of you, encasing nearby creatures in chilling wind and sheets of ice.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier cold damage. You slide the target 1 square, and the target is immobilized until the end of your next turn. Also, you slide each ally within 20 squares of you 2 squares.

Cloak of Freezing Wind — Blizzard Mage Utility 12

The icy chill of winter surrounds you as cold, whipping wind protects you from attacks.

Daily ✦ Arcane, Cold
Minor Action **Personal**
Effect: Until the end of the encounter, each creature that hits you with a melee attack takes 1d8 + your Charisma modifier cold damage, and you push that creature 1d4 + 2 squares.

Blizzard — Blizzard Mage Attack 20

A chaotic swirl bursts out from you, buffeting everyone nearby with wind and ice.

Daily ✦ Arcane, Cold, Implement
Standard Action **Close** burst 10
Target: Each enemy in burst
Attack: Charisma vs. Reflex
Hit: 4d10 + Charisma modifier cold damage, and you knock the target prone.
Effect: Each ally in the burst gains resist 10 cold until the end of the encounter.

Until the end of the encounter, you are surrounded by freezing wind and snow. At the start of each of your turns, each enemy within 10 squares of you takes 2d6 cold damage, and you slide it 2 squares.

Celestial Scholar

"In the sun's golden hall, I blaze with light. In the moon's shadowed chambers, I beguile the mind. In the firmament, I am the brightest star."

Prerequisite: Sorcerer, Cosmic Magic class feature

The tradition of the celestial scholar is more academic than the paths of other cosmic sorcerers, and definitely more cerebral than the paths of other types of sorcerers. You plot the courses of the stars and other celestial bodies, and through this knowledge you gain access to a well of power as vast as the night sky.

Celestial Scholar Path Features

Celestial Action (11th level): When you spend an action point to take an extra action, you gain a +2 bonus to attack rolls and damage rolls with cold, psychic, and radiant powers until the end of your next turn.

Cosmic Concordance (11th level): When you use a daily arcane attack power and choose to change your Soul of the Cosmic Cycle phase, you can change to either of the two other phases.

Phase Focus (11th level): One of your Soul of the Cosmic Cycle phases becomes more powerful. Choose one of the following benefits.

Blazing Sun: At the start of your turn while you are in the phase of the sun, each enemy within 2 squares of you takes fire and radiant damage equal to your Strength modifier.

Watching Moon: While you are in the phase of the moon, each enemy adjacent to you that fails a saving throw takes radiant damage equal to your Strength modifier.

Distant Stars: Whenever you are in the phase of the stars and an enemy's attack misses you, you can teleport a number of squares equal to your Strength modifier as a free action. You can also teleport as an immediate reaction after an attack hits you.

Celestial Defense (16th level): When you are in the phase corresponding to your Phase Focus, you gain a +2 bonus to all defenses.

The Three Phases

Each celestial scholar focuses on one of the three cosmic phases.

Blazing Sun: Followers of the phase of the sun wear white and gold robes with ostentatious jewelry. Socially, they favor blunt tactics (such as using Intimidate), and they can be incendiary and obstinate. However, some are capable of surprising warmth.

Watching Moon: Masters of subtlety, followers of the phase of the moon wear black and silver, preferring flowing, high-collared robes. They are socially adept (favoring Bluff and Diplomacy).

Distant Stars: Aloof and detached, these followers of the phase of the stars prefer ancient lore over social skills. They wear dark, conservative clothing with little adornment.

Celestial Scholar Spells

Celestial Sigil — Celestial Scholar Attack 11

An arcane pattern appears briefly on your arms as you snatch power from the cosmos and hurl it toward a foe.

Encounter ✦ Arcane, Implement; Varies
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier damage
Effect: If you hit with this power, you gain an effect based on your current Soul of the Cosmic Cycle phase.
Phase of the Sun: Enemies within 2 squares of you take fire and radiant damage equal to your Strength modifier.
Phase of the Moon: Adjacent enemies take radiant damage equal to your Strength modifier and take a -2 penalty to saving throws until the end of your next turn.
Phase of the Stars: You teleport a number of squares equal to your Strength modifier as a free action.

Celestial Resistance — Celestial Scholar Utility 12

You transform your resistance to ward against a different kind of threat.

Encounter ✦ Arcane
Free Action **Personal**
Effect: You can change the resistance granted by your current Soul of the Cosmic Cycle phase to the type of a different phase (cold, psychic, or radiant), or you can increase your resistance against the current type by 5. This benefit lasts until you change your phase.

Celestial Seal — Celestial Scholar Attack 20

Your foe is surrounded by celestial lights and held in place by cosmic bindings.

Daily ✦ Arcane, Implement; Varies
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Will
Hit: 4d8 + Charisma modifier damage. For this attack's damage, choose two damage types from among cold, psychic, and radiant.
Miss: Half damage.
Effect: The target is immobilized (save ends). This effect has an additional benefit based on your current Soul of the Cosmic Cycle phase.
Blazing Sun: The target takes fire and radiant damage equal to your Strength modifier.
Watching Moon: The target takes a -2 penalty to all defenses until the end of its next turn.
Distant Stars: You teleport the target 3 squares.

Dragon Guardian

"The dragon's traits are mine—its breath, its strength, and its ability to withstand harm. With such weapons, who can hope to withstand me?"

Prerequisite: Sorcerer, Dragon Magic class feature

Dragons are your legacy. You embody one of the manifestations of draconic might. The sheer physical power of dragons inspires you. Your foes glimpse these truths when you demonstrate your powers.

You have studied the movements and strategies of dragons as they fight, both when you heard or read about dragons in epic stories and on a few occasions when you were menaced by one. You are drawn to dragons' lairs or other places where dragons congregate, eager to learn more about the mighty beasts that are your personal idols.

Dragon Guardian Path Features

Dragon Breath Action (11th level): Whenever you spend an action point to make a close blast attack, the attack can score a critical hit on a roll of 16–20.

Guardian's Resistance (11th level): Choose acid, cold, fire, lightning, poison, or thunder. Add that damage type to the resistance granted by your Dragon Soul. You can't choose a damage type that your Dragon Soul already grants you resistance to.



Indomitable Breath (16th level): When you make an attack roll with a close blast power, you ignore any resistance and immunity that creatures have to the attack.

Dragon Guardian Spells

Guardian's Breath Dragon Guardian Attack 11

You harm your foes by breathing on them, forcing them to succumb to your power.

Encounter ✦ Arcane, Implement
Standard Action **Close** blast 3
Target: Each enemy in blast
Attack: Charisma vs. Reflex
Hit: 2d10 + Charisma modifier damage. Until the end of your next turn, the target is marked and has vulnerable 5 to your attacks. Until the mark ends, if the target makes an attack that does not include you as a target, it takes damage equal to 2d6 + your bonus from Draconic Power after the attack is resolved.

Shield of Dragon Might Dragon Guardian Utility 12

You breathe out a shield of energy in response to an attack, and it continues to protect you.

Daily ✦ Arcane
Immediate Interrupt **Personal**
Trigger: You are hit by an attack
Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses, and the resistance granted by your Dragon Soul also applies to another damage type of your choice (acid, cold, fire, lightning, poison, or thunder).

Lasting Breath Dragon Guardian Attack 20

You exhale a blast of powerful dragonfire that scours your foes and draws their attention to you.

Daily ✦ Arcane, Implement; Variable
Standard Action **Close** blast 5
Target: Each enemy in blast
Attack: Charisma vs. Fortitude
Hit: 2d10 + Charisma modifier damage, and ongoing damage equal to 10 + your Strength modifier, and the target is marked (save ends both). The damage and the ongoing damage are of the type associated with your Dragon Soul resistance.

Until the mark ends, if the target makes an attack that does not include you as a target, it takes damage equal to 5d6 + your bonus from Draconic Power after the attack is resolved.
Miss: Half damage.

Essence Mage

"I am arcana incarnate, and I know magic's true form."

Prerequisite: Sorcerer

Your arcane power is innate. An essential part of your being is bound to the magic you use. You are capable of transforming yourself into spell energy and warping your body into versatile forms. By learning to see inside yourself and reshape your very soul, you transcend the limits of mortality.



Essence Mage Path Features

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

Energy Essence (11th level): If you hit with an arcane attack power that deals more than one type of damage, you deal 1d6 extra damage.

Essential Resistance (16th level): Whenever you gain resistance, increase that resistance by 3 (or by 4 at 21st level and higher).

Essence Mage Spells

Essence of Arcane Blood Essence Mage Attack 11

The magic infused in your being bursts from your body, rending your foe with chaotic destruction.

Encounter ✦ Arcane, Implement; Varies
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d8 + Charisma modifier damage. Choose two damage types from among acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder. The attack deals damage of these two types. Until the end of your next turn, you gain combat advantage against all targets of your arcane attacks.

Essence Form Essence Mage Utility 12

Your body vanishes, leaving behind a miasma of rippling, sparking arcane energy.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: You become insubstantial until the end of your next turn. If you hit with an arcane power while you are insubstantial, you gain temporary hit points equal to one-half your level + your Charisma modifier.

Protective Essence Essence Mage Attack 20

As you strike out with an explosion of magical force, your body is veiled in swirls of kaleidoscopic color that protect you from attacks.

Daily ✦ Arcane, Force, Implement
Standard Action **Close** burst 2
Target: Each enemy in burst
Attack: Charisma vs. Reflex
Hit: 4d6 + Charisma modifier force damage.
Miss: Half damage.
Effect: Until the end of the encounter, you gain resist 5 to all damage. Until the end of the encounter, each time you use an arcane power, each enemy adjacent to you takes damage equal to your Charisma modifier.

Essence Form

As an essence mage, you might choose to manifest a specific appearance when you use your *essence form* power. You can base it on a specific damage type you use often, turning your body into a flickering green fire, a dark cloud that constantly roars with thunder, or a mass of connected planes of force. Other trappings of arcane magic can make for an interesting appearance. You could become a swirl of runes from many different scripts, an aurora of multicolored light, or a watery shape that shimmers with images of hundreds of spellcasters both alive and dead.

Lightning Fury

"In my chest beats the storm's heart, which churns with godlike power."

Prerequisite: Sorcerer, Storm Magic class feature

Your greatest joy is the fulfillment you attain through your stormy outbursts. Laughter rumbles from your mouth like thunder when you tear into foes with blinding bolts that scar the air and scorch the earth. Your form is cloaked in a shimmering haze of electric sparks and bolts that flash out to strike enemies that threaten you.

When you defeat your foes, the fury in your blood subsides into quiescence, but it never moves too far beneath the surface. Even in your dreams as you rest, you can sense the thunderheads inside you roiling as they wait for the next storm to brew.

Lightning Fury Path Features

Electric Action (11th level): When you spend an action point to take an extra action, you deal lightning damage equal to your Dexterity modifier to one, two, or three creatures of your choice within 5 squares of you.

Unstoppable Lightning (11th level): Your lightning attacks treat each creature that has resistance to lightning as not having that resistance. In addition, your lightning attacks treat each creature that is immune to lightning as instead having resistance to lightning equal to one-half its level.

Lightning Field (16th level): After you hit with a lightning power, until the end of your next turn, each enemy that moves into a square adjacent to you or makes a melee attack against you takes 2d6 + your Dexterity modifier lightning damage.



Lightning Fury Spells

Furious Bolts — Lightning Fury Attack 11

Jagged streaks of lightning fly from your hands and flash between several foes.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 20
Primary Target: One creature
Primary Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier lightning damage. Make a secondary attack.
Secondary Target: One creature within 10 squares of the primary target
Secondary Attack: Charisma vs. Reflex
Hit: 2d4 + Charisma modifier lightning damage. Repeat the secondary attack against any single creature you have not yet hit with this attack. (You can continue attacking as long as you keep hitting and still have targets you haven't attacked yet.)
Effect: On your next turn, you gain a bonus to your first attack roll equal to the number of creatures you hit with *furious bolts*.

Lightning in the Blood — Lightning Fury Utility 12

You feel energized as lightning arcs through your veins and flashes in your eyes.

Daily ✦ Arcane, Lightning
Minor Action **Personal**
Effect: Until the end of the encounter, your lightning attacks deal an additional die of damage. (The die is the same size the attack already deals.)

Bolt of Power — Lightning Fury Attack 20

You call down a tremendous lightning bolt that crashes into a large group of foes and lays waste to them.

Daily ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Reflex
Hit: 4d10 + Charisma modifier lightning damage, and ongoing 10 lightning damage (save ends). You can choose to become dazed until the end of your next turn. If you do so, each creature adjacent to the target takes ongoing 10 lightning damage (save ends).
Miss: Half damage, and ongoing 5 lightning damage (save ends).

Primordial Channeler

"Earth, wind, and water churn inside me, yearning to be free."

Prerequisite: Sorcerer, Wild Magic class feature

Waves of cold, fire, lightning, and thunder surge within you like a roiling elemental, contained in shroud of skin. You dream of being swept away in a conflagration whose size will grow without bound and one day break through planar walls themselves.

You've heard of the ancient ones, the primordials who forged the world in an elemental explosion. You feel a kinship to those entities, and as you gain more and more power, you begin to suspect you are actually related to them. If your suspicion is more than just conjecture, what does that bode for your future?

Primordial Channeler Path Features

Primordial Action (11th level): When you spend an action point to take an extra action, each enemy within 3 squares of you takes damage equal to your Dexterity modifier. The damage type matches the type of resistance currently provided by your Wild Soul.

Primordial Manifestation (11th level): If the type of resistance currently provided by your Wild Soul is cold, fire, lightning, or thunder, you also gain the benefit described below.



Cold: Creatures hit by your attacks are slowed until the end of your next turn.

Fire: Creatures hit by your attacks take ongoing fire damage equal to your Dexterity modifier (save ends).

Lightning: Creatures hit by your attacks take a -2 penalty to attack rolls until the end of your next turn.

Thunder: Creatures hit by your attacks are deafened (save ends).

Overwhelming Elements (16th level): Whenever you hit a creature with an attack, that creature's resistances are reduced by 10 (minimum 0) until the end of your next turn.

Primordial Channeler Spells

Primordial Rage Primordial Channeler Attack 11

You let loose a bolt of pure primordial chaos, and it feeds off the effects of your wild magic.

Encounter ✦ Arcane, Implement; Varies
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d10 + Charisma modifier damage. You gain an additional benefit based on the resistance currently provided by your Wild Soul.
Cold: The target is immobilized until the end of your next turn.
Fire: You push the target 1 square and knock it prone.
Lightning: The target is dazed until the end of your next turn.
Thunder: Each creature adjacent to the target takes thunder damage equal to your Dexterity modifier.
Other: The target takes a -2 penalty to attack rolls until the end of your next turn.

Primordial Boon Primordial Channeler Utility 12

You exude a shield of energy that protects you from attacks.

Daily ✦ Arcane
Minor Action **Personal**
Effect: You gain resist 15 cold, resist 15 fire, resist 15 lightning, and resist 15 thunder until the end of the encounter.

Primordial Rift Primordial Channeler Attack 20

A spout of matter from the Elemental Chaos emerges in front of you, blasting forth uncontrolled energy.

Daily ✦ Arcane, Cold, Fire, Implement, Lightning, Thunder
Standard Action **Close** blast 2d6
Target: Each enemy in blast
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier cold, fire, lightning, and thunder damage, and the target is stunned until the end of your next turn.
Miss: Half damage, and the target is dazed until the end of your next turn.
Effect: Roll on the Wild Soul table. Until the end of the encounter, you gain the Wild Soul benefits of both your current Wild Soul damage type and the new type. (If you get the same result a second time, roll again.) If a later effect changes the damage type of your Wild Soul, you can choose to change either one.

CHAPTER 3

SWORDMAGE

"My arcane powers are ancient, passed down through the centuries so that when I am called to duty, my warding holds fast."

SWORDMAGES ARE warriors who wield ancient magic to supplement their martial skills. A swordmage channels magic through his or her sword, enhancing attacks, bolstering defenses, and aiding allies. Each time a swordmage presses the attack, a foe must contend not only with the bite of steel, but also with arcs of searing fire, dazzling discharges of lightning, and cold as chilling as any blizzard.

As a swordmage, you share a bond with your sword. When you and your sword are separated, you *can call the weapon to hand with a mere thought.* Developing this powerful relationship with your blade is the first step to becoming a swordmage, and calling the weapon is the first lesson you mastered.

Swordmages are consummate tacticians, and they recognize the value of teamwork. As a result, you focus your arcane talents on preserving allies against foes' attacks. You have learned to create an arcane link between yourself and your enemy. This ancient magic is the swordmage's aegis, and it allows you to punish a foe that dares to attack your allies.

This chapter includes the following material.

- **New Class Feature:** Using *aegis of ensnarement*, you can compel a foe to move to you just when the creature thinks itself safe.
- **New Build:** Foil your foes with cunning footwork, entangling spells, and dazzling swordplay as an ensnaring swordmage.
- **New Swordmage Powers:** Capture your enemies with entrapping powers, glide effortlessly across the battlefield, or unleash bursts of elemental magic. Customize your arcane arsenal for control or damage.
- **New Paragon Paths:** This chapter introduces six new swordmage paragon paths. Inscribe sigils in the air that punish your foes, or capitalize on an enemy's greatest weaknesses. Stalk the ether between planes, or bend your Swordmage Warding into a powerful weapon.



WAYNE ENGLAND



NEW CLASS FEATURE

Instead of selecting the *aegis of shielding* or the *aegis of assault* as your Swordmage Aegis, you can select the *aegis of ensnarement* power.

Aegis of Ensnarement Swordmage Feature

You create an arcane link between yourself and a foe, allowing you to ensnare that creature.

At-Will ✦ Arcane, Teleportation
Minor Action **Close** burst 2
Target: One creature in burst
Effect: You mark the target. The target remains marked until you use this power against another target. If you mark another creature using other powers, the target is still marked.

Until the mark ends, if the target makes any attack that does not include you as a target, it takes a -2 penalty to the attack roll.

If a target marked by this power is within 10 squares of you when it hits with an attack that does not include you as a target, you can use an immediate reaction after the target's entire attack is resolved to teleport the target to any space adjacent to you. In addition, the target grants combat advantage to all creatures until the end of your next turn. If no unoccupied space exists adjacent to you, you can't use this immediate reaction, and the target doesn't grant combat advantage as a result of this effect.



NEW BUILD

The swordmage class is featured in the *Forgotten Realms® Player's Guide*. This chapter presents an additional swordmage build, the ensnaring swordmage. The ensnaring swordmage focuses on battlefield control and on immobilizing, slowing, and knocking prone enemies. The build is also associated with a new aegis, the *aegis of ensnarement*, which allows you to teleport a marked enemy to you.

Ensnaring Swordmage

You are a sly hunter who closes in on your prey, punishing an enemy for any missteps, and hounding it until it is vanquished. As an ensnaring swordmage, you are a clever defender who gains the tactically advantageous ground in a fight. You circle opponents and entrap them with careful swordplay, entangling spells, and cunning feints. You might also charge a foe to try to gain the advantage or to keep the creature from your allies.

Your use of spells to ensnare opponents requires physical and mental endurance. Intelligence should be your primary ability score, because it determines the accuracy and potency of your spells. You should also have a high Constitution score to strengthen your ensnaring spells.

Suggested Class Feature: *aegis of ensnarement*
Suggested Feat: Grasping Ensnarement*
Suggested Skills: Arcana, Athletics, Endurance, Insight
Suggested At-Will Powers: *foesnare†, stalker's strike**
Suggested Encounter Power: *fox's feint**
Suggested Daily Power: *dragon's teeth**
*New option presented in this book
†Presented in the *Forgotten Realms® Player's Guide*

THE MARKED CONDITION

When you mark a creature, you force it to engage you or suffer the consequences. While that creature is marked by you, it takes a -2 penalty to attack rolls for any attack that doesn't include you as a target. In addition, powers, class features, magic item properties, and feats might have effects that trigger when the creature takes certain actions.

A creature can be subject to only one mark at a time, and a new mark supersedes a mark that was already in place. The effect you use to mark a creature determines how long the creature remains marked by you. Regardless of the mark's duration, it ends if someone else marks that creature, unless an effect says otherwise.

NEW SWORDMAGE POWERS

A swordmage must use a variety of spells to assault enemies and protect allies. The swordmage relies on *aegis of shielding*, *aegis of assault*, or *aegis of ensnarement* as the core of his or her defense. Many powers become more potent depending on a swordmage's aegis. An ensnaring swordmage relies on the *aegis of ensnarement* to bring an enemy close, but he or she also uses powers that immobilize, slow, or otherwise inhibit the movement of a foe. The powers in this chapter give the swordmage a more wide-ranging suite of options, allowing him or her to focus on specific damage types or attack ranges.

Level 1 At-Will Spells

Luring Strike — Swordmage Attack 1

You step behind your foe, strike quickly, and then dart away, drawing the creature after you.

At-Will ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 1[W] damage. You shift 1 square and slide the target 1 square into the space you occupied.
Level 21: 2[W] damage.
Effect: Before or after the attack, you can shift 1 square.

Level 1 Encounter Spells

Blazing Pursuit — Swordmage Attack 1

You envelop your blade in fire and then strike. The flames create a lingering path that you can travel along to catch your escaping foe.

Encounter ✦ Arcane, Fire, Teleportation, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier fire damage. If the target is within 5 squares of you at the end of its next turn, as a free action you can teleport to a space that must be adjacent to the target.
Aegis of Assault: You can teleport to a space adjacent to the target even if you do not have line of sight to that space.

Crackling Burst — Swordmage Attack 1

Your weapon sends out sprawling arcs of lightning that hit nearby creatures, making movement agonizing for them.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Close** burst 1
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 1d8 lightning damage. If the target moves during its next turn, it takes lightning damage equal to your Intelligence modifier.

Falcon's Mark — Swordmage Attack 1

You send your weapon flying to seek out an enemy beyond your normal reach. Your magic then marks that creature as your foe.

Encounter ✦ Arcane, Force, Weapon
Standard Action **Ranged** 5
Requirement: You must throw your melee weapon at the target.
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 1[W] + Intelligence modifier force damage, and the target is marked until the end of your next turn.
Aegis of Ensnarement: You can instead mark the target with your *aegis of ensnarement* power. Marking the target does not remove the mark on another target affected by your *aegis of ensnarement*. The mark lasts until the end of your next turn.
Effect: Your weapon returns to your hand.

Fox's Feint — Swordmage Attack 1

Your blade dances faster than the eye can follow, guiding your foe's movement as you attack.

Encounter ✦ Arcane, Teleportation, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier damage, and you can swap positions with the target.
Aegis of Ensnarement: Until the end of your next turn, when the target grants combat advantage to an attacker, that attacker gains a +4 bonus to the attack roll instead of a +2 bonus.

Sword of Sigils — Swordmage Attack 1

As you sweep your blade in a wide arc, it glows red and leaves arcane runes burning in the air above your foes.

Encounter ✦ Arcane, Force, Weapon
Standard Action **Close** burst 1
Target: Each enemy in burst
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier damage, and the target is marked until the end of your next turn. Until the mark ends, if the target makes an attack that does not include you as a target, it takes force damage equal to your Intelligence modifier after the attack is resolved.
Aegis of Shielding: If a target marked by this power hits a creature within 10 squares of you with an attack that does not include you as a target, you can use an immediate interrupt to reduce the damage dealt by that attack to any single creature by an amount equal to your Constitution modifier.

HALF-ELF SWORDMAGES

Half-elves are accomplished diplomats. They naturally learn a gamut of skills, and so half-elves viscerally appreciate the fusion of magic and swordplay that swordmages employ. They have the physical resilience to make capable ensnaring swordmages or shielding swordmages. Many half-elves take up blade and magic to defend themselves when traveling through hostile lands.

Level 1 Daily Spells

Dance of the Sword — Swordmage Attack 1

Your dazzling display of swordplay and magic captivates your foes and causes them to neglect combat tactics and opportunities.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Close** burst 2
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier psychic damage, and the target cannot make opportunity attacks or shift (save ends).
Miss: Half damage, and until the end of your next turn, the target cannot make opportunity attacks or shift.

Dragon's Teeth — Swordmage Attack 1

When you strike, darts of force explode from your weapon. The shards dig into your foes' flesh, goading them to move in your direction.

Daily ✦ Arcane, Force, Implement
Standard Action **Close** blast 5
Target: Each enemy in blast
Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier force damage. The target takes damage equal to your Strength modifier if it does not end its turn adjacent to you (save ends).
Miss: Half damage.

Lashing Asp — Swordmage Attack 1

A spectral asp winds itself around your sword. With each successful strike you make, the asp lunges to attack nearby foes.

Daily ✦ Arcane, Poison, Stance
Minor Action **Personal**
Effect: Until the stance ends, whenever you hit an enemy with a melee attack, each enemy adjacent to the target of that attack takes poison damage equal to your Constitution modifier. Also, whenever you hit an enemy marked by your Swordmage Aegis power with a melee attack, it takes poison damage equal to your Constitution modifier.

Sweeping Frostblade — Swordmage Attack 1

You swing your blade in a wide circle, unleashing a freezing wave that numbs nearby foes.

Daily ✦ Arcane, Cold, Weapon
Standard Action **Close** burst 1
Target: Each enemy in burst
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier cold damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is immobilized until the end of your next turn.

Level 2 Utility Spells

Arcane Transport — Swordmage Utility 2

You extend your magic to include a nearby friend as you step through an unseen, arcane corridor.

Daily ✦ Arcane, Teleportation
Free Action **Close** burst 2
Trigger: You teleport using a swordmage power
Target: One ally in burst
Effect: The target teleports to a space adjacent to the space you teleport to.

Field of Stone

Dhal stopped. The trail ahead twisted into a field of weathered boulders. The great pale stones lay scattered around a fey crossing, a place where the world is warped by the proximity of the Feywild.

The location was a nightly destination for Dhal. Here, his instructor tutored him in the ways of blade and spell. Why the eladrin had selected Dhal as her sole student, he had never learned. The question seemed irrelevant now. She was a swordmage, and she said she was passing her craft to him. That was enough for Dhal.

In the span of a year, he had learned secrets that would have turned his parents' hair white, had they still been alive to care. He had developed his swordbond, mastered the ancient mysteries of the aegis, and discovered the power of combining sword and sorcery.

This night, something seemed different about the boulder field. A low wind breathed through the stones, whispering warnings. The shadows played against the moonlight, casting bleary silhouettes of things that weren't there.

"Teacher?" Dhal called.

A chill gust was his only answer.

Dhal pulled his sword from its sheath and advanced. He conjured his arcane warding with his free hand, erecting the invisible magical field as a guard against some unseen menace.

He came close to the base of the mound that marked the fey crossing. The eladrin swordmage stood on its top, outlined by the full moon.

"Dhal," she said in a solemn voice, "are you ready for your final test?"

He swallowed nervously, but raised his sword in salute. "Yes, Teacher."

"Then prepare yourself."

The wind turned colder yet. For a moment, all was silent. Then the boulders around the mound began to tremble. All at once, they leapt together like joints on a closing fist. Dhal cried out in surprise, but his voice was blanketed by the thunder of grinding stone.

A troll of animate rock emerged from the collision of boulders and, without a moment's hesitation, charged Dhal.

Dhal responded instinctively to the attack. Arcane power swirled around his blade and outward toward the charging troll, engulfing it in an inferno.

The test had begun.

Channeling Shield — Swordmage Utility 2

You throw up a temporary shield to absorb some of the power of a foe's attack.

Encounter ✦ Arcane
Immediate Interrupt **Close** burst 10
Trigger: An attack hits you or an ally within 10 squares of you
Target: The creature hit by the triggering attack
Effect: You reduce the damage the target takes from the triggering attack by 5 + your Constitution modifier.
Aegis of Shielding: The next successful attack you make before the end of your next turn deals extra damage equal to your Constitution modifier.

Ghost Step — Swordmage Utility 2

Like a ghost, you glide unharmed through the battlefield.

Daily ✦ Arcane, Stance
Minor Action **Personal**
Effect: Until the stance ends, whenever you shift, you can shift 1 additional square.

Host of Shields — Swordmage Utility 2

Your weapon produces a few small, glowing shields that orbit your body and ward off blows.

Daily ✦ Arcane, Stance
Minor Action **Personal**
Effect: Until the stance ends, you gain a +2 power bonus to AC and Reflex.

Ward of Brilliance — Swordmage Utility 2

A brilliant flash of light shields you and blinds your foe.

Daily ✦ Arcane
Immediate Interrupt **Personal**
Trigger: An enemy marked by you hits you with a melee attack
Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn. If the triggering enemy's attack hits you despite the bonus, the triggering enemy is blinded until the end of your next turn.

Level 3 Encounter Spells

Blazing Lunge — Swordmage Attack 3

You lunge toward your enemy, your blade ablaze with arcane flame.

Encounter ✦ Arcane, Fire, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2[W] + Intelligence modifier fire damage.
Aegis of Assault: When making an opportunity attack, you can use this power in place of a melee basic attack.
Special: When charging, you can use this power in place of a melee basic attack.

Dimensional Vortex — Swordmage Attack 3

Lashing out with your sword, you warp space, causing your foe to appear a short distance away and unleash its attack elsewhere.

Encounter ✦ Arcane, Implement, Teleportation
Immediate Interrupt **Ranged** 10
Trigger: An enemy hits an ally with a melee attack
Target: The triggering enemy
Attack: Intelligence vs. Will
Hit: You teleport the target 5 squares. The target then makes its melee attack against a creature you choose. If no creatures are within range of the target, the attack is expended.
Aegis of Shielding: If the target is marked by your *aegis of shielding* power, the target's melee attack deals extra damage equal to your Constitution modifier.

Dual Lightning Strike — Swordmage Attack 3

Like a forked bolt of lightning, you seem to strike two creatures at once.

Encounter ✦ Arcane, Lightning, Teleportation, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Primary Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier lightning damage, and the target is marked until the end of your next turn.
Effect: You teleport 5 squares and make a secondary attack.
Aegis of Assault: The number of squares you teleport equals 4 + your Strength modifier.
Secondary Target: One creature other than the primary target
Secondary Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier lightning damage, and the target is marked until the end of your next turn.

Shadow Snake Lunge — Swordmage Attack 3

Like the shadow snake, your strike bites with deadly venom. With each movement, your foe suffers from the poison you inflict.

Encounter ✦ Arcane, Poison, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage. Until the end of your next turn, when the target uses a move action, it takes poison damage equal to your Constitution modifier.

Gods and Swordmages

Kord, Corellon, and Ioun are popular deities among swordmages because of these gods' influence over war, magic, and knowledge, respectively. Avandra is favored by some swordmages who travel the world. Vecna seduces a few swordmages because of his influence over magic and secrets. Those swordmages see worshiping Vecna as a gateway to power.

The Raven Queen counts a handful of swordmages among her followers, for some view her control over destiny as a path to glory and legend. A few swordmages prefer to pursue their own fortunes, favoring Sehanine's doctrine of personal destiny.



Unseen Gauntlet — Swordmage Attack 3

Your words of magic create a gauntleted hand that wraps around your foe, crushing its windpipe and leaving it gasping for breath.

Encounter ✦ Arcane, Force, Implement
Standard Action **Ranged** 5
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 1d10 + Intelligence modifier force damage, and the target is immobilized until the end of your next turn.
Aegis of Ensnarement: The attack deals extra damage equal to your Constitution modifier.

GENASI SWORDMAGES

Their combination of mental and physical prowess makes genasi perfectly suited to become swordmages. Genasi are also ideal swordmages from an aesthetic standpoint. Swordmages can deal a variety of types of damage, and a genasi's ability to manifest elements means that both body and blade can crackle with lightning or burn with fire.

Genasi have a long tradition of becoming swordmages. Many genasi repudiate the claim that eladrin invented the swordmage style. Genasi allege that their earliest ancestors were responsible for the combination of magic and blade, though no evidence exists to confirm either race's assertion.

LEVEL 5 DAILY SPELLS

Dimensional Bond — Swordmage Attack 5

Your sword thrust connects you with your foe and creates a dimensional bond that allows you to teleport to its location.

Daily ✦ Arcane, Teleportation, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, you can teleport 10 squares as a move action. You must end this movement adjacent to the target.

Energy Theft — Swordmage Attack 5

You draw on your enemy's natural resilience to protect your allies from harm.

Daily ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier damage.
Effect: Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The target gains vulnerable 5 to that damage type (save ends). Each ally within 5 squares of you gains resist 5 to that damage type until the end of the encounter.

Enervating Slash — Swordmage Attack 5

Your weapon turns pitch black as you strike. The wound it leaves behind drains your enemy of strength when it attacks your allies.

Daily ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 2[W] + Intelligence modifier damage.
Effect: The target's attacks deal half damage to your allies (save ends).

Mark of the Hound — Swordmage Attack 5

With a wicked flourish, you carve your mark into the flesh of your foe, enabling you to find the creature wherever it goes.

Daily ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, you can automatically pinpoint the location of the target while it is within 20 squares of you, even if line of sight or line of effect would normally be blocked. You still take any penalties for any concealment or cover that the creature has against you. Also, until the end of the encounter, you gain the benefit of flanking against the target while you and at least one ally are adjacent to the target.

Purifying Wound — Swordmage Attack 5

Your attack inflicts a grievous wound and unleashes a gout of flame that consumes your enemy.

Daily ✦ Arcane, Fire, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage, and ongoing 5 fire damage (save ends). When the target takes the ongoing fire damage, each enemy adjacent to the target takes 5 fire damage.
Miss: Half damage.

Level 6 Utility Spells

Quickling Stride — Swordmage Utility 6

You move through the battlefield in a blur.

Encounter ✦ Arcane
Move Action **Personal**
Effect: You move 12 squares.

Swordmage's Decree — Swordmage Utility 6

Speaking ancient words of aegis binding, you lower a mantle of magic over your enemies that marks them as your foes.

Daily ✦ Arcane
Minor Action **Close** blast 3
Target: Each enemy in blast
Effect: The target is marked by your Swordmage Aegis power. Marking the target does not remove the mark on another target already affected by your Swordmage Aegis. If you mark only one target with this power, you do not expend the power but cannot use it again during this encounter.

Unicorn's Touch — Swordmage Utility 6

Your blade briefly adopts the appearance of a unicorn horn, sending out a focused pulse of curative energy.

Encounter ✦ Arcane, Healing
Minor Action **Close** burst 1
Target: You or one ally in burst
Effect: The target either rolls a saving throw or regains hit points equal to 5 + your Constitution modifier.

Zephyr of the Barren Sands — Swordmage Utility 6

You channel the power of the desert winds to briefly lift you into the air.

Encounter ✦ Arcane
Move Action **Personal**
Effect: You fly a number of squares equal to your speed.

Level 7 Encounter Spells

Dazing Rebuke — Swordmage Attack 7

Your sword swing unleashes a barrage of nettling darts of force that punish a foe for attacking one of your allies.

Encounter ✦ Arcane, Force, Implement
Immediate Reaction **Ranged** 5
Trigger: An enemy within 5 squares of you hits or misses an ally
Target: The triggering enemy
Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier force damage, and the target is dazed until the end of your next turn.
Aegis of Shielding: The target also takes a –2 penalty to attack rolls until the end of your next turn.

Rejuvenating Strike — Swordmage Attack 7

Your attack draws life from your foe's injury and instills you with renewed energy.

Encounter ✦ Arcane, Healing, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage. You can spend a healing surge.
Aegis of Ensnarement: If you spend a healing surge, you regain additional hit points equal to your Constitution modifier.

Halfling Swordmages

Nimble and quick, halflings rely on agility instead of size. Although the art of the swordmage is favored chiefly by eladrin and genasi, the knowledge has percolated through the world, and even a few halflings have picked it up. A halfling who takes up blade and magic uses size and luck to great advantage when defending. Rarely a battle goes by in which a halfling swordmage does not find use for his or her *second chance* racial trait. A halfling who becomes a swordmage is likely to be a shielding swordmage. Upon reaching the paragon tier, a halfling swordmage might choose the ghost blade paragon path (page 65) because of its increased mobility and evasiveness.

Shatterblade — Swordmage Attack 7

In the blink of an eye, your weapon shatters into thousands of pieces that cut your foe. The weapon then reforms in your hand.

Encounter ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier damage. Each creature other than you that is adjacent to the target takes damage equal to your Intelligence modifier + your Strength modifier.

Thunderclap Strike — Swordmage Attack 7

Raising your blade, you send out a clap of thunder that sends your foes sprawling as noise cascades over them.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Close** burst 1
Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 2d6 + Intelligence modifier thunder damage, and you knock the target prone.

Watchful Strike — Swordmage Attack 7

As you strike your foe, you place another foe under your aegis.

Encounter ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage. One enemy within 5 squares of you other than the target is marked until the end of your next turn.
Aegis of Assault: The enemy you mark is marked by your *aegis of assault* and takes damage equal to your Strength modifier.

Level 9 Daily Spells

Arcane Deflection — Swordmage Attack 9

Your blade weaves in a pattern that deflects attacks directed at your nearby allies.

Daily ✦ Arcane, Stance, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage.
Effect: Until the stance ends, you can make the following weapon attack.
Immediate Interrupt **Personal**
Trigger: An enemy hits an ally who is adjacent to you
Special: Make an Intelligence attack vs. the triggering enemy's attack roll
Hit: The triggering enemy's attack misses the ally.

Blade Bolt — Swordmage Attack 9

Throwing your sword, you transform the weapon into a bolt of lightning that cripples your foe.

Daily ✦ Arcane, Lightning, Weapon
Standard Action **Ranged** 5
Requirement: You must throw your melee weapon at the target.
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 2[W] + Intelligence modifier lightning damage, and the target is slowed (save ends). Also, the target is marked by your Swordmage Aegis power. Marking the target does not remove the mark on another target already affected by your Swordmage Aegis.
Miss: Half damage, and the target is slowed until the end of your next turn.
Effect: Your weapon returns to your hand.

Forceful Dismissal — Swordmage Attack 9

Bored with your foes, you give them a dismissive wave with your sword that sends them tumbling to the ground.

Daily ✦ Arcane, Force, Implement
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Intelligence vs. Fortitude
Hit: 2d8 + Intelligence modifier force damage, and you push the target a number of squares equal to your Strength modifier and knock it prone.
Miss: Half damage, and you push the target 1 square.

Hellspike Assault — Swordmage Attack 9

Your blade bursts into flame as you stab a foe. You and the foe are then whisked away to another enemy.

Daily ✦ Arcane, Fire, Teleportation, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Primary Attack: Intelligence vs. Reflex
Hit: 1[W] + Intelligence modifier fire damage.
Effect: Make a secondary attack.
Secondary Target: One creature within 5 squares of you other than the primary target
Effect: You teleport to a space that must be adjacent to the secondary target. If you hit the primary target, you can also teleport the primary target to a space adjacent to you.
Secondary Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier fire damage.

Human Swordmages

Like half-elves, humans are able learners and capable of taking quickly to the skills of the swordmage. Among the many humans inhabiting the world, a few learn this ancient practice. Often, human swordmages are foundlings who were raised by eladrin or genasi and taught the ancient art. These swordmages are proud of their heritage, and they can become as accomplished as any eladrin swordmage. Humans do not favor a particular style of swordmage fighting, instead leaning toward whatever technique their attributes fit.

Troll Rampage — Swordmage Attack 9

You charge your foe, swinging your weapon savagely. As arcane energy fuels your charge, a few of your minor wounds heal.

Daily ✦ Arcane, Healing, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage. Until the end of the encounter, you gain regeneration equal to 2 + your Constitution modifier while you are bloodied.
Miss: Half damage. You regain hit points equal to 2 + your Constitution modifier.
Special: When charging, you can use this power in place of a melee basic attack.
Aegis of Ensnarement: If you charge, you gain a +2 bonus to the attack roll instead of the normal +1 for charging.

Level 10 Utility Spells

Like a Feather — Swordmage Utility 10

You fear no height, for your magic gives grace to any landing.

Encounter ✦ Arcane
Free Action **Personal**
Trigger: You are knocked prone or fall
Effect: You take no falling damage, and you are not knocked prone.

Feywild Grace — Swordmage Utility 10

You move with otherworldly grace through even the most difficult environments.

Daily ✦ Arcane, Stance
Minor Action **Personal**
Effect: Until the stance ends, you gain a +2 power bonus to speed and a +2 power bonus to Athletics checks, Acrobatics checks, and Stealth checks, and you ignore difficult terrain.

Spider's Leap — Swordmage Utility 10

Like the deathjump spider, you can pounce upon your prey with frightening speed.

Encounter ✦ Arcane
Move Action **Personal**
Effect: You make an Athletics check to jump with a +10 power bonus. You are considered to have a running start and can move as far as the check allows.
Aegis of Ensnarement: When you charge, you can use this power as a free action.

Swordmages in the World

The lone traveler walking along a distant, borderland road; a hero described in epic poems by bards; an eladrin with wild hair and glyphs for tattoos; a human youth trained in the Feywild with a skill that few understand—any of these individuals might be a swordmage. Swordmages are more unusual than your average warrior. The combination of mental and physical skills makes a swordmage a rare find. In the tavern, a swordmage tends to draw curious glances at the least; more often, a swordmage is regarded with fear or respect.

Unerring Vision — Swordmage Utility 10

Your eyes glow silver, piercing the veils that separate you and your opponent.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter, you are automatically aware of each creature within 5 squares of you, including those that are hidden or invisible. You know the squares that any of those creatures occupy, but this knowledge does not negate the effects of cover, superior cover, concealment, or total concealment.

Level 13 Encounter Spells

Binding Light — Swordmage Attack 13

As your sword connects with your foe, a burst of arcane light roots nearby enemies to the ground.

Encounter ✦ Arcane, Radiant, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier radiant damage. Each enemy adjacent to you other than the target is immobilized until the end of your next turn.
Aegis of Assault: When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.

Ensnaring Bolts — Swordmage Attack 13

Bolts of purple lightning jet from your blade and rip at your foes, pulling them toward you.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Close** blast 5
Target: Each enemy in blast
Attack: Intelligence vs. Reflex
Hit: 1d10 + Intelligence modifier lightning damage, and you pull the target a number of squares equal to your Constitution modifier.
Aegis of Ensnarement: The target is also slowed until the end of your next turn.

Fist of Force — Swordmage Attack 13

Your foe might be expecting a strike of the sword, but instead it gets a force-empowered fist in the face.

Encounter ✦ Arcane, Force, Implement
Standard Action **Melee** 1
Attack: Intelligence vs. Fortitude
Hit: 2d10 + Intelligence modifier force damage.
Aegis of Assault: The attack deals extra damage equal to your Strength modifier.
Effect: You push the target a number of squares equal to your Strength modifier and knock it prone.

Hypnotic Swordplay — Swordmage Attack 13

With a mesmerizing twirl of your weapon, you make your opponent's mind reel and rob the creature of its ability to react.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Melee** 1
Target: One creature
Attack: Intelligence vs. Will
Hit: Intelligence modifier psychic damage, and the target is stunned until the end of your next turn.

Aegis of Ensnarement: If the target is marked by your *aegis of ensnarement*, the psychic damage equals your Intelligence modifier + your Constitution modifier.

Silverlight Strike — Swordmage Attack 13

Your strike causes silver light to flare around your foe, obscuring its ability to perceive anyone but you.

Encounter ✦ Arcane, Radiant, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier radiant damage. Until the end of your next turn, all your allies are invisible to the target.

Aegis of Shielding: The attack deals extra damage equal to your Constitution modifier.

Level 15 Daily Spells

Assault of Fiery Cuts — Swordmage Attack 15

Your blade moves in a blur as you assail your foe with cuts. Then, from those cuts, you summon flames to engulf your foe.

Daily ✦ Arcane, Fire, Implement, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Primary Attack: Intelligence vs. Fortitude
Hit: 2[W] + Intelligence modifier damage.
Effect: Make a secondary attack that is an area burst 3 implement attack centered on the primary target. The secondary attack does not provoke opportunity attacks.
Secondary Target: Each enemy in burst
Secondary Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier fire damage.

Dragonborn Swordmages

Although a dragonborn's high Strength seems ideal as a foundation for swordmage training, dragonborn rarely take up the cerebral art of combining sword and sorcery. However, a few dragonborn do rise to the intellectual challenge. The heritage of dragonborn promotes a strong bond with one's weapon, which encourages a few dragonborn warriors to pursue this vocation. Natural strength and dedicated study of the arcane arts can make a dragonborn suited to be an assault swordmage (described in the *Forgotten Realms Player's Guide*). A dragonborn who perseveres and continues his or her studies might then follow the sword of assault paragon path (page 68). By taking this path, a dragonborn swordmage can enhance his or her *aegis of assault* and use his or her Strength to add extra potency to already devastating magical attacks.

Burning Mantle — Swordmage Attack 15

As your sword connects with your foe's flesh, your body ignites into an aspect of fiery doom.

Daily ✦ Arcane, Fire, Reliable, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage. Until the end of the encounter, each creature that starts its turn adjacent to you takes 5 fire damage.
Aegis of Assault: When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.

Death's Blade — Swordmage Attack 15

Your blade pulses with necrotic energy. Your strike creates a wound that festers, causing your foe mind-numbing anguish.

Daily ✦ Arcane, Necrotic, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier necrotic damage. The target takes ongoing 5 necrotic damage, cannot regain hit points, cannot recharge powers, and cannot spend action points (save ends all).
Miss: Half damage, and ongoing 5 necrotic damage (save ends).

Eldritch Chains — Swordmage Attack 15

Spectral chains lash outward from your weapon, striking at your enemies before binding them in place.

Daily ✦ Arcane, Force, Implement
Standard Action **Close** blast 3
Target: Each enemy in blast
Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier force damage. Until the end of the encounter, whenever you end your turn adjacent to the target, the target is immobilized until the end of your next turn.
Miss: Half damage.
Effect: The target is slowed until the end of your next turn.

Hunter's Pursuit — Swordmage Attack 15

You gauge your opponent's moves, attacking where the creature is weakest and cutting off its ability to escape.

Daily ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 3[W] + Intelligence modifier damage, and the target is immobilized until the end of your next turn.
Effect: Until the end of the encounter, whenever you hit the target with a melee attack, it is immobilized until the end of your next turn.

Aegis of Ensnarement: Until the end of the encounter, whenever you hit the target with a melee attack, you can knock it prone instead of immobilizing it.

Level 16 Utility Spells

Aegis of Lost Souls — Swordmage Utility 16

As one of your foes falls, you send out a pulse of magic that incites other enemies to attack you.

Encounter ✦ Arcane
Free Action **Area** burst 2 centered on the triggering enemy
Trigger: An enemy within 10 squares of you drops to 0 hit points
Target: Each enemy in burst
Effect: The target is marked by your Swordmage Aegis power. Marking the target does not remove the mark on another target already affected by your Swordmage Aegis. Using this power does not provoke opportunity attacks.

Borrowed Confidence — Swordmage Utility 16

For a brief moment, your doubts and fears are assuaged by an overwhelming sense of confidence that drives you to succeed.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: Until the start of your next turn, when you make an attack roll or a saving throw, you roll twice and use either result.

Shared Fortune — Swordmage Utility 16

With a few whispered words of magic, you gain the power to share in an ally's good fortunes.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Choose an ally within 3 squares of you. Until the end of the encounter or until you drop to 0 hit points or fewer, whenever that ally succeeds on a saving throw while you are within his or her line of sight, you can end one effect on you that a save can end.

Shield of the Besieged Tower — Swordmage Utility 16

The more foes stand arrayed against you, the stronger your defensive magic is.

Daily ✦ Arcane, Stance
Minor Action **Personal**
Effect: Until the stance ends, you gain a +1 power bonus to AC. If at least two enemies are within 3 squares of you, this bonus increases to +3.

Unerring Parry — Swordmage Utility 16

With a quick flick of the wrist and a spell on the lips, you can guard yourself against the worst attacks.

Encounter ✦ Arcane
Immediate Interrupt **Personal**
Trigger: A melee attack damages you
Effect: The triggering attack deals half damage to you.

Level 17 Encounter Spells

Dazzling Display — Swordmage Attack 17

With dizzying speed, you slash and slice your foes. Your swordplay leaves your foes off balance and unable to discern your location.

Encounter ✦ Arcane, Weapon
Standard Action **Close** burst 1
Target: Each enemy in burst
Attack: Intelligence vs. Reflex
Hit: 1[W] + Intelligence modifier damage. Until the end of your next turn, the target grants combat advantage to you and your allies.
Effect: Until the end of your next turn or until you move, you have concealment.

Firelasher's Lunge — Swordmage Attack 17

Flame licks your blade, then explodes in a fiery blast when you strike your foe.

Encounter ✦ Arcane, Fire, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier fire damage. Each enemy adjacent to the target takes fire damage equal to your Strength modifier.
Aegis of Assault: When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.
Special: When charging, you can use this power in place of a melee basic attack.

Snake Strike — Swordmage Attack 17

Your sword extends into the form of a shadowy asp and bites an enemy. If that foe dares to leave your side, poison assails it a second time.

Encounter ✦ Arcane, Implement, Poison
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 2d8 + Intelligence modifier poison damage. If the target ends its next turn in a space that is not adjacent to you, it takes 1d8 + your Constitution modifier poison damage.

Surprising Transposition — Swordmage Attack 17

You sever the fabric of reality, transporting an ally to safety while redirecting an enemy's attack.

Encounter ✦ Arcane, Implement, Teleportation
Immediate Interrupt **Ranged** 10
Trigger: An enemy within 10 squares of you hits an ally with a melee attack
Target: One creature other than the triggering enemy or the ally who was hit
Attack: Intelligence vs. Fortitude. If the target is an ally, you do not make an attack roll.
Hit: The target swaps positions with the ally, and the target is subject to the triggering enemy's attack.

Thundering Vortex — Swordmage Attack 17

A whirlwind of arcane energy lashes out to draw your foes closer to your blade.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Close** burst 3
Target: Each enemy in burst
Attack: Intelligence vs. Fortitude
Hit: 2d8 + Intelligence modifier thunder damage, and you pull the target 2 squares. The target is marked until the end of your next turn.

Aegis of Shielding: The target is marked by your *aegis of shielding*. Marking the target does not remove the mark on another target already affected by your *aegis of shielding*.

Level 19 Daily Spells

Forceful Rebuke — Swordmage Attack 19

Just as your foes close in on you, your sword strikes send out blasts of force that repel the enemies and send them staggering.

Daily ✦ Arcane, Force, Weapon
Standard Action **Close** burst 1
Target: Each enemy in burst
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier force damage, and you push the target a number of squares equal to your Constitution modifier.
Miss: Half damage, and you push the target 1 square.

Marksman's Vision — Swordmage Attack 19

With one swipe, you mark your opponent with a burning, magic sigil that distracts your foe and ensures that the creature can't hide.

Daily ✦ Arcane, Weapon
Standard Action **Melee** weapon
Effect: Until the end of the encounter, you can see the target of this power even if it is invisible or hidden. You take no penalty to attack rolls against the target for any concealment, total concealment, cover, or superior cover it has, but you cannot see through walls or any other solid barriers. In addition, you gain the benefit of flanking against the target as long as you and at least one ally are adjacent to it.
Target: One creature
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage.

Planar Shock — Swordmage Attack 19

Your weapon sends an enemy flying through otherworldly space. When the foe returns, it is reeling from the experience.

Daily ✦ Arcane, Teleportation, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage. You teleport the target 10 squares, and the target is stunned (save ends).
Miss: Half damage, and you teleport the target 5 squares.

Ward of Scales — Swordmage Attack 19

You form a protective barrier of scintillating, silver dragon scales that strikes an enemy while providing shelter for an ally.

Daily ✦ Arcane, Lightning, Implement
Immediate Interrupt **Close** burst 5
Trigger: An enemy hits an ally within 5 squares of you
Target: The triggering enemy
Attack: Intelligence vs. Reflex
Hit: 4d8 + Intelligence modifier lightning damage.
Miss: Half damage.
Effect: The ally who was hit gains resistance to all damage equal to your Constitution modifier until the end of your next turn.
Sustain Minor: The effect persists.

Whirling Threat — Swordmage Attack 19

Appearing in a flash of light in the midst of your foes, you are a terror of flashing steel, threatening all adjacent enemies.

Daily ✦ Arcane, Stance, Teleportation, Weapon
Standard Action **Close** burst 1
Effect: Before the attack, you teleport 10 squares.
Target: Each enemy in burst
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage, and the target is marked until the end of your next turn.
Miss: Half damage.
Effect: Until the stance ends, once during each of your turns as a free action, you can mark one enemy that is adjacent to you. The mark lasts until the end of your next turn.

Level 22 Utility Spells

Borrowed Ascension — Swordmage Utility 22

You sprout a pair of translucent magic wings that take you aloft to do battle from the skies.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of your next turn, you gain a speed of fly 8 (hover). When the effect ends, you float to the ground and do not take falling damage.
Sustain Minor: The effect persists.

Boundless — Swordmage Utility 22

You wreath yourself in magic and unleash a burst of energy that lets you overcome even the most paralyzing afflictions.

Daily ✦ Arcane
No Action **Personal**
Effect: End any effects on you that impose the following conditions: grabbed, immobilized, restrained, slowed, and petrified. Until the end of the encounter, you gain a +5 power bonus to saving throws against any effects that include those conditions.

Ghost Walk — Swordmage Utility 22

Your form becomes immaterial like a ghost, and you gain the power to pass through walls.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: You become insubstantial and gain phasing until the end of your next turn.

Oni's Gift — Swordmage Utility 22

Like the oni of children's fairy tales, you can disappear from view until you are ready to strike.

Daily ✦ Arcane, Illusion
Minor Action **Personal**
Effect: You are invisible until the start of your next turn or until you attack.
Sustain Minor: You stay invisible or, if you are no longer invisible because you attacked, you become invisible again.

Level 23 Encounter Spells

Aegis Bolt — Swordmage Attack 23

You send a missile of force flying toward a distant foe, marking it for your wrath.

Encounter ✦ Arcane, Force, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 4d8 + Intelligence modifier force damage. Until the end of your next turn, the target is marked by your Swordmage Aegis power. Marking the target does not remove the mark on another target already affected by your Swordmage Aegis.

Blink Assault — Swordmage Attack 23

In the blink of an eye, you and an ally appear next to a foe and unleash a deadly assault.

Encounter ✦ Arcane, Teleportation, Weapon
Standard Action **Melee** weapon
Target: One creature
Effect: Before the attack, you and an ally who is adjacent to you teleport 5 squares to spaces that must be adjacent to the target.
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage.

Bravado Strike — Swordmage Attack 23

Your successful attack lends you the strength and the inspiration to keep on fighting.

Encounter ✦ Arcane, Healing, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage. You can spend a healing surge and regain additional hit points equal to your Constitution modifier. You can also roll a saving throw.

Eladrin Swordmages

For eladrin, swordplay is a skill as valued as the arcane arts. In fact, many believe that eladrin were the first to combine blade and magic. As a race that promotes study and mental achievement, eladrin are perfectly suited to be any type of swordmage. Their cunning in battle helps them evade physical blows while wearing the light armor typical of a swordmage. Eladrin swordmages often learn wizard powers that allow them to better control the battlefield, favoring such spells as *ray of frost*.

Freezing Swordburst — Swordmage Attack 23

Ice creeps over your weapon, and when you strike, it explodes in a cloud of frost that anchors nearby foes in eldritch ice.

Encounter ✦ Arcane, Cold, Implement, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Primary Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn. Make a secondary attack that is an area burst 1 implement attack centered on the primary target. The secondary attack does not provoke opportunity attacks.
Secondary Target: Each creature in burst except you
Secondary Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.
Aegis of Assault: When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.

Lightning Bolt Charge — Swordmage Attack 23

You slash your foe and transform into lightning, racing across the battlefield to reappear and strike anew.

Encounter ✦ Arcane, Lightning, Teleportation, Weapon
Standard Action **Melee** weapon
Primary Target: One creature
Primary Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier lightning damage, and you teleport 10 squares.
Miss: You teleport 5 squares.
Effect: Make a secondary attack.
Secondary Target: One creature
Secondary Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier lightning damage.

Radiant Shield — Swordmage Attack 23

Arcane radiance bursts around your foes, searing them while transforming your allies into insubstantial creatures of light.

Encounter ✦ Arcane, Implement, Radiant
Standard Action **Area** burst 2 within 10 squares
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: 3d8 + Intelligence modifier radiant damage, and the target is marked until the end of your next turn.
Aegis of Shielding: The target is instead marked by your *aegis of shielding* until the end of your next turn. Marking the target does not remove the mark on another target already affected by your *aegis of shielding*.
Effect: Each ally in the burst becomes insubstantial until the end of your next turn.

Tiefling Swordmages

Although tieflings are not as disposed to becoming swordmages as eladrin or genasi are, their high Intelligence scores make them skilled swordmages when they do pursue the art. A tiefling's *bloodhunt* racial trait means that most tieflings favor the assault swordmage style (described in the *Forgotten Realms Player's Guide*). Similarly, the tiefling's *infernal wrath* power makes a tiefling swordmage tend to be more offense-oriented.

Level 25 Daily Spells

Darksword Bolt — Swordmage Attack 25

With a deft toss, you turn your sword into a streak of black lightning. It slams into your foe and causes the creature's flesh to rot away.

Daily ✦ Arcane, Lightning, Necrotic, Weapon
Standard Action **Ranged** 10
Requirement: You must throw your melee weapon at the target.
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 3[W] + Intelligence modifier lightning and necrotic damage, and ongoing 10 necrotic damage (save ends).
Aftereffect: The target takes ongoing 5 necrotic damage (save ends).
Miss: Half damage, and ongoing 5 necrotic damage (save ends).
Effect: Your weapon returns to your hand.

Invincible Rampage — Swordmage Attack 25

Magic washes over you, steeling your body against pain as you rain violence upon your foe.

Daily ✦ Arcane, Healing, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage. Until the end of the encounter, you gain regeneration 10 while you are bloodied.
Miss: Half damage.
Effect: You can spend a healing surge.
Special: When charging, you can use this power in place of a melee basic attack.
Aegis of Ensnarement: If you charge, you gain a +2 bonus to the attack roll instead of the normal +1 for charging.

Mindsap Maneuver — Swordmage Attack 25

Your arcane swordplay daunts your foe and leaves it scrambling to use even its simplest attacks.

Daily ✦ Arcane, Charm, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 4[W] + Intelligence modifier damage. The target can use only basic attacks to attack (save ends).
Miss: Half damage. Until the end of your next turn, the target can use only basic attacks to attack.

Sword Duel — Swordmage Attack 25

An arcane bond connects you to your foe. If the enemy does not face you in battle, your magical power will erode its life.

Daily ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 4[W] + Intelligence modifier damage.
Miss: Half damage.
Effect: Until the end of the encounter, if the target does not attack you during its turn, it takes 10 damage at the end of its turn.

Waves of Languor — Swordmage Attack 25

With a sweep of your sword, you unleash a flood of energy that pacifies your foes, making them weak and sleepy.

Daily ✦ Arcane, Implement, Psychic, Sleep
Standard Action **Close** burst 2
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: 2d8 + Intelligence modifier psychic damage, and the target is slowed and weakened (save ends both).
First Failed Saving Throw: The target becomes unconscious (save ends).
Miss: Half damage, and the target is slowed and weakened until the end of your next turn.

Level 27 Encounter Spells

Slash and Burn — Swordmage Attack 27

Brandishing your sword in one hand, you slash at your enemy while striking it with a flaming fist that leaves it reeling.

Encounter ✦ Arcane, Fire, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage. Make the following attack against the same target.
Attack: Intelligence vs. Fortitude
Hit: Intelligence modifier fire damage, and you push the target a number of squares equal to your Constitution modifier. Also, the target is dazed until the end of your next turn.

Steel Tempest — Swordmage Attack 27

The air erupts with blades around your foe, cutting any enemy that tries to move through them.

Encounter ✦ Arcane, Weapon, Zone
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage. The attack creates a zone of whirling blades in a burst 3 centered on the target. The zone lasts until the end of your next turn or until you dismiss it as a minor action. Each enemy that enters the zone or starts its turn there takes 10 damage.

Sword Chaser Assault — Swordmage Attack 27

You throw your weapon at an enemy that threatens an ally. Then, in the blink of an eye, you appear beside the foe and seize your sword.

Encounter ✦ Arcane, Teleportation, Weapon
Immediate Interrupt **Ranged** 5
Trigger: An enemy within 5 squares of you hits an ally with a melee attack
Requirement: You must throw your melee weapon at the target.
Target: The triggering enemy
Attack: Intelligence vs. AC
Hit: 4[W] + Intelligence modifier damage, and you teleport to a space that must be adjacent to the target.
Effect: Your weapon returns to your hand.

Thundering Burst — Swordmage Attack 27

You slam your sword into the ground and send a sonorous boom outward.

Encounter ✦ Arcane, Thunder, Weapon
Standard Action **Close** burst 1
Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 2[W] + Intelligence modifier thunder damage. If the target moves before the end of your next turn, it takes 2d8 + your Constitution modifier thunder damage.
Aegis of Ensnarement: The target is also slowed until the end of your next turn.

Wrath of the Arctic Wind — Swordmage Attack 27

Your blade unleashes a freezing gale that numbs your foe and sends it tumbling.

Encounter ✦ Arcane, Cold, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn. In addition, you either slide the target 3 squares or knock it prone.
Aegis of Assault: When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.

Level 29 Daily Spells

Constrictor's Strike — Swordmage Attack 29

You exhibit your mastery of the battlefield as you harry your foe and control its movements, making it unable to escape your blade.

Daily ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 4[W] + Intelligence modifier damage.
Miss: Half damage.
Effect: The target is immobilized (save ends). Until the end of the encounter, whenever you hit the target with a melee attack, it is immobilized until the end of your next turn.
Aegis of Ensnarement: The target is restrained instead of immobilized.

Mirrorblade Army — Swordmage Attack 29

From your image reflected in your blade, you conjure an army of duplicates to help assault your foes anywhere on the battlefield.

Daily ✦ Arcane, Conjuration
Standard Action **Ranged** 10
Effect: You conjure a number of mirror images of yourself equal to your Constitution modifier (minimum 1) within range. Each mirror image occupies 1 square. Enemies cannot move through an image's space, but allies can.

You can make attacks, including opportunity attacks, as though you occupied the same space as a mirror image. A mirror image still provokes opportunity attacks as normal for using a ranged or an area attack.

A mirror image can be targeted by attacks. It has the same defenses, resistances, and immunities as you. A mirror image has 1 hit point, and a missed attack never damages it. A mirror image reduced to 0 hit points is destroyed.

Sustain Minor: The effect persists.

Silver Lightning Assault — Swordmage Attack 29

Your body streaks like silver lightning to a foe, even one you can't see. Reappearing, your lightning-charged weapon sears your foe.

Daily ✦ Arcane, Lightning, Teleportation, Weapon
Standard Action **Melee** weapon
Target: One creature
Effect: Before the attack, you can teleport 20 squares to a space that must be adjacent to the target. You do not need line of sight to your destination.
Attack: Intelligence vs. AC
Hit: 6[W] + Intelligence modifier lightning damage, and you can then teleport back to your original position.
Miss: Half damage.

Sword of Soul Rot — Swordmage Attack 29

The strike of your blade injures and debilitates your enemy, leaving it unable to heal or replenish itself.

Daily ✦ Arcane, Necrotic, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 4[W] + Intelligence modifier necrotic damage. The target takes ongoing 10 necrotic damage, cannot regain hit points, cannot recharge powers, and cannot spend action points (save ends all).
Miss: Half damage, and ongoing 10 necrotic damage (save ends).

Dwarf Swordmages

Few dwarves choose to take up the arcane sword and learn the secret spells of the aegis. Many dwarves don't have the patience for the blade, instead favoring hammers and axes in combat. Others simply disdain spellcasting, preferring to rely on martial exploits and divine prayers. Dwarves are not entirely unreceptive to the art, though, for their physical endurance makes them able defenders. In addition, the resilience required to channel magic through one's body and into the blade makes dwarves capable swordmages when they focus on shielding allies or ensnaring foes. Unlike assault swordmages (described in the *Forgotten Realms Player's Guide*), dwarf swordmages focus on control and defense. Dwarves who excel as swordmages might consider the ward guardian paragon path (page 69), which further extends a swordmage's ability to defend allies.

Arcane Hunter

"Every creature is vulnerable to my blade, for any resistance can be overcome."

Prerequisite: Swordmage, *aegis of ensnarement* class feature

You are adroit at spotting chinks in your enemies' defenses and taking advantage of those weaknesses to inflict debilitating blows. Your arcane senses give you the upper hand when you face creatures that rely on natural resistances.

As an arcane hunter, you might have been trained at an early age to visually recognize the physical weaknesses of creatures. Since then, your magical education has further refined those skills, allowing you to extend tendrils of unseen energy to feel out a foe's flaws.

In your studies and adventures, you have learned that adaptability is one of the best qualities when facing a variety of foes. Instead of specializing in one damage type or one type of attack, you prefer to have options.

Arcane Hunter Path Features

Knowing Strike (11th level): When you spend an action point to make an attack, that attack ignores all resistances and the insubstantial quality.

Perfect Strike (11th level): Whenever you score a critical hit, your attack deals extra damage equal to the target's highest vulnerability.

Exploitive Eye (16th level): Whenever you attack a creature that has one or more resistances, you treat those resistances as 10 lower than they are (minimum 0).

Arcane Hunter Spells

Exploit Weakness — Arcane Hunter Attack 11

Your arcane insight guides you to an enemy's weakness, letting you exploit that vulnerability.

Encounter ✦ Arcane, Weapon
Standard Action — **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage. This attack deals extra damage equal to the target's highest vulnerability.



Elemental Stance — Arcane Hunter Utility 12

You speak a few words of an ancient spell, instilling your attacks with the power to bestow vulnerability on a foe.

Daily ✦ Arcane, Stance
Minor Action — **Personal**
Effect: When you use this power, choose acid, cold, fire, lightning, or thunder. Until the stance ends, whenever you hit an enemy, that creature gains vulnerable 5 to the chosen damage type until the end of your next turn.

Flaw Seeking Strike — Arcane Hunter Attack 20

You recognize a flaw in a creature's defenses, and you focus your attacks on that weakness.

Daily ✦ Arcane, Weapon; Varies
Standard Action — **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage, and ongoing 5 damage of a type of your choice to which the target is vulnerable (save ends). If the target has no vulnerabilities, it takes ongoing 10 damage of a type of your choice from among acid, cold, fire, lightning, or thunder (save ends).
Miss: Half damage, and ongoing 5 damage of a type of your choice (save ends).

WARREN MAILY

Ghost Blade

"From the space between worlds I come, my killing blow as soft as a whisper."

Prerequisite: Swordmage

Like many swordmages, you can effortlessly travel the roads behind the world. Those arcane pathways offer you more than they do your fellows, though, for you have actually learned to slip through the space between planes.

Your travels through the weave of reality have transformed your knowledge and skills. As you bend space with cunning strokes of your sword, you can be in two places at once, splitting your physical body between the dimensions. You might briefly take on the seeming of a ghostly spirit, but this appearance is only a temporary transformation. Even when you step between worlds, your blade doesn't fade—remaining a very real threat to your enemies.

Your eerie form has gained you the moniker of "ghost" in some circles. You smile to hear such nicknames, although they are untrue, because you know that fear is a valuable weapon.



Ghost Blade Path Features

Slip the Weave (11th level): When you spend an action point to take an extra action, you become insubstantial until the end of your next turn.

Here nor There (11th level): Whenever you use a teleportation power, you gain combat advantage against one target of the next weapon attack you make before the end of your next turn.

Stalker of the In-between (16th level): While you are insubstantial or have phasing, each creature marked by you grants combat advantage to you, and you add 2 squares to the distance your teleportation powers allow you to teleport.

Ghost Blade Spells

Ghost Sword — Ghost Blade Attack 11

Your attack cuts through all planes of existence, ensuring that even ghostly forms suffer your wrath.

Encounter ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2[W] + Intelligence modifier damage. This damage ignores the insubstantial quality.
Aegis of Assault: When you use your *aegis of assault* to teleport and make an attack, you can use this power in place of the melee basic attack.

Phase Evasion — Ghost Blade Utility 12

Your foe might have thought to get the better of you, but before its attack, you wink out and attempt to dodge the assault.

Daily ✦ Arcane
Immediate Interrupt **Personal**
Trigger: A melee attack hits you
Effect: You gain a +2 power bonus to AC and Reflex against the triggering attack, and until the end of your next turn, you become insubstantial and gain phasing.

Omnipresent Assault — Ghost Blade Attack 20

You step across dimensional boundaries, seeming to be everywhere on the battlefield at once, unleashing an attack against each foe.

Daily ✦ Arcane, Teleportation, Weapon
Standard Action **Melee** weapon
Requirement: You must be phasing or insubstantial.
Target: Each enemy you can see when you first use the power
Effect: Before each attack, you teleport to a space that must be adjacent to the target.
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier damage.
Effect: Until you have attacked each eligible target once, you can teleport adjacent to a different target and repeat the attack against the new target. You then teleport back to your starting position.

Sage of Fate's Bonds

"Every combat creates bonds between attacker and defender, bonds between allies. I see these bonds."

Prerequisite: Swordmage, *aegis of ensnarement* class feature

You can see the invisible bonds that connect creatures to the things around them. Your ability to recognize where these bonds are strongest and weakest gives you the power to strengthen or sever a bond when necessary. Your unique sight lets you see the paths that lie behind the world, and thus by cutting a creature's bond to the world, you can send a foe or an ally hurtling along a hidden path.

You are a master of gaining tactically advantageous positions in combat. You look for a central position on the battlefield from which you can utilize all your powers and abilities to send creatures careening through extradimensional space. You are concerned with terrains and obstacles only insofar as you can use them to your advantage.

Using your *aegis of ensnarement*, you thwart your foes' movements and leave them reeling. You can unleash a vicious jolt of magical feedback that shocks your foes. As a sage of fate's bonds, you want powers that allow you to mark as many foes as possible with your *aegis of ensnarement*, thereby giving you control of the battlefield and the power to dole out numerous jolts of lightning.



Sage of Fate's Bonds Path Features

Bond of Transport (11th level): When you spend an action point to take an extra action, you can teleport one creature that is adjacent to you 5 squares, or you can teleport one creature that is marked by your *aegis of ensnarement* 5 squares.

Bond of Fury (11th level): When a creature marked by your *aegis of ensnarement* hits with an attack that does not include you as a target, you can deal 2d8 + your Intelligence modifier lightning damage to the creature as an immediate reaction.

At 21st level, this damage increases to 3d8 + your Intelligence modifier.

Bond of Escape (16th level): When a creature marked by your *aegis of ensnarement* hits an ally with an attack that does not include you as a target, you can teleport the ally 5 squares as an immediate reaction.

Sage of Fate's Bonds Spells

Foe Binder Sage of Fate's Bonds Attack 11

You slash at two nearby foes, and your attacks bind them to you.

Encounter ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: Two creatures
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage, and the target is marked by your *aegis of ensnarement*. Marking the target does not remove the mark on another target already affected by your *aegis of ensnarement*.

Protective Bond Sage of Fate's Bonds Utility 12

You raise a magical ward over one of your allies, allowing you to summon that individual to your side and offer protection.

Daily ✦ Arcane, Teleportation
Minor Action **Close** burst 10
Target: One ally in burst
Effect: Until the end of the encounter, whenever the target is hit by an attack, as an immediate interrupt you can teleport the target 5 squares to a space that must be adjacent to you.

Deadly Ensnarement Sage of Fate's Bonds Attack 20

An enemy might have thought to ignore you, but when you show up behind it and unleash a deadly attack, you teach it otherwise.

Daily ✦ Arcane, Teleportation, Weapon
Immediate Reaction **Melee** weapon
Trigger: An enemy marked by you and within 10 squares of you hits or misses an ally
Target: The triggering enemy
Effect: You teleport the target to a space that must be adjacent to you. The target grants combat advantage to you until the end of your next turn.
Attack: Intelligence vs. AC
Hit: 5[W] + Intelligence modifier damage.
Miss: Half damage.

Sigil Carver

"By carving sigils of strength and power into the air, I support my allies and foretell the doom of my foes."

Prerequisite: Swordmage, *aegis of shielding* class feature

Bereg-arnadh is the ancient eladrin art of drawing calligraphy with a blade. Bodyguards of the legendary eladrin queen Suiradrun were the first to use *bereg-arnadh*, and the practice has since become more widespread. Practitioners of this arcane tradition inscribe magical, glowing characters of Rellanic script into the air with their blades. These hovering runes are charged with arcane power from the calligrapher. The sigils hover for a short time, emitting a lambent radiance that evokes protection for allies or enmity toward foes.

Your mastery of the flying sword makes you an ideal practitioner of *bereg-arnadh*. Whether you studied texts to learn the art yourself, or you earned the right to study under a master of *bereg-arnadh*, you have gained the ability to wield the arcane art on the battlefield. On the tip of your blade, you sculpt runes, the mere sight of which strikes fear into your adversaries.

Sigil Carver Path Features

Energizing Sigil (11th level): When you spend an action point to take an extra action, one ally within 5 squares of you can roll a saving throw against each effect on him or her that a save can end.

Bolstering Sigil (11th level): Any allies adjacent to you gain a +2 power bonus to all defenses.

Punishing Sigil (16th level): Whenever an enemy marked by you within 5 squares of you hits an ally who is adjacent to you, you can make a melee basic attack against that enemy as an opportunity action. You can make the attack even if the creature is beyond your normal reach.

Sigil Carver Spells

Aegis Sigil — Sigil Carver Attack 11

You etch the air with sigils of power. The runes linger for a moment and then burn into a struck foe.

Encounter ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage.
Effect: Until the end of the target's next turn, it is marked by your *aegis of shielding*. Marking the target does not remove the mark on another target already affected by your *aegis of shielding*.

Sigil of Safety — Sigil Carver Utility 12

Just as your ally is about to suffer a blow, you carve a few quick runes in the air and transport the ally out of harm's way.

Encounter ✦ Arcane, Teleportation
Immediate Interrupt **Close** burst 5
Trigger: An attack hits an ally within 5 squares of you
Target: The ally who was hit
Effect: You teleport the target to a space within 5 squares of you. The target gains a +4 bonus to all defenses against the triggering attack.

Sigil of Enmity — Sigil Carver Attack 20

Your rune-enhanced weapon strike marks a foe as the nemesis of you and your allies, making attacks against it more potent.

Daily ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage.
Effect: Until the end of the encounter, when any of your allies hits the target with a melee attack during his or her turn, the attack deals 2d6 extra damage.



Sword of Assault

"The best defense is beating your foe into submission."

Prerequisite: Swordmage, *aegis of assault* class feature

Although arcane finesse and delicate sword work are fine for others, you believe that better ways exist to subdue your enemies. You wonder why you should use subtlety when you can more quickly defeat your foe with a powerful sword strike combined with a blast of arcane energy.

As a sword of assault, you are interested in fusing magic with blade to create the most powerful attack you can. You have little tolerance for rigorous arcane training, preferring to use magic in a blast of raw elemental energy instead of a carefully crafted spell.

Similarly, you never saw the point of the refined swordplay of your counterparts, instead favoring strength over finesse. You believe that displaying your skill through elaborate parries and flourishes is an expression of a swordmaster's ego, rather than of skill. In your mind, such displays only slow battle. On the other hand, you make sure that all of your movements and arcane utterances contribute to the most devastating attack you can possibly deliver with a single swing of your blade.



Sword of Assault Path Features

Assaulting Charge (11th level): When you spend an action point to charge, you can use a melee at-will attack power or a melee encounter attack power in place of the charge's melee basic attack.

Battlemage Readiness (11th level): When you use your *aegis of assault* to teleport and make an attack, you can use a swordmage melee at-will attack power in place of the melee basic attack.

Double Spell Assault (16th level): Whenever you roll initiative, choose one of your at-will attack powers. Once before the end of the encounter, you can use that power as a minor action after hitting with a melee attack.

Sword of Assault Spells

Spell Strike — Sword of Assault Attack 11

Your magic infuses a normal weapon attack with arcane power that might scorch, freeze, rot, poison, shock, or blast your foe.

Encounter ✦ Arcane, Weapon; Varies
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier plus 2d6 + Strength modifier acid, cold, fire, lightning, necrotic, poison, radiant, or thunder damage.

Aegis Reserve — Sword of Assault Utility 12

In the heat of battle, sometimes one aegis is not enough. Luckily, you know a spell that allows you to bestow another.

Encounter ✦ Arcane
Minor Action **Close** burst 5
Target: One creature in burst
Effect: The target is marked by your *aegis of assault*. Marking the creature does not remove the mark on another target already affected by your *aegis of assault*.

Fire and Thunder — Sword of Assault Attack 20

Your weapon thrums with fire and thunder, which explode across your foe and leave the creature aflame and senseless.

Daily ✦ Arcane, Fire, Thunder, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 5[W] + Intelligence modifier fire and thunder damage, and the target takes ongoing 5 fire damage and is deafened (save ends both).
Miss: Half damage.

Ward Guardian

"My warding protects me, but it is more than just a shield. By my will and magic, it can become a deadly force, or a sheltering fortification."

Prerequisite: Swordmage

In your earliest arcane training, you learned to sheathe yourself in a layer of magical protection. This protection is your Swordmage Warding, and it represents an extension of your arcane mastery. Unlike other swordmages, though, you have taken this talent to the next level.

You have long studied the secrets of the Swordmage Warding, and you have learned that the magical field is more flexible than most swordmages assume it to be. You have discovered that you can shape and sculpt your warding. Through careful study, you have learned to transform the warding into a protective barrier for your allies and into a dangerous weapon to distract or strike foes.

Ward Guardian Path Features

Guardian's Action (11th level): When you spend an action point to make an attack, any allies you can see gain the benefit of your Swordmage Warding until the end of your next turn.

Spellshield (11th level): When you become bloodied, choose a defense other than AC. Until you are no longer bloodied, your Swordmage Warding grants a bonus to the chosen defense as well as to AC.

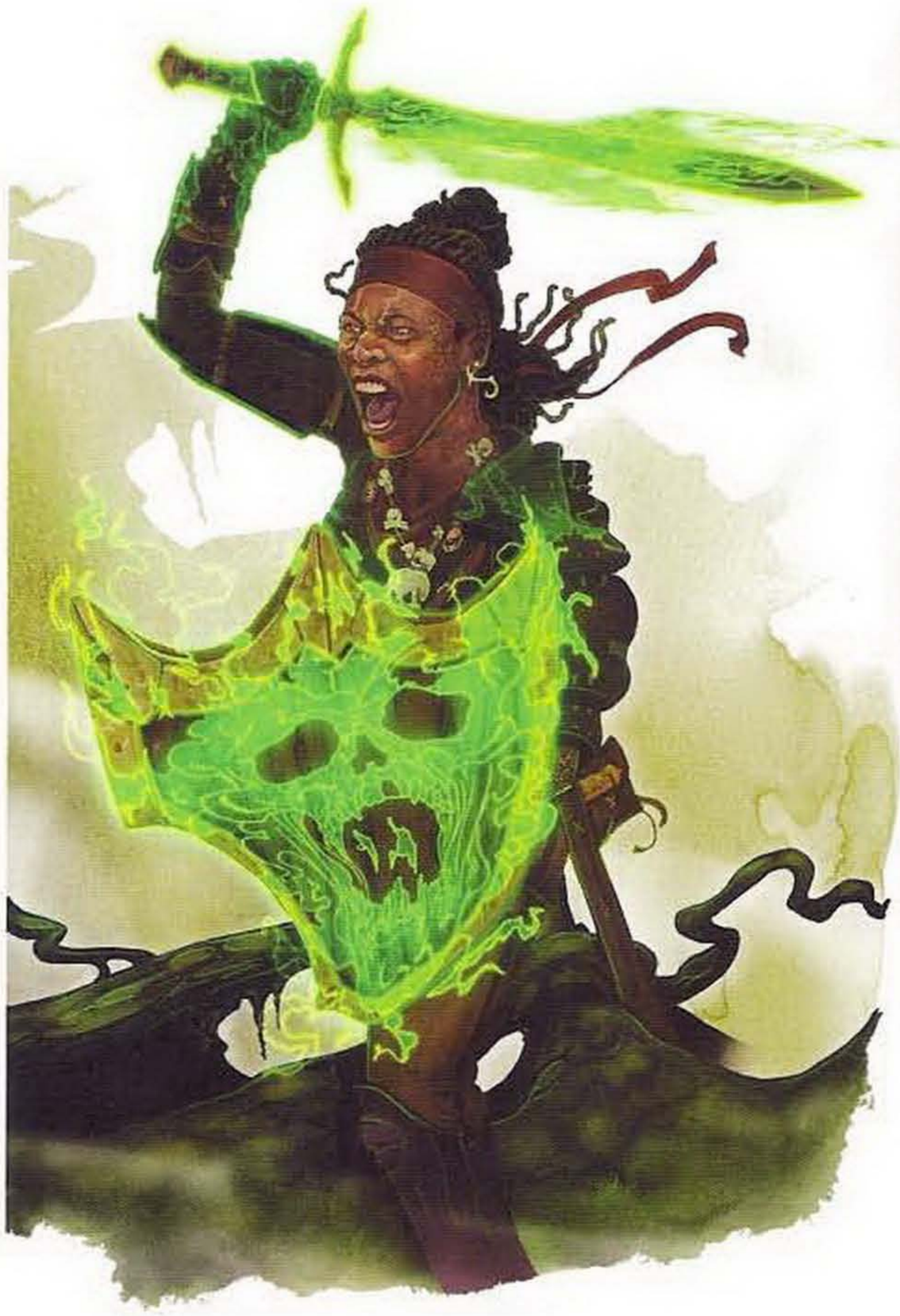
Reactive Spellshield (16th level): Any allies within 5 squares of you gain the benefit of your Swordmage Warding against opportunity attacks.

Ward Guardian Spells

Ward Force Assault Ward Guardian Attack 11

You swing at your foe and craft your warding into a blunt force that flattens your enemy when you hit.

Encounter ✦ Arcane, Force, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 2[W] + Intelligence modifier damage. In addition, either you deal extra force damage equal to your bonus from Swordmage Warding + your Constitution modifier, or you knock the target prone.



Sheltering Ward Ward Guardian Utility 12

With intense concentration and magical power, you expand your warding to include those around you.

Daily ✦ Arcane
Standard Action **Personal**
Effect: Until the end of your next turn, any allies adjacent to you gain the benefit of your Swordmage Warding.
Sustain Minor: The effect persists.

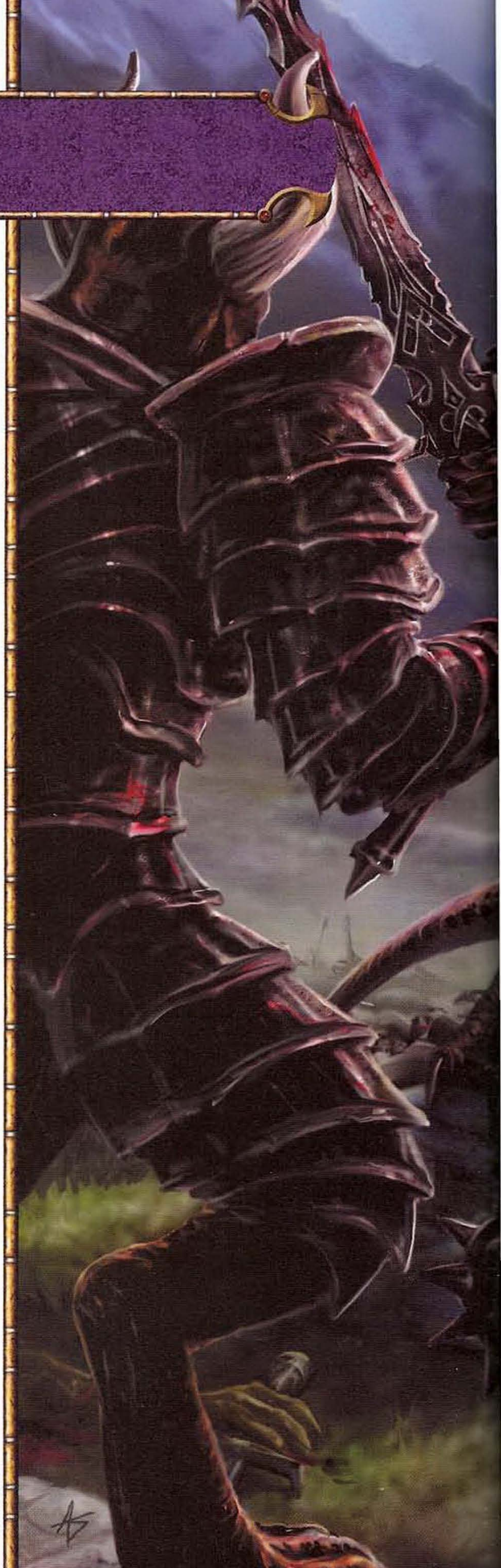
Unseen Entanglement Ward Guardian Attack 20

As you swing, you shape the protective power of your warding into an entangling thread that thwarts your foe's defenses.

Daily ✦ Arcane, Weapon
Standard Action **Melee** weapon
Target: One creature
Attack: Intelligence vs. AC
Hit: 5[W] + Intelligence modifier + Constitution modifier damage. In addition, the target takes a -3 penalty to any defense to which your Swordmage Warding is currently granting a bonus (save ends).
Miss: Half damage. Until the end of your next turn, the target takes a -1 penalty to any defense to which your Swordmage Warding is currently granting a bonus.

CHAPTER 4

WARLOCK



ANNE STOKES

"By the Chains of Levistus, the Thousand Eyes of Gibbeth, and the pacts sworn in Bael Turath, I curse thee to the blackest pits of Hell!"

WARLOCKS CALL upon powerful, ancient magic. They commune with primeval entities, treat with devilish or fey visitors in the darkest hours, and spend hours studying the night sky while mouthing the names of constellations and stars. A warlock's pact might favor a particular style of curse or hex, but that fact doesn't pigeonhole a warlock into a specific goal or ambition. Even if your warlock chooses the infernal pact, he can remain a tome-toting scholar captivated by ominous lore. If your warlock chooses the star pact, she need not give herself over to entities of the Far Realm; instead, she might search for elusive truths.

Warlocks are purveyors of secrets that others wish to be ignorant of. Those secrets are the keys that unlock the power of hexes, curses, and eldritch incantations. From one point of view, warlocks have taken a shortcut to power. Instead of undertaking careful study and practice, a warlock swears a pact to an entity that provides power in return for fealty. A few warlocks are consumed by their oaths, becoming the worst kind of spellcaster—one who uses magic to tyrannize the weak without remorse. Those warlocks who can withstand the dominating personalities of their pact holders have the potential to become powerful forces in the world and across the planes.

This chapter supports the warlock builds presented in the *Player's Handbook*. It contains the following material.

- **New Eldritch Pact:** The vestige pact allows a warlock to call on a diverse assortment of entities for new powers.
- **New Warlock Powers:** This section supplements the star, fey, infernal, and dark pacts, in addition to providing powers for the vestige pact.
- **New Paragon Paths:** This section provides general paragon paths that any warlock can take and presents paths for specific Eldritch Pacts.



NEW ELDRITCH PACT

Your warlock has forged a pact with mysterious entities that grant you spells, curses, and other abilities. The pact you choose determines your at-will powers, your pact boon, and additional benefits to certain warlock powers. A power's description details the effect a particular Eldritch Pact class feature has on it.

The *Player's Handbook* describes the fey pact, the infernal pact, and the star pact. The *Forgotten Realms Player's Guide* describes the dark pact. *Arcane Power* introduces the vestige pact, which draws upon mislaid spheres of power, forgotten eldritch influences, and allegiances that most believe have been concluded or discontinued.

Vestige Pact

You have forged relationships with vestiges—the remnants of powerful forces and entities that once exercised great authority or demonstrated awful capabilities. These remnants are diverse in their backgrounds and motives. As a vestige pact warlock, you can choose from between two or more vestige pacts to fuel your arcane power.

Eyes of the Vestige: You know the *eyes of the vestige* spell. You gain an additional effect, referred to as an *eyes of the vestige* augment, associated with your active vestige (see below) when you make a successful attack with this power.

Pact Boon: You have a pact boon associated with your active vestige.

When an enemy under your Warlock's Curse drops to 0 hit points or fewer, you gain the benefit of your active vestige's pact boon.

Using Vestiges

You always have one active vestige. As a beginning character, you have access to the two primary vestiges: King Elidyr and Zutwa. You select one of these as your active vestige after a short rest or an extended rest.

Changing Your Vestige: You can gain temporary access to other vestiges by using certain daily attack powers. (For ease of identification, all these powers have names that begin with "Vestige.") When you use a power that gives you access to a daily power vestige, you can choose for that vestige to immediately become your active vestige. If you do so, it remains your active vestige until you gain access to a different vestige by using another daily attack power or until the end of the encounter. If you don't immediately choose to change to that daily power vestige, your access to that vestige is lost until the next time you use that power.

After a short rest or an extended rest, you again select one of the two primary vestiges to be your active vestige. That vestige remains active until you change to a daily power vestige or until you take another short rest or extended rest.

In addition, certain benefits (such as the Vestige Adept feat; see page 130) allow you to change your vestige at a different time or under different circumstances.



FRANZ VOHWINKEL

BUILD AND ATTITUDE

How does your warlock character's build affect his or her personality? Although a warlock need not have a personality associated with his or her pact, it is easy to imagine an infernal pact warlock as cunning and mischievous, and a star pact warlock as absentminded. A fey pact warlock might be more caring, ensuring the preservation of animals and plants, while a dark pact warlock might see creatures of the surface as impediments to his or her goals. A vestige pact warlock tends to be bookish and scholarly, more akin to a wizard.

Vestige Pact Boons

The pact boons associated with the primary vestiges are given below. Other pact boons are described in the daily attack powers that give you access to new vestiges.

King Elidyr Pact Boon: One ally adjacent to you gains a +2 bonus to all defenses until the end of your next turn.

Zutwa Pact Boon: The bonus to attack rolls from your Prime Shot increases to +3 until the end of your next turn.

Example

You're a vestige pact warlock who likes the vestige of King Elidyr, so after an extended rest, you choose that to be your active vestige.

During your first encounter of the day, when you use the *eyes of the vestige* power, you gain the *eyes of the vestige* augment associated with King Elidyr. If you curse a creature and that enemy then drops to 0 hit points or fewer, your King Elidyr pact boon triggers.

Later in the same encounter, you decide to use the *vestige of Mount Vaelis* daily attack power. That power gives you access to a new vestige, Mount Vaelis, and you choose to make the change. When you adopt this new active vestige, your pact boon and your *eyes of the vestige* augment both change to the benefits that Mount Vaelis provides. You no longer gain the benefits of the vestige of King Elidyr. The only time you can change your active vestige back to King Elidyr (or to Zutwa, the other primary vestige) is after a short rest or an extended rest.

If you use another daily power in the same encounter that gives you access to a new vestige, you can choose for that daily power vestige to replace Mount Vaelis as your active vestige.

King Elidyr and Zutwa

Your first two vestiges are King Elidyr and Zutwa. They give out their power freely and recklessly.

King Elidyr: A hundred years ago, Elidyr, the last king of Nerath, warred against gnoll invaders who marched beneath the banner of the Ruler of Ruin. The gnoll uprising was finally quelled, but at the cost of the lives of King Elidyr, his heirs, and most of his trusted barons, dukes, and champions. King Elidyr's vestige is rueful over its failure, and it willingly gives its strength to any who call upon it.

Zutwa: An ancient being of manifest life force, Zutwa was a towering figure as large as a mountain, composed of bark, boughs, grass, leaves, and petals. Its limpid eyes of liquid green could spawn life in barren soil or dead tissue, or deprive earth and flesh of vitality. Zutwa gave up its existence to defeat a primordial of manifest dissolution. Even as a vestige, Zutwa's energy seems inexhaustible to those who make a pact with it.

New Warlock Powers

These new warlock powers flesh out the vestige pact and provide additional options for other warlocks.

Spells of the vestige pact use your Constitution score, because managing numerous and diverse vestiges takes a physical toll. The ancient powers of the vestige pact hunger to consume a warlock's body and use it for their own purposes, and a warlock must resist these forces if he or she is to survive.

Level 1 At-Will Spells

Eyes of the Vestige — Warlock Attack 1

Your enemy's eyes glow with an eldritch light as your vestige takes hold and scours that foe's mind while you curse another nearby foe.

At-Will ✦ Arcane, Implement, Psychic; Varies
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 1d6 + Constitution modifier psychic damage. Choose the target or a creature within 3 squares of the target and within the target's line of sight. You place your Warlock's Curse on that creature; if the creature is already cursed by you, you can deal your Warlock's Curse extra damage to that creature instead of to the target.
Level 21: 2d6 + Constitution modifier psychic damage.
Augment (King Elidyr): One ally who hits the target before the end of your next turn can roll a saving throw.
Augment (Zutwa): You gain your Prime Shot bonus against the target until the end of your next turn.
Augment (other vestige): See the "Eyes of the Vestige Augment" entry for the daily power that grants access to the vestige.

Level 1 Encounter Spells

Arms of Hadar — Warlock Attack 1

You call upon Hadar, the Ebon Hunger. Black tendrils erupt from your body and batter nearby creatures, pushing them from you.

Encounter ✦ Arcane, Implement
Standard Action **Close** burst 2
Target: Each creature in burst
Attack: Constitution vs. Reflex
Hit: 1d8 + Constitution modifier damage, and you push the target 2 squares.
Star Pact: You push the target a number of squares equal to 1 + your Intelligence modifier.

Tiefling Warlocks

The tiefling is the prototypical warlock. The race's innately high Charisma and Intelligence tend to make tieflings favor the class. Many tieflings swear pacts to vestiges, Far Realm creatures, and ancient, fey entities, perhaps out of a desire to break the mold of their predecessors in Bael Turath, who often adopted the infernal pact.

Chains of Levistus — Warlock Attack 1

Spectral chains of ice leap from your hands and lash around your enemy. They pulse with cold each time your enemy moves.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d6 + Constitution modifier cold damage. If the target moves before the end of your next turn, it takes 2d6 extra cold damage.
Infernal Pact: If the target moves before the end of your next turn, you also gain a +2 power bonus to your next attack roll against the target before the end of your next turn.

Clarion Call — Warlock Attack 1

You invoke Yuri the Hunter, and the sound of his bellowing horn blasts your enemies into submission while inspiring you.

Encounter ✦ Arcane, Implement, Thunder
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Constitution vs. Fortitude
Hit: 3d4 + Constitution modifier thunder damage, and the target is deafened until the end of your next turn.
Vestige Pact: You gain 3 temporary hit points for each target you hit. Temporary hit points gained in this way are cumulative.

Darkworm Feast — Warlock Attack 1

You speak a single, forbidden word, summoning shadowy worms that burrow into your enemy's body.

Encounter ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d6 + Charisma modifier necrotic damage, and the target is slowed until the end of your next turn.
Dark Pact: The target takes extra necrotic damage equal to your Intelligence modifier at the start of its next turn.

Life Bind — Warlock Attack 1

You call upon arcane power to wither your foe's flesh and cut its connection to life.

Encounter ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d8 + Constitution modifier necrotic damage. Until the end of your next turn, the target cannot regain hit points, cannot gain temporary hit points, and takes a -2 penalty to saving throws.
Vestige Pact: The attack deals extra necrotic damage equal to your Intelligence modifier.

Sprite War Call — Warlock Attack 1

An army of sprites flickers into existence, loosing a barrage of miniature arrows that stings your enemy and induces lethargy in it.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 5
Fey Pact: The power's range is 10 squares.
Target: One creature
Attack: Charisma vs. Reflex
Hit: 1d8 + Charisma modifier damage. Until the end of your next turn, the target is slowed and grants combat advantage to you.

Level 1 Daily Spells

Decree of Khirad — Warlock Attack 1

A pale blue flame appears above your brow as you utter a condemnation that makes foes mistake allies for enemies.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Close** blast 3
Target: Each enemy in blast
Effect: Before the attack, you slide the target 2 squares.
Attack: Charisma vs. Will
Hit: The target makes a melee basic attack as a free action against a creature of your choice. If the target misses with the attack, it takes 1d6 + your Charisma modifier psychic damage.
Miss: 1d6 + Charisma modifier psychic damage.

Fortune's Reversal — Warlock Attack 1

With a single word of power, you reverse a creature's luck, turning fortune and happiness into misfortune and sorrow.

Daily ✦ Arcane, Implement, Psychic
Immediate Reaction **Ranged** 10
Trigger: An enemy within 10 squares of you scores a critical hit or saves
Target: The triggering enemy
Attack: Charisma vs. Will
Hit: 1d8 + Charisma modifier psychic damage. The target takes a -2 penalty to saving throws and ongoing 5 psychic damage (save ends both). The target cannot save against this power until it takes the ongoing psychic damage at least once.
Dark Pact: The target takes a -3 penalty to saving throws instead of -2.
Fey Pact: The target also takes a -2 penalty to attack rolls while affected by the ongoing psychic damage.
Miss: The target takes ongoing 5 psychic damage (save ends). The target cannot save against this power until it takes the ongoing psychic damage at least once.

Pact Initiate

Adrin is an elf rogue from the Witchwood, a cheerful and gregarious citizen of a small, close-knit community of elves and eladrin. Although he thrives on the company of other people, he also enjoys wandering through the forest—at least, he used to. That changed when he encountered a presence, a fey being of enormous power, ancient wisdom, and primal hunger. The being scared him senseless, but left Adrin with arcane power he didn't possess before (reflected in the Pact Initiate feat, with the fey pact). Adrin is terrified of what the fey being is going to ask in exchange for the power it gave him, and his sleep is tormented by nightmares about this encounter. After that experience, Adrin left the Witchwood for the nearby town of Brindol, and if he never enters the forest again, he will be content.

Tyranny of Flame — Warlock Attack 1

Burned by the fires of the Nine Hells, your enemy grovels, begging for mercy.

Daily ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Effect: You knock the target prone.
Hit: 3d6 + Constitution modifier fire damage, and the target can't stand up from prone (save ends).
Infernal Pact: The target also takes a -2 penalty to saving throws against this power.
Miss: Half damage.

Vestige of Khaeleth — Warlock Attack 1

Khaeleth was a divine entity that gave of himself until only a shred remained. Invoking him, you perform a similar act on behalf of an ally.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 1d8 + Constitution modifier damage. You gain a bonus to the damage roll equal to your Intelligence modifier for each ally adjacent to you.
Miss: Half damage.
Vestige Pact: You gain access to the vestige of Khaeleth.
Khaeleth Pact Boon: An ally within 5 squares of you gains temporary hit points equal to your Intelligence modifier.
Eyes of the Vestige Augment: The first time your *eyes of the vestige* target deals damage to an ally before the end of your next turn, you can reduce that damage by any amount and take damage equal to the amount of the reduction. The damage has no type.

Vestige of Mount Vaelis — Warlock Attack 1

You tell of the victory of the primordials against the divine army at Mount Vaelis, conjuring the thunderous echoes of their success.

Daily ✦ Arcane, Implement, Thunder
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d8 + Constitution modifier thunder damage, and the target cannot walk or run (save ends).
Miss: Half damage, and the target cannot walk or run until the end of your next turn.
Vestige Pact: You gain access to the vestige of Mount Vaelis.
Mount Vaelis Pact Boon: One creature cursed by you and within 5 squares of you gains vulnerable 5 thunder until the end of your next turn.
Eyes of the Vestige Augment: Your *eyes of the vestige* attack deals 1d6 extra thunder damage.

Level 2 Utility Spells

Caiphon's Leap — Warlock Utility 2

You call upon Caiphon the Dream Whisperer, and with his aid, you move out of harm's way.

Encounter ✦ Arcane, Teleportation
Immediate Reaction **Personal**
Trigger: An enemy cursed by you hits you with a melee attack
Effect: You reduce the damage you take by your Charisma modifier. You then teleport 2 squares.

Devil's Trade — Warlock Utility 2

You call on infernal powers to trade a sliver of your soul for temporary relief.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: You gain vulnerable 5 to all damage until the end of your next turn, and you automatically succeed on one saving throw you make at the end of this turn.

Eyes of the Spider Queen — Warlock Utility 2

A cluster of dull black eyes appears on your forehead, giving you enhanced sight in darkness and the power to see the unseen.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter, you gain darkvision and can see invisible objects and creatures that are adjacent to you.

Fey Bargain — Warlock Utility 2

You gain good luck now in exchange for bad luck later.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: You gain a +2 bonus to your next attack roll, but automatically fail your next saving throw before the end of the encounter.

Level 3 Encounter Spells

Cloud of Flies — Warlock Attack 3

You breathe out a cloud of acidic black flies that streak across the battlefield, swarming your foe and attempting to enter its body.

Encounter ✦ Acid, Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d6 + Constitution modifier acid damage, and the target grants combat advantage until the end of your next turn.
Infernal Pact or Vestige Pact: On a miss, the target grants combat advantage to you until the end of your next turn.

SHADOW WALK

Your passage through the world leaves its mark. As you walk, arcane energy burns and congeals around you. Depending on your pact and your idea of your character, you might imagine the effect of your Shadow Walk class feature as fey energy sparkling around you and hiding you from clear view, the utter blackness of the Underdark clinging to you, or sulfurous smoke straight from the Nine Hells billowing around you. It's up to you to decide whether your warlock is constantly surrounded by this concealing cloud–even while you're walking down a city street doing your shopping–or if it's only active while you're in combat. If it's always active, it's a good idea to remind your DM of it once in a while, so the NPCs you meet respond appropriately.

Delban's Deadly Attention — Warlock Attack 3

A bolt of frigid starlight shines down and bathes your foe, causing the creature to suffer a spasm of agony just as it attacks you.

Encounter ✦ Arcane, Implement, Necrotic
Immediate Interrupt **Close** burst 4
Trigger: An enemy in burst hits you with a melee attack
Target: The triggering enemy
Attack: Charisma vs. Will
Hit: 1d8 + Charisma modifier necrotic damage. The target chooses either to deal half damage to you with its melee attack or to take 1d8 extra necrotic damage.
Star Pact: The attack deals 1d8 + your Intelligence modifier extra necrotic damage.

Fortune Binding — Warlock Attack 3

You create ethereal black ropes that bind you to your enemy. As the ropes twist, your luck improves and your enemy's falters.

Encounter ✦ Arcane, Psychic, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d8 + Constitution modifier psychic damage. You end one effect on you that a save can end, and the target gains that effect until the end of your next turn.
Vestige Pact: The attack deals extra damage equal to your Intelligence modifier.

Pipes of Winter — Warlock Attack 3

With a gesture, a set of glacial pipes appears at your lips. Blowing on it, you produce a horrid keening that chills your foes to the bone.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier cold damage, and the target is immobilized until the end of your next turn.
Fey Pact: Each enemy adjacent to the target is slowed until the end of your next turn.

Shared Agony — Warlock Attack 3

Sometimes pain is the price of victory. To wrack your opponent's mind, you might have to give up a fragment of your own sanity.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d12 + Charisma modifier psychic damage.
Miss: You can take 10 psychic damage to reroll the attack roll.
Dark Pact: If you reroll the attack roll and hit, reduce the psychic damage you take by your Intelligence modifier.

DRAGONBORN WARLOCKS

Dragonborn have naturally high Charisma, which makes them excellent warlocks. Dragonborn warlocks put their natural force of will to good use with star pact or fey pact powers. Despite their natural ability, dragonborn warlocks are unusual. Thus, a dragonborn warlock tends to stand out more than a dragonborn fighter or a tiefling warlock might.

Vestiges' Calamity — Warlock Attack 3

With a single word, you submerge your enemy in a deluge of chaotic energy.

Encounter ✦ Arcane, Cold, Fire, Implement, Lightning, Thunder
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d8 + Constitution modifier damage. If the target is cursed by you, it takes extra cold, fire, lightning, and thunder damage equal to your Intelligence modifier.
Vestige Pact: If the target is cursed by you, the attack also deals the extra damage to each creature adjacent to the target.

LEVEL 5 DAILY SPELLS

Crackling Fire — Warlock Attack 5

An eldritch storm of fire and lightning erupts from you to scour your foes, leaving them vulnerable to future attacks.

Daily ✦ Arcane, Fire, Implement, Lightning
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier fire and lightning damage, and the target gains vulnerable 5 fire and vulnerable 5 lightning (save ends both).
Miss: Half damage.

Lure of Gibbeth — Warlock Attack 5

A fleeting thought of Gibbeth the Endless, an unknowable entity slain at the birth of the world but poised to return at the world's ending, seizes your enemy's mind and draws your foe toward you like a moth to flame.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d10 + Charisma modifier psychic damage, and you pull the target 4 squares.
Miss: Half damage, and you pull the target 2 squares.
Effect: Until the end of the encounter, you can pull the target 2 squares as a minor action once during your turn.

Tyrannical Threat — Warlock Attack 5

You speak, and each syllable is a deadly insinuation; each utterance a dangerous threat; each sentence, a dire curse.

Daily ✦ Arcane, Fear, Implement, Psychic
Standard Action **Close** burst 3
Target: Each enemy in burst
Attack: Constitution vs. Will
Hit: 1d10 + Constitution modifier psychic damage, and you place your Warlock's Curse on the target.
Miss: Half damage.
Infernal Pact: You place your Warlock's Curse on the target.
Effect: Until the end of the encounter, whenever a creature cursed by you attacks you, it takes psychic damage equal to your Intelligence modifier.

Venomous Webs — Warlock Attack 5

Sticky webs slick with acid burn your foe, poisoning its flesh with each step it takes.

Daily ✦ Acid, Arcane, Implement, Poison
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d6 + Charisma modifier acid damage, and the target grants combat advantage to you and your allies (save ends).
Miss: Half damage.
Effect: If the target willingly moves before the end of its next turn, it takes ongoing poison damage equal to your Intelligence modifier (save ends).

Vestige of Ugar — Warlock Attack 5

Upon his demise, Ugar the Unforgiving dissolved into sand and became a harsh desert. Your words of power bring forth the searing flame of that land to burn your foes.

Daily ✦ Arcane, Fire, Implement, Zone
Standard Action **Area** burst 2 within 10 squares
Target: Each creature in burst
Attack: Constitution vs. Reflex
Hit: 1d10 + Constitution modifier fire damage.
Effect: The burst creates a zone of burning light that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 1d10 fire damage. Creatures cannot benefit from concealment while within the zone.
Vestige Pact: You gain access to the vestige of Ugar the Unforgiving.
Ugar Pact Boon: You can move the zone 3 squares as a free action.
Eyes of the Vestige Augment: Your *eyes of the vestige* attack deals fire damage instead of psychic damage. The target loses concealment and cannot regain it until the end of your next turn.

Vestige of Xandor — Warlock Attack 5

To know the borders of sanity, one has to cross them. With the aid of Xandor the Mad, you push your foe across that threshold.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 2d6 + Constitution modifier psychic damage, and the target is influenced by the vestige of Xandor (save ends). While it is influenced, at the start of each of its turns, it must choose either to be dazed until the start of its next turn or to take psychic damage equal to twice your Constitution modifier.
Miss: 2d6 + Constitution modifier psychic damage, and the target is dazed until the end of your next turn.
Vestige Pact: You gain access to the vestige of Xandor the Mad.
Xandor Pact Boon: You can roll a saving throw. If you have no effect on you that a save can end, you instead gain temporary hit points equal to your Constitution modifier.
Eyes of the Vestige Augment: Your *eyes of the vestige* attack deals 1d8 extra psychic damage.

Level 6 Utility Spells

Life Siphon — Warlock Utility 6

It's not pretty, it's not kind, but sometimes you need to draw power from an ally's pain.

Encounter ✦ Arcane, Healing
Immediate Reaction **Personal**
Trigger: An ally within 10 squares of you takes damage
Effect: You gain a +2 power bonus to one attack roll before the end of your next turn.
Dark Pact: You regain hit points equal to your Charisma modifier.
Infernal Pact: You gain temporary hit points equal to twice your Constitution modifier.

Mercurial Form — Warlock Utility 6

Your form flows and shimmers, allowing you to slip through cracks, escape an enemy's claws, and evade even the most persistent hunter.

Daily ✦ Arcane, Polymorph
Minor Action **Personal**
Effect: Until the end of the encounter, you cannot be marked, you are considered Tiny for the purpose of squeezing, and you can automatically succeed at escaping from a grab as a free action.

Racing Fire of Ulban — Warlock Utility 6

You move with the swiftness of Ulban, whose burning glory sometimes flashes across the sky in a fiery streak of blue and white.

Encounter ✦ Arcane
Move Action **Personal**
Effect: You move twice your speed.

Pacts and Powers

The warlock spells in the *Player's Handbook* all identify the pact they're associated with, but the spells in this book don't include that information. After looking at the *Player's Handbook*, many players felt constrained to choose the powers associated with their pact, which is far too limiting. If you're a fey pact warlock, you don't have to choose only fey pact powers—any warlock spell that uses Charisma (including dark pact powers and some star pact powers) is a fine choice for you. If you want to, you can tweak the descriptions, flavor, or even the names of your powers to reflect your pact or the particular patron you choose.

Some powers in this book give particular effects based on your choice of pact, and even offer different effects for different pacts. For example, the *fortune's reversal* spell (page 74) has a baseline effect, a slightly different effect if you have the dark pact, and a still different effect if you have the fey pact. Furthermore, certain items and feats have benefits that apply when you use a warlock power of a particular pact. Such powers can be identified either by the pact name appearing in parentheses in the title line of the power, or by the pact's name appearing as a subhead in the power entry.

Spider Queen's Caress — Warlock Utility 6

You whisper to those who dwell in the darkness of your undying love and loyalty, and in return you gain the gift of stealth.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter, you gain a +2 power bonus to saving throws and Stealth checks.
Dark Pact: Your Shadow Walk grants concealment to you after you move 2 squares instead of 3.

Level 7 Encounter Spells

Acrid Decay — Warlock Attack 7

You extend your hand, and two sickly green bolts spiral out from your fingers, burning and devouring your enemy.

Encounter ✦ Acid, Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Target: One or two creatures
Attack: Constitution vs. Fortitude
Hit: 1d12 + Constitution modifier acid and necrotic damage.
Vestige Pact: The target also takes a -2 penalty to attack rolls until the end of its next turn.

All the Sand, All the Stars — Warlock Attack 7

You make your foe see all the grains of sand in the desert and all the stars in the heavens, and it reels in shock, unable to grasp infinity.

Encounter ✦ Arcane, Charm, Implement, Psychic
Standard Action **Close** blast 3
Target: Each creature in blast
Attack: Charisma vs. Will
Hit: 2d6 + Charisma modifier psychic damage, and the target is dazed until the end of your next turn.
Star Pact: The attack deals extra psychic damage equal to your Intelligence modifier.

Hero's Arrow — Warlock Attack 7

You conjure a magic arrow and send it speeding toward an enemy. A hero's arrow that hits its mark both hurts a foe and aids an ally.

Encounter ✦ Arcane, Healing, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d8 + Constitution modifier damage. One ally adjacent to the target regains hit points equal to your Intelligence modifier.
Vestige Pact: Each ally adjacent to the target regains hit points equal to your Intelligence modifier.

Mordant Rains of Dis — Warlock Attack 7

You open a portal to Dis above your foe's head, releasing a caustic rain upon your enemy.

Encounter ✦ Acid, Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 1d6 + Constitution modifier acid damage, and the target is blinded until the end of your next turn.
Infernal Pact: Each enemy adjacent to the target takes acid damage equal to your Intelligence modifier.

Nypacian Serpents — Warlock Attack 7

You create semblances of the serpents of the Nypacian Outlands to attack an enemy.

Encounter ✦ Arcane, Implement, Poison
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier damage. The first time the target takes damage before the end of your next turn, it takes extra poison damage equal to your Intelligence modifier.
Fey Pact: The poison damage equals twice your Intelligence modifier.

Pacts and Ability Scores

You can take one of two basic approaches to your ability scores as a warlock. First, you can put your highest score in either Charisma or Constitution, choose only powers that use that ability for attack rolls and damage rolls, and put your next highest score in Intelligence in order to get the best possible boost from powers that have secondary effects based on your Intelligence. This is the approach suggested in the *Player's Handbook*. The advantage to this approach is that you get the most bang for your Intelligence buck, but if you select attack powers that don't use the ability you chose, those will be clearly inferior to your other attack powers. Effectively, you're limited to half of the available powers—the ones that use whichever ability you choose as your highest score.

The second approach is to keep both your Charisma and your Constitution high, making Intelligence your third-highest score (and probably a distant third). If you go this route, you can choose any warlock power and know that your attack rolls and damage rolls will be more or less equal, so you have the maximum flexibility in your power selection. On the downside, you won't get as much benefit from powers that have effects related to Intelligence.

Which approach is best for you is really up to you to decide. It's worth spending some time when you create your warlock character to think about the powers you're going to want as you progress through your career, so you can weigh the importance of Intelligence to your character and make the right choices for your ability scores.

Shadow Strangler — Warlock Attack 7

A wraithlike creature appears behind your enemy and attempts to strangle it. With each of your foe's attacks, the specter's grip tightens.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.
Dark Pact: Until the end of your next turn, whenever the target makes an attack roll, it takes damage equal to your Intelligence modifier.

Level 9 Daily Spells

Feast of Souls — Warlock Attack 9

Souls trapped in the Nine Hells are hungry for life. Opening a temporary rift, you give them a taste of your foes' vitality.

Daily ✦ Arcane, Cold, Implement, Psychic, Zone
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Constitution vs. Will
Hit: 1d8 + Constitution modifier psychic damage, and the target is dazed (save ends).
Effect: The burst creates a zone of hungry spirits that lasts until the end of your next turn. The zone is difficult terrain. Each creature that enters the zone or starts its turn there takes 1d8 + your Constitution modifier cold damage. As a move action, you can move the zone 2 squares.
Sustain Minor: The zone persists.

Horrifying Hatching — Warlock Attack 9

Spider eggs hatch inside your enemy's flesh, unleashing a deadly poison and causing the creature to thrash in panic.

Daily ✦ Arcane, Implement, Poison
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 1d8 + Charisma modifier damage.
Effect: The target takes ongoing 10 poison damage (save ends). Whenever the target takes this ongoing damage, you can slide the target 1 square.
Dark Pact: As a minor action, you can end the ongoing poison damage to deal 2d10 + your Intelligence modifier poison damage to the target.
Fey Pact: As a minor action, you can end the ongoing poison damage to slide the target 3 squares.

Eladrin Warlocks

Eladrin prefer to pursue careers as wizards rather than warlocks. However, eladrin who do swear pacts to otherworldly entities discover that their education and hardened minds make them ideal students of esoteric knowledge. Their background in ancient history, fey entities, and distant stars gives them the know-how to safely form pacts. Eladrin favor the fey pact because of their fey origin and because the Misty Step pact boon enhances their ability to teleport.

Storm Countess's Kiss — Warlock Attack 9

You sarcastically blow a kiss at your enemy, creating a swirling gale that lifts your foe off the ground and then tosses it aside.

Daily ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: Charisma modifier cold damage, and the target is held restrained 10 feet (w2 squares) off the ground (save ends).
Fey Pact: The target is held restrained off the ground a number of feet equal to 10 + five times your Intelligence modifier.
Aftereffect: The target falls, and you slide it 2 squares.
Miss: You push the target 2 squares, and you knock it prone.

Vestige of Ilmeth — Warlock Attack 9

The primordial Ilmeth felt sorrow for the lives he claimed in the Dawn War, and the war-frenzied titans under his command destroyed him for his weakness. You channel the sorrow of the slain primordial to wound your enemy with regret.

Daily ✦ Arcane, Implement, Psychic, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d10 + Constitution modifier psychic damage. Until the end of the encounter, whenever the target makes an attack roll against you, it takes psychic damage equal to your Intelligence modifier.
Miss: Half damage.
Vestige Pact: You gain access to the vestige of Ilmeth.
Ilmeth Pact Boon: You and an ally within 5 squares of you can swap positions as a free action.
Eyes of the Vestige Augment: Your *eyes of the vestige* target also takes a -2 penalty to attack rolls until the end of your next turn.

Vestige of Shax — Warlock Attack 9

Shax the Devastator is a dead primordial of the sea. With a wave of your hand, you summon a fragment of his power.

Daily ✦ Arcane, Implement
Standard Action **Close** blast 3
Target: Each creature in blast
Effect: You knock the target prone.
Attack: Constitution vs. Fortitude
Hit: 2d10 + Constitution modifier damage, and you push the target a number of squares equal to your Intelligence modifier.
Miss: Half damage.
Vestige Pact: You gain access to the vestige of Shax the Devastator.
Shax Pact Boon: You can end one dazed, stunned, immobilized, or restrained condition on you or on an ally within 5 squares of you.
Eyes of the Vestige Augment: You push your *eyes of the vestige* target a number of squares equal to your Intelligence modifier.

Level 10 Utility Spells

Bond of Brotherhood — Warlock Utility 10

An ancient enclave of eladrin shared in each other's triumphs and pain; you borrow their magic to benefit from your ally's healing.

Daily ✦ Arcane, Healing
Immediate Reaction **Personal**
Trigger: An ally within 10 squares of you spends a healing surge
Effect: You regain hit points equal to the amount the triggering ally regains.

Curse of Nessus — Warlock Utility 10

You transform your bad luck into your enemy's misfortune.

Encounter ✦ Arcane
Free Action **Ranged** 10
Trigger: You miss an enemy with an attack
Target: The enemy you missed
Effect: The target takes a -5 penalty to saving throws until the end of your next turn.

Destiny Inversion — Warlock Utility 10

You untangle the threads of fate, rearranging them to suit your whims.

Encounter ✦ Arcane
Immediate Interrupt **Personal**
Trigger: An attack hits you
Effect: You take no damage from the triggering attack. Instead, you take ongoing damage equal to half the triggering attack's damage (save ends). The ongoing damage has the same damage type as the triggering attack.

Transcendent Dance — Warlock Utility 10

For a moment, your mind and body are in harmony, and you achieve the pinnacle of grace and speed.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter, you gain a bonus to speed and saving throws equal to your Dexterity modifier (minimum 1).

Level 13 Encounter Spells

Dark Reach of Xevut — Warlock Attack 13

You call on Xevut, He Who Hungers, and send a dark maelstrom at one enemy, which transfers that creature's affliction to a nearby foe.

Encounter ✦ Arcane, Implement, Psychic
Immediate Reaction **Ranged** 10
Trigger: An enemy within 10 squares of you saves against an effect
Target: The triggering enemy
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage. One enemy within 3 squares of the target gains the effect that the target saved against.
Star Pact: Until the end of your next turn, you gain a bonus to saving throws equal to your Intelligence modifier.

Killing Flames — Warlock Attack 13

You use an enemy's recent injury to fuel infernal flames and sear the foe.

Encounter ✦ Arcane, Fire, Implement
Immediate Reaction **Ranged** 10
Trigger: An enemy within 10 squares of you becomes bloodied
Target: The triggering enemy
Attack: Constitution vs. Fortitude
Hit: 3d8 + Constitution modifier fire damage.
Infernal Pact: The damage ignores resistance to fire.

Korred's Tune — Warlock Attack 13

The songs of the korred inspire a dance that can destroy one's mind if ignored.

Encounter ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d6 + Charisma modifier damage. If the target does not move at least 3 squares during its next turn, it takes 1d6 psychic damage.
Fey Pact: If the target does not move at least 6 squares during its next turn, it takes 1d6 psychic damage.

WARLOCK'S CURSE

What happens to your enemies when you lay your curse upon them? Unless you have a magic item that imposes additional effects, the effects in the game are very straightforward: The target takes more damage from your attacks. But what's happening from the perspective of your character—and the monster you target with your curse?

Fundamentally, you're creating a bond between you and the target—that's part of the reason your curse works only on the nearest target you can see. Perhaps you simply create a conduit between yourself and the target that makes the power you wield flow more easily to the target, so you can imbue your spells with a little extra strength as they course along that conduit to your foe. Or you might briefly mention the target's name to whatever entity gives you your power, focusing that being's alien attention on your foe so your spells carry more power.

When you put your curse on a creature, the target knows it. The creature might experience it as a chill down the spine, a prickle at the back of its neck, a nauseated feeling in its stomach, or an unpleasant sense of dread. It might have a brief flash of vision revealing the source of your power, terrible and awesome in its mind. Many creatures respond to that feeling with fear, and many others react with aggression directed at the source of the curse—you. It's never a bad idea to have a defender in place between you and the target of your curse.

Skirmisher's Volley — Warlock Attack 13

You fire arcane bolts at your enemies before moving away.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One, two, or three creatures
Attack: Constitution vs. Reflex
Hit: 1d8 + Constitution modifier damage.
Effect: After the attack is resolved, you shift 1 square.
Vestige Pact: You shift a number of squares equal to 1 + the number of targets you hit with the attack.

Wraith's Shadow — Warlock Attack 13

The shadows congeal and smother your foe in a sickly mass of debilitating darkness.

Encounter ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier necrotic damage, and the target is weakened until the end of your next turn.
Dark Pact: You can choose to deal no damage with this attack and instead make the target immobilized and weakened until the end of your next turn.

Level 15 Daily Spells

Caution of Dispater — Warlock Attack 15

Dispater remains in control of his part of Hell through cunning and by beating rivals into submission. You borrow a page from his book.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 3d8 + Constitution modifier psychic damage.
Effect: *The target takes 1d8 + your Constitution modifier* psychic damage at the start of each of its turns until the target is attacked or until it starts its turn without line of sight to you.
Infernal Pact: The power's effect does not end when you attack the target.

Dark Rain of Mutuz-Vot — Warlock Attack 15

You bring forth storm clouds that exude droplets of liquid darkness, just like the rains of the massive cavern of Mutuz-Vot in the Underdark.

Daily ✦ Arcane, Implement, Necrotic, Zone
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier necrotic damage.
Effect: The burst creates a zone of raining darkness that lasts until the end of your next turn. The zone's area is lightly obscured. Each creature that enters the zone or starts its turn there is blinded (save ends).
Dark Pact: You ignore the zone's effect.
Sustain Minor: The zone persists.

Plague of Frogs — Warlock Attack 15

You summon hundreds of carnivorous frogs that bite and harry creatures around them.

Daily ✦ Arcane, Implement, Zone
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier damage.
Effect: The burst creates a zone of hopping carnivorous frogs that lasts until the end of your next turn. The zone is difficult terrain. Each creature that enters the zone or starts its turn there takes 2d8 + your Charisma modifier damage. As a move action, you can move the zone 3 squares.
Sustain Minor: The zone persists, and you can move it 1 square.

Vestige of Leraje — Warlock Attack 15

Leraje gave up the lush woods to prove her mastery of the bow, and was cast away for it. You borrow her skill, but not her pride.

Daily ✦ Arcane, Implement, Poison
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d10 + Constitution modifier damage.
Effect: The target takes ongoing 5 poison damage (save ends).
Vestige Pact: You gain access to the vestige of Leraje.
Leraje Pact Boon: Living plants temporarily grow around you. Until the end of your next turn, you have cover against attackers that are not adjacent to you.
Eyes of the Vestige Augment: Your *eyes of the vestige* target is also immobilized until the end of your next turn.

Vestige of Solis — Warlock Attack 15

A falling star soars downward, burning bright as it strikes your foe in a deafening explosion.

Daily ✦ Arcane, Fire, Implement, Thunder
Standard Action **Ranged** 10
Primary Target: One creature
Primary Attack: Constitution vs. Reflex
Effect: 2d8 + Constitution modifier fire damage.
Hit: The target takes ongoing 10 thunder damage (save ends). Make a secondary attack that is an area burst 1 centered on the primary target.
Secondary Target: Each creature in burst
Secondary Attack: Constitution vs. Fortitude
Hit: The secondary target is dazed and deafened (save ends both).
Vestige Pact: You gain access to the vestige of Solis.
Solis Pact Boon: Each enemy within 3 squares of you is deafened and grants combat advantage until the end of your next turn.
Eyes of the Vestige Augment: If your *eyes of the vestige* target makes an attack roll against any of your allies before the end of the target's next turn, the target takes fire and thunder damage equal to your Constitution modifier.

Halfling Warlocks

Quick-witted halflings are drawn to becoming warlocks. Their high Charisma enables halflings to excel with their curses and spells, and their small size and innately superior Dexterity are effective complements to the paradigm that deceptive warlocks embody.

Level 16 Utility Spells

Amaan's Continuance — Warlock Utility 16

Invoking the remnant of a dead god, you borrow its lingering power to act when you would normally lie on the ground, bleeding.

Daily ✦ Arcane
No Action **Personal**
Trigger: An attack reduces you to 0 hit points or fewer and doesn't kill you
Effect: Until the end of your next turn, you do not become unconscious from having 0 hit points or fewer.

Hero's Defense — Warlock Utility 16

Your hasty spell draws on your greatest strength to cover your weaknesses.

Encounter ✦ Arcane
Immediate Interrupt **Personal**
Trigger: An enemy makes an attack roll against you
Effect: You gain a +4 bonus to your highest defense for this attack only, and the triggering enemy's attack targets that defense. If the attack hits, it deals half damage to you.

Painful Transference — Warlock Utility 16

You transform your debilitation into an ally's pain.

Encounter ✦ Arcane
No Action **Personal**
Requirement: You must not be dying.
Effect: You end an effect on you that a save can end. Each ally within 5 squares of you takes damage equal to your Charisma modifier. If no ally is within 5 squares of you, you take damage equal to twice your Charisma modifier. This damage cannot be reduced or negated.

Warp Space — Warlock Utility 16

Using incomprehensible logic from beyond the stars, you rearrange the battlefield.

Encounter ✦ Arcane, Teleportation
Standard Action **Close** burst 5
Target: You and two allies in burst
Effect: Each target teleports to a space within the burst.

Level 17 Encounter Spells

Claws of the Magpie — Warlock Attack 17

A flock of spectral black and white birds flies through your enemy, tearing out pieces of the creature's essence and power.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d6 + Charisma modifier psychic damage.
Effect: Until the end of the target's next turn, it can use only basic attacks or other at-will powers. Also, the target's auras end and cannot be reactivated until the end of your next turn.
Fey Pact: You gain temporary hit points equal to your Intelligence modifier.

Despair of Zhudun — Warlock Attack 17

You manifest an aspect of the blank face of dead Zhudun, causing your foe to collapse in fear.

Encounter ✦ Arcane, Fear, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 1d8 + Constitution modifier psychic damage, and you knock the target prone. If the target stands up during its next turn, it takes 2d8 psychic damage and grants combat advantage until the end of your next turn.
Star Pact: If the target stands up during its next turn, it also takes a -2 penalty to attack rolls until the end of your next turn.

Devouring Death — Warlock Attack 17

A bolt of black vitriol splashes over your foe, leaving it vulnerable to further acid attacks and to your magic of death and decay.

Encounter ✦ Acid, Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d8 + Charisma modifier acid damage. Until the end of your next turn, the target gains vulnerable 10 acid and vulnerable 10 necrotic.
Dark Pact: The target loses any resistance to acid or resistance to necrotic until the end of your next turn.

GODS AND WARLOCKS

More than members of other classes, warlocks are known for their impiety. Warlocks channel power from creatures and entities that are often enemies of the gods, and thus warlocks are bound to wonder what the gods can offer that they do not already have. However, in a world where the gods have specific goals and can manifest physically, some warlocks realize that they cannot ignore the pantheon entirely. A few warlocks find that devotion to a particular god can further their own goals as well as those of the deity.

Avandra is a popular deity among warlocks because of her influence over adventure. Warlocks who search for secrets and ancient knowledge, even if they're not evil, might revere Vecna. As the god of knowledge, Ioun has appeal for warlocks who seek to learn more about the enigmatic creatures with which they make pacts. Beyond these three, all the deities in the pantheon count some warlocks among their worshipers. Warlocks who view magical skill as an art form, including many elves and eladrin, worship Corellon. Dwarf warlocks who seek to protect their communities worship Moradin. Pelor is popular among good-aligned warlocks who use their eldritch powers to scour evil, and the Raven Queen is a favored deity among warlocks who seek only to deliver death with their powers.



Life Force Reclaimed — Warlock Attack 17

Your bolt of arcane energy draws vitality from your foe.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 3d8 + Constitution modifier damage. You gain temporary hit points equal to your healing surge value.
Vestige Pact: The number of temporary hit points you gain equals your healing surge value + twice your Intelligence modifier.

Sea Tyrant's Fury — Warlock Attack 17

Arcane waves sweep your foes to the ground as you harness the rage of the ancient Sea Tyrant.

Encounter ✦ Arcane, Implement
Standard Action **Close** blast 5
Target: Each creature in blast
Attack: Constitution vs. Reflex
Hit: 2d8 + Constitution modifier damage, and you knock the target prone and push it a number of squares equal to your Intelligence modifier.
Vestige Pact: You and any allies within 5 squares of you gain a +2 power bonus to saving throws until the end of your next turn.

WARLOCKS AND LIFE FORCE

Warlocks deal extensively with the life force of all beings—the energy that animates even undead creatures. When you place your Warlock's Curse on a creature, you bind its life force to yours. Your Prime Shot feature (unlike the ranger's similar feature) relies on your ability to manipulate an enemy's life force when no competing sources of life force are nearby. Many of your powers manipulate life force directly (such as *life force reclaimed*), and the life-stealer paragon path (*Player's Handbook*, page 141) is the ultimate expression of this tendency in warlock powers. For an infernal pact warlock like the life-stealer, manipulation of enemies' life force is clearly sinister, and it's part of what makes all warlocks frightening to common folk.

How does your warlock view this use and abuse of enemies' life force? Is it a distasteful but necessary part of your magic? Do you derive pleasure or sustenance from it? Is it an almost addictive, dangerous habit you would just as soon break if you could? Or is it a foretaste of the destiny you will someday embrace, when as a terrible demigod of annihilation you will feast on the lives of nations?

Level 19 Daily Spells

Force of Nature — Warlock Attack 19

Your magic creates a primordial force that hurls your foe through the air.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 6d10 + Charisma modifier damage, and you knock the target prone and push it a number of squares equal to your Intelligence modifier.
Miss: Half damage, and you push the target 1 square.

Maelstrom of Despair — Warlock Attack 19

You trap your foe in a crushing vortex of despair, wracking its mind with each passing moment of affliction.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d10 + Charisma modifier psychic damage, and ongoing 5 psychic damage (save ends).
Effect: Until the end of your next turn, the target takes psychic damage equal to your Intelligence modifier whenever it rolls a saving throw.
Dark Pact: The psychic damage the target takes whenever it rolls a saving throw equals twice your Intelligence modifier.
Sustain Minor: The effect persists.
Fey Pact: Whenever you sustain the effect, you gain a +2 bonus to saving throws until the end of your next turn.

Vestige of Amaan — Warlock Attack 19

Your magic recalls Kaestelaria's enslavement by the dead god Amaan, imposing similar shackles upon your foe.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 3d8 + Constitution modifier damage, and the target is immobilized and gains vulnerable 10 to all damage (save ends both).
Miss: Half damage, and the target is immobilized (save ends).
Vestige Pact: You gain access to the vestige of Amaan.
Amaan Pact Boon: You can push or pull a creature cursed by you and within 10 squares of you a number of squares equal to your Intelligence modifier.
Eyes of the Vestige Augment: You push or pull your *eyes of the vestige* target a number of squares equal to your Intelligence modifier.

Vestige of the Burned Emperors — Warlock Attack 19

The Burned Emperors ruled a region torn by strife. Once defeated, they became a shadowy entity, which you now call upon.

Daily ✦ Arcane, Implement, Teleportation
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d10 + Constitution modifier damage. You gain a bonus to the damage roll equal to your Intelligence modifier for each ally adjacent to the target.
Miss: Half damage.
Vestige Pact: You gain access to the vestige of the Burned Emperors.
Burned Emperors Pact Boon: You can teleport an ally within 5 squares of you 3 squares.
Eyes of the Vestige Augment: Each ally adjacent to your *eyes of the vestige* target can shift 1 square as a free action.

Void Star — Warlock Attack 19

You summon a fragment of a dark star and hurl it at your foe, causing the creature's flesh to slough away.

Daily ✦ Arcane, Healing, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 4d8 + Constitution modifier necrotic damage. The target takes ongoing 10 necrotic damage, and whenever the target would regain hit points, you regain the hit points instead (save ends both).
Miss: Half damage, and ongoing 5 necrotic damage (save ends).

Level 22 Utility Spells

Ascension of the Elder — Warlock Utility 22

You use a planar pathway known by ancient vestiges to transport yourself to the safety of the sky, where you can remain for a time.

Daily ✦ Arcane, Teleportation
Move Action **Personal**
Effect: You teleport 100 feet (20 squares) to a space directly above you. Until the end of your next turn, you gain a speed of fly 8.
Sustain Minor: The effect persists. When you fail to sustain the effect, you float to the ground without taking damage.

Half-Elf Warlocks

Some half-elves feel trapped between two worlds they're not truly part of, and they turn to dark pacts to find escape or revenge. Others see their dual heritage as a unique source of power, allowing them to harness fey forces without being bound by those forces. Whatever their situation or outlook, half-elves excel as warlocks, putting their naturally high Charisma and Constitution to work to help them master the spells of any pact with relative ease.

Walk of the Kantakaran — Warlock Utility 22

Your spell of peace borrows a lesson from the vestige of the Kantakaran monks, an order of mystics that espoused neutrality.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: Until the end of your next turn, you cannot use an attack power or be attacked.

Wakeman's Invocation — Warlock Utility 22

You employ a defensive technique developed by the scholar Strom Wakeman, who learned to use the power of Far Realm creatures without risking one's sanity.

Daily ✦ Arcane, Teleportation
Minor Action **Personal**
Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses against ranged attacks, and whenever an enemy hits you with a melee attack, you can teleport that creature 2 squares as an immediate interrupt.

Wall of Inky Night — Warlock Utility 22

You pull an oily blackness out of the ether to consume your enemies in darkness.

Daily ✦ Arcane, Conjuration
Minor Action **Area** wall 8 within 10 squares
Effect: You conjure a wall of rippling blackness that lasts until the end of the encounter. The wall is 2 squares high and blocks line of sight. Any creature is blinded while within the wall. As a standard action, you can move the wall 10 squares.

Level 23 Encounter Spells

Arrow of Arcane Light — Warlock Attack 23

Drawing a bow made of radiant energy, you become like one of King Elidyr's elite archers.

Encounter ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex. This attack ignores all cover and concealment, and the attack can score a critical hit on a roll of 19-20.
Hit: 3d10 + Constitution modifier radiant damage.
Vestige Pact: You push the target a number of squares equal to your Intelligence modifier.

Awaken the Dragon — Warlock Attack 23

You rouse the soul of a long-dead dragon, calling down its necrotic breath upon your foes.

Encounter ✦ Arcane, Implement, Necrotic
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Constitution vs. Will
Hit: 3d8 + Constitution modifier necrotic damage. If the target is cursed by you, it gains vulnerable 5 to all damage until the end of your next turn.
Vestige Pact: You gain temporary hit points equal to 5 + your Intelligence modifier.

Maddening Whispers — Warlock Attack 23

Your foe clasps its hands over its ears, shrieking in panic as it is overcome by terror.

Encounter ✦ Arcane, Fear, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 3d6 + Charisma modifier psychic damage, and the target is immobilized and grants combat advantage until the end of its next turn. At the start of the target's next turn, you slide the target 2 squares.
Star Pact: At the start of the target's next turn, you slide the target a number of squares equal to your Charisma modifier.

Swarm of Fangs — Warlock Attack 23

High-pitched, shrieking laughter echoes around your foe as a horde of tiny, needle-toothed, winged fey descends upon it.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 4d6 + Charisma modifier damage, and the target is knocked prone.
Fey Pact: All enemies within 2 squares of the target take 10 + your Intelligence modifier damage.

Level 25 Daily Spells

Infernal Chains — Warlock Attack 25

Flames dance along the red-hot chains that you summon to enwrap your opponent.

Daily ✦ Arcane, Fire, Implement
Standard Action **Ranged** 20
Target: One creature
Attack: Constitution vs. Reflex
Hit: 4d10 + Constitution modifier fire damage, and the target is grabbed by fiery chains. Until the grab ends, the target takes 5 fire damage at the start of its turn. The target takes a -4 penalty to checks to escape the grab. Until the end of the encounter or until the grab ends, you can make the following attack as a minor action once per round against the same target.
Attack: Constitution vs. Fortitude
Hit: You slide the target 3 squares.
Miss: Half damage, and the target is slowed (save ends).

Deva Warlocks

Most devas prefer the wizard, avenger, invoker, or cleric class. However, after enough reincarnations, some devas are attracted to the idea of pursuing an out-of-the-ordinary career, and so one might take up the warlock class. Although a deva can't consciously recall the details of his or her previous life, a deva warlock often selects a pact connected in some way to previous experiences. Such individuals tend to take the fey pact or the vestige pact. They typically avoid the infernal, star, and dark pacts, believing such oaths to invite corruption and rebirth as a rakshasa.

Instruction in Darkness — Warlock Attack 25

You lower a black veil over your foe and show the creature what darkness truly means.

Daily ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Primary Target: One creature
Primary Attack: Charisma vs. Reflex
Hit: 3d10 + Charisma modifier necrotic damage. The primary target is transported to a place of utter darkness (save ends). While there, the primary target doesn't have line of sight or line of effect to anything. When the primary target saves, it reappears in the space it last occupied or in the nearest unoccupied space. When the primary target reappears, make a secondary attack.
No Action **Area** burst 2 centered on the primary target
Secondary Target: Each enemy in burst
Secondary Attack: Charisma vs. Will
Hit: The secondary target is blinded (save ends).
Miss: The primary target is blinded (save ends).

The Prince's Horde — Warlock Attack 25

Thousands of tiny, insectlike warriors assault and confuse your enemy.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 4d8 + Charisma modifier damage.
Effect: The target is assaulted by a cloud of fairy warriors (save ends). While the target is affected by the cloud, the target treats all creatures as having concealment. At the start of the target's turn, the target and each creature adjacent to the target take 1d10 + your Charisma modifier damage.

Vestige of Land's Soul — Warlock Attack 25

Your call causes the earth to rise up and crush your foe while bestowing life on you.

Daily ✦ Arcane, Healing, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 5d8 + Constitution modifier damage, and the target is slowed (save ends). While the target is slowed by this power, you gain regeneration 10.
Miss: Half damage.
Vestige Pact: You gain access to the vestige of Land's Soul.
Land's Soul Pact Boon: Each enemy cursed by you and within 5 squares of you takes 5 damage, and you regain 5 hit points for each enemy you damage in this way.
Eyes of the Vestige Augment: Until the end of your next turn, your *eyes of the vestige* target gains vulnerable 5 + your Intelligence modifier to acid, fire, lightning, or thunder (your choice).

Vestige of the Queen of Namhar — Warlock Attack 25

You call upon the Queen of Namhar, who died of thirst in the Namharid Desert, to send your foe a vivid image of death by thirst.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: 4d10 + Constitution modifier psychic damage, and ongoing 10 psychic damage (save ends).
Aftereffect: The target is weakened (save ends).
Miss: Half damage, and ongoing 5 psychic damage (save ends). The target is weakened until the end of your next turn.
Vestige Pact: You gain access to the vestige of the Queen of Namhar.
Queen of Namhar Pact Boon: The nearest creature cursed by you is dazed (save ends).
Eyes of the Vestige Augment: Your *eyes of the vestige* target is weakened until the end of its next turn.

Level 27 Encounter Spells

Manipulating Thunderbolt — Warlock Attack 27

With a clap of your hands, your enemy is struck by a clawlike thunderbolt, which picks up the creature and flings it aside.

Encounter ✦ Arcane, Implement, Lightning, Thunder
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 3d8 + Constitution modifier lightning and thunder damage. You slide the target 1 square, and it is immobilized until the end of its next turn.
Infernal Pact: You slide the target a number of squares equal to your Intelligence modifier.

Shattering of the Sword — Warlock Attack 27

You invoke the shattering of King Elidyr's sword–broken in the last moments of his life–and make your foes feel the king's shock.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d10 + Constitution modifier damage, and the target is stunned until the end of your next turn.
Vestige Pact: The attack deals extra damage equal to your Intelligence modifier.

Dwarf Warlocks

Though not known for their high Charisma, dwarves possess exceptional Constitution scores, which make them ideal warlock candidates. Dwarves often become scourge warlocks, and they favor the infernal pact and the vestige pact, both of which play to their racial strengths. Dwarves have a strong tradition as fighters, yet among dwarf clans, many warlocks proudly pledge their eldritch powers to the defense of the community.

Soul of the Treant — Warlock Attack 27

You awaken the spirit of a long-dead treant, which possesses your enemy's body and makes the creature lash out against its allies.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier psychic damage. Each enemy adjacent to the target takes 1d8 + your Charisma modifier damage. You push each enemy adjacent to the target a number of squares equal to your Intelligence modifier and knock it prone.
Fey Pact: You also knock the target prone.

Zutwa's Incandescence — Warlock Attack 27

You shine with the light of Zutwa's life force, which overwhelms your foes' vision.

Encounter ✦ Arcane, Implement, Radiant
Standard Action **Close** burst 2
Target: Each enemy in burst
Attack: Constitution vs. Will
Hit: 2d8 + Constitution modifier radiant damage, and the target is blinded until the end of your next turn.
Vestige Pact: The target takes a -2 penalty to saving throws until the end of your next turn.

Level 29 Daily Spells

Arrangement of Disorder — Warlock Attack 29

Like the still point in a storm, you stand at the center of a burst of astral power that tears your enemies through space while arranging your allies to occupy the most advantageous positions.

Daily ✦ Arcane, Implement, Teleportation
Standard Action **Close** burst 5
Target: Each enemy in burst
Attack: Charisma vs. Will
Hit: 3d8 + Charisma modifier damage, and you teleport the target to another space within the burst.
Effect: You teleport each ally within the burst to another space within the burst.

Eyes of the Victim — Warlock Attack 29

From magic, you craft an ancient contagion to eat away your foes' sight.

Daily ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 3d10 + Charisma modifier necrotic damage.
Effect: The target gains blindness contagion (save ends). While a creature is affected by blindness contagion, that creature is blinded, and each enemy that starts its turn adjacent to that creature gains blindness contagion (save ends).

Elf Warlocks

Like eladrin, elves are not known for making eldritch pacts. Elves who become warlocks usually take the fey pact to connect with their fey origin. Elf warlocks often pick up some martial powers to supplement their arcane abilities, relying on attacks that utilize Dexterity.

Forbiddance of the Ninth — Warlock Attack 29

A wall of black flame rises from the floor at your behest. It protects you while unleashing gouts of fire on foes.

Daily ✦ Arcane, Conjuration, Implement, Fire
Standard Action **Area** wall 3 within 1 square
Effect: You conjure a wall of flame that is up to 3 squares high and lasts until the end of the encounter. The wall blocks line of sight.

Entering a wall square costs 3 extra squares of movement. Each creature that starts its turn within the wall's space takes 2d10 + your Constitution modifier fire damage, and any creature other than you that starts its turn adjacent to the wall takes 1d10 + your Constitution modifier fire damage.

As a move action, you can move the wall to a space adjacent to you. Once per round, you can make the following attack, which must include at least 2 wall squares in the blast.

Minor Action **Close** blast 3
Target: Each creature in blast
Attack: Constitution vs. Reflex
Hit: 2d10 + Constitution modifier fire damage.

Vestige of the Master of the Hidden Flame — Warlock Attack 29

You call on the vestige of the spellcaster called the Master of the Hidden Flame. Through him, you burn foes by force of will.

Daily ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 5d10 + Constitution modifier fire damage.
Miss: Half damage.
Vestige Pact: You gain access to the vestige of the Master of the Hidden Flame.
Master of the Hidden Flame Pact Boon: Each enemy cursed by you and within 5 squares of you takes ongoing 5 fire damage (save ends).
Eyes of the Vestige Augment: Your *eyes of the vestige* target takes ongoing 5 fire damage (save ends).

Vestige of Zuriel — Warlock Attack 29

As you attack, you scream a war cry to Zuriel, a forgotten deity dedicated to wars of justice.

Daily ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 5d10 + Constitution modifier damage.
Miss: Half damage.
Vestige Pact: You gain access to the vestige of Zuriel.
Zuriel Pact Boon: You gain a bonus to your next damage roll before the end of your next turn equal to your Intelligence modifier.
Eyes of the Vestige Augment: You knock your *eyes of the vestige* target prone, and the attack deals extra damage equal to your Intelligence modifier.

NEW PARAGON PATHS

Dark Reckoner

"There is an old drow saying: 'Vengeance is sweeter when exacted in darkness.'"

Prerequisite: Warlock, dark pact

You deter creatures with physical and psychological threats when they intend to harm you, your allies, or other things important to you. You believe that threats mean nothing, though, if you are not willing to deliver on them. When intimidation fails, you visit vengeance swiftly and fully upon the offending party.

In your mind, vengeance is a virtue. As a warlock of the dark pact, you viscerally understand the concept of vengeance. Many of the entities with which you make pacts are consumed by revenge. In the Underdark, slights and rivalries fester and give birth to bouts of ruthless skulduggery and sinister schemes.



As a dark reckoner, you have internalized your baleful emotions and feelings of injustice. From dark alleyways and unlighted tunnels, you draw inspiration and purpose. You understand that vengeance is a potent source of power.

Dark Reckoner Path Features

Shadow Action (11th level): When you spend an action point to take an extra action, you and any allies within 5 squares of you when you spend the action point gain concealment until the start of your next turn.

Shadow and Threat (11th level): When you score a critical hit with an attack that deals necrotic damage, you become invisible until the end of your next turn or until you attack.

Death Curse (16th level): When you apply your Warlock's Curse extra damage, you can choose to apply 1d6 extra necrotic damage.

Dark Reckoner Spells

Deadly Judgment — Dark Reckoner Attack 11

The pain your enemy suffers from your attack is also felt by its allies.

Encounter ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d8 + Charisma modifier necrotic damage. Each enemy within 2 squares of the target takes necrotic damage equal to your Intelligence modifier.

Shadow Slip — Dark Reckoner Utility 12

Speaking a sinister word whispered only in the blackest parts of the Underdark, you disappear from the sight of those you have cursed.

Encounter ✦ Arcane
Minor Action **Personal**
Effect: Until the end of your next turn, you are invisible to each creature cursed by you.

Cursing Vengeance — Dark Reckoner Attack 20

You call up the spirit of a slain drow priest, and her words resound in your foe's ears, condemning the creature to a withering death.

Daily ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 4d8 + Charisma modifier necrotic damage. Until the end of the encounter, the first time the target makes an attack roll against you, it takes ongoing 10 necrotic damage (save ends).
Miss: Half damage. Until the end of your next turn, the first time the target makes an attack roll against you, it takes ongoing 5 necrotic damage (save ends).

Entrancing Mystic

"Bend an ear and listen close. You don't want to miss this, do you? That's the way—calm and easy. See how easily you've fallen under my sway?"

Prerequisite: Warlock

You are a figure of rumor and local folklore. You learned your craft from the First Order, ascended quickly to the Second Order, and made your pacts to the invisible magi of the Third Order. In return for your devotion, they have given you the power to beguile and warp minds.

Your ways are mysterious and frightening to other creatures. When you use your spells, and even when you speak, people sit and listen, enraptured by the hypnotic sound of your words and mesmerized by your eyes. Few ever realize what they risk upon meeting your ensnaring gaze or listing to your enthralling voice. Those who do realize your true power consider themselves lucky to have survived the experience.

Entrancing Mystic Path Features

Maddening Action (11th level): When you spend an action point to take an extra action, one creature within 5 squares of you takes ongoing 5 psychic damage (save ends).

Mystic Rapture (11th level): Each enemy that enters a space within 3 squares of you or that starts its turn there takes a -5 penalty to saving throws against charm effects and a -2 penalty to all other saving throws.

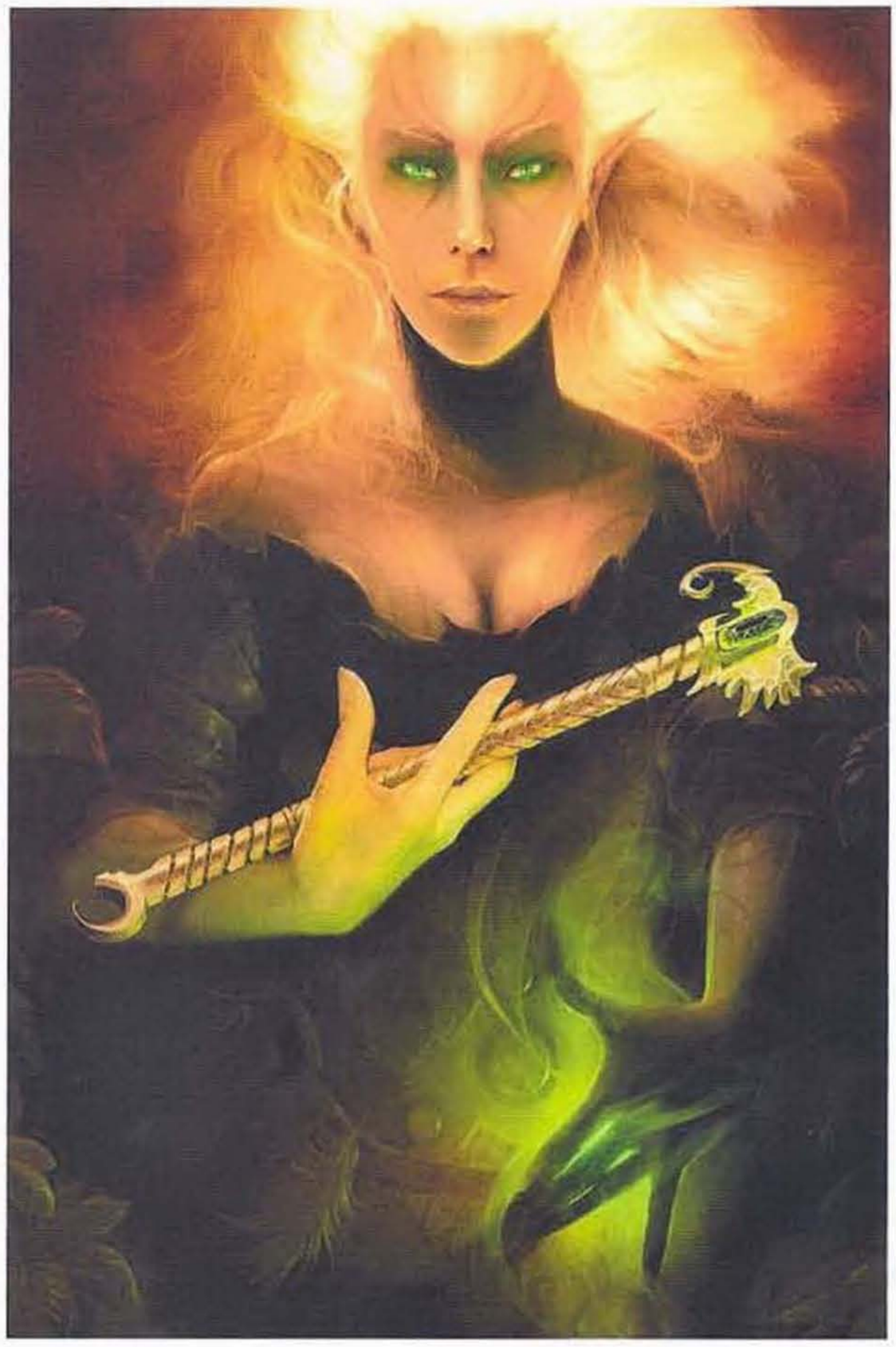
Mystery Given Form (16th level): You gain a +1 bonus to the attack roll of each charm power you use. If you use an encounter attack power that has the charm keyword and miss all targets with the attack, you don't expend the use of that power.

Entrancing Mystic Spells

Hekiah's Trance — Entrancing Mystic Attack 11

Your foe becomes lost in your eyes, shuffling in the direction of your gaze.

Encounter ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 5
Target: One creature
Attack: Charisma vs. Will
Hit: 1d8 + Charisma modifier psychic damage, and you slide the target a number of squares equal to your Charisma modifier. The target is slowed until the end of your next turn.



Shroud of Adeptus — Entrancing Mystic Utility 12

Your enemy moves to strike you, but you stare into its eyes and rob the creature of its will.

Daily ✦ Arcane, Charm
Immediate Reaction **Ranged** 5
Trigger: An enemy within 5 squares of you misses you with an attack
Target: The triggering enemy
Effect: The target is dazed until the end of your next turn.

Ultimatum of the Third Order — Entrancing Mystic Attack 20

You speak in a secret tongue, assaulting the minds of your foes and presenting them with a mental dilemma.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Close** burst 5
Target: Each enemy in burst
Attack: Charisma vs. Will
Hit: The target chooses either to be stunned until the end of your next turn, or to take ongoing 20 psychic damage (save ends).
Miss: The target chooses either to be dazed until the end of your next turn, or to take ongoing 10 psychic damage (save ends).

God Fragment

"When a god dies, it leaves behind power that lingers. I will find a way to access one of these dead gods and tap into its power."

Prerequisite: Warlock, vestige pact

Gods, primordials, and other powerful beings are sometimes preserved in the Astral Sea after their deaths. Drifting through the starry mists like immortal flotsam, they slumber through the millennia, awaiting the divine spark that might reawaken them. As the ages pass, the drifting corpses transform into astral matter.

Your curiosity was kindled when you first heard the term "dead god" while studying vestiges. Something about the concept of dead immortals fascinated you. And why not? When a god dies, where does its power go? You discovered the answer to this question: The power becomes dormant, crystallizing into a solid form within the Astral Sea. There, it drifts across the starry expanse, forgotten but not destroyed.

You study the history of deceased deities, primordials, and other legendary beings. From these accounts, you learn to siphon the beings' lost energy and dormant power. However, you know that real power lies in locating the crystallized essence of one of these dead immortals and awakening its full force.

God Fragment Path Features

Lifegiving Action (11th level): When you spend an action point to take an extra action, you regain hit points equal to your level.

Road to Reawakening (11th level): You gain a +3 bonus to death saving throws.

Dormant Power (16th level): When you use a warlock power against a creature and score a critical hit, the attack deals 2d10 extra damage to that creature.

God Fragment Spells

Deific Decay — God Fragment Attack 11

You harness the necrotic power of a dead god's corpse, and you hurl it at an unsuspecting foe.

Encounter ✦ Arcane, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Fortitude
Hit: 2d12 + Constitution modifier necrotic damage.



Deific Doom — God Fragment Utility 12

You borrow the remnants of power from a dead god, instilling your presence with an overwhelming sense of loss and regret.

Daily ✦ Arcane, Zone
Minor Action **Close** burst 2
Effect: The burst creates a zone of suffering, loss, and regret that lasts until the end of the encounter. When you move, the zone moves with you, remaining centered on you. Each enemy within the zone takes a -2 penalty to attack rolls and saving throws.

Vestige of Karmath — God Fragment Attack 20

You overwhelm an enemy's mind with a fragment of Karmath the Unmourned God, giving you control over the creature's body.

Daily ✦ Arcane, Charm, Implement, Necrotic
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: The target is dominated (save ends).
Aftereffect: The target takes 2d8 + your Constitution modifier necrotic damage.
Miss: The target is dazed (save ends).
Effect: You gain access to the vestige of Karmath the Unmourned God.
Karmath Pact Boon: One creature cursed by you that you can see takes a -2 penalty to all defenses (save ends).
Eyes of the Vestige Augment: Until the end of your next turn, each enemy that starts its turn within 2 squares of your *eyes of the vestige* target takes 1d6 necrotic damage.

Hellbringer

"I have looked into the fiery heart of the Nine Hells. There, I saw tantalizing power."

Prerequisite: Warlock, infernal pact

Your choice to swear a pact to an infernal entity in exchange for power was not an easy choice, but it was a choice you made with open eyes. You understand the moral dangers implicit in your pact, but you believe that your soul can withstand the physical and mental forces of Hell. Though devils constantly attempt to lure you into their sinister plots, you remain steadfast against their persuasion.

When an opportunity came to claim even more strength from your devilish patrons, you leaped at it. You accepted their empowering flames, wearing your might like a crown. Sometimes your allies worry about the ultimate fate of your soul, but you laugh off their concern. You assure them that you are in no danger, and that they need not pity you. However, you have heard the call of darkness, and sometimes you question what destination awaits you when you die.



Hellbringer Path Features

Flames of Empowerment (11th level): When you spend an action point to make a ranged attack, and that attack hits, it deals 2d6 extra fire damage to the attack's target and each enemy that is adjacent to the target.

No Pity, No Mercy (11th level): Whenever you score a critical hit against an enemy, that creature grants combat advantage to you and gains vulnerable 5 fire until the end of your next turn.

Prince of Hell (16th level): Your arcane attack powers ignore resistance to fire.

Hellbringer Spells

Pillar of Power — Hellbringer Attack 11

You call up a pillar of fire that rises from the bowels of the Nine Hells and incinerates your foe.

Encounter ✦ Arcane, Fire, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Reflex
Hit: 2d8 + Constitution modifier fire damage. Each creature adjacent to the target takes fire damage equal to half the damage dealt.

Gates of Hell — Hellbringer Utility 12

You open a gate through Hell to connect points on the battlefield. Your allies can pass through it unharmed, but your foes cannot.

Daily ✦ Arcane, Fire
Minor Action **Ranged** 10
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. Each enemy that moves from one gate square to the other takes 1d10 + your Constitution modifier fire damage.
Sustain Minor: The gates persist.

Unleash the Inferno — Hellbringer Attack 20

You call up an earth-shaking column of fire, which burns and knocks down your foes.

Daily ✦ Arcane, Fire, Implement
Standard Action **Close** burst 10
Target: Each enemy in burst
Attack: Constitution vs. Fortitude
Hit: 2d10 + Constitution modifier fire damage, and you knock the target prone.
Miss: Half damage.

Hexer

"Art can be created in any medium. Painters draw images on canvas, bards write epic narratives, and musicians compose sweet harmonies. I spit curses of such beauty and potency that all who hear them are stricken."

Prerequisite: Warlock

Any warlock can scream "I curse you!" but in your opinion, such curses are shallow and meaningless. Such a simple, insubstantial curse is a betrayal of the warlock's ability to channel arcane might wrested from primeval entities. A normal curse might be enough to make an enemy quail, but you believe a curse should curdle the blood and elicit wide-eyed, slack-jawed shock.

You have delved deeply into the intricacies of crafting curses. You have discovered that greater effects can be wrung from a well-placed curse than most warlocks realize. When you place a hex, your foes reel from the power of your curse. You have learned to weave your spells with your curses and your curses with your spells. Your body and mind resonate with the damning curses you articulate. When you speak, all who hear your words flinch.

Hexer Path Features

Damning Curse (11th level): When you spend an action point to take an extra action, each creature under your Warlock's Curse takes a -2 penalty to attack rolls until the end of your next turn.

Greater Hex (11th level): Instead of placing your Warlock's Curse on the nearest enemy to you that you can see, you can place your Warlock's Curse on any single enemy within 5 squares that you can see.

Walking Curse (16th level): Whenever your Warlock's Curse deals damage to a creature, you can slide that creature 1 square.

Hexer Spells

Hexblast — Hexer Attack 11

You scream an eerie curse that harms your enemies' minds more than their ears.

Encounter ✦ Arcane, Implement, Psychic
Standard Action **Close** blast 5
Target: Each enemy in blast
Attack: Charisma or Constitution vs. Will
Effect: You can place your Warlock's Curse on the target.
Hit: 1d8 + Charisma or Constitution modifier psychic damage.

Vengeful Hex — Hexer Utility 12

You balefully eye the enemy who shot you. The creature might think itself beyond your reach, but it's wrong.

Encounter ✦ Arcane
Immediate Reaction **Ranged** 10
Trigger: An enemy hits or misses you with a ranged or area attack
Target: The triggering enemy
Effect: You place your Warlock's Curse on the target.

Hex of Abandonment — Hexer Attack 20

Your foe imagines that you and your allies are manifestations of its worst nightmare that have come to torment and murder it.

Daily ✦ Arcane, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma or Constitution vs. Will
Hit: 3d10 + Charisma or Constitution modifier psychic damage.
Effect: Until the end of the encounter, you can place your Warlock's Curse on each enemy that ends its turn adjacent to the target, and that enemy takes 2d6 damage when you curse it.



Master of the Starry Night

"The stars are points of light burning beyond the world. Some believe them to be windows though which inimical creatures study our cosmos. In my view, that's a parochial conception of stars, at best."

Prerequisite: Warlock, star pact

You understand the true nature of stars, and your knowledge surpasses that of nearly all other creatures. You have studied all the standard texts of star pact warlocks. You found the interpretations contained within those tomes to be catastrophic if accepted as fact. Perhaps some stars are windows into the Far Realm, as many star pact warlocks claim. You suspect that many stars hold other secrets, though. Thus, you have forged a new set of beliefs.

With your star charts, astrolabe, and viewing glass, you have determined the luminosity and motion of many stars. You have plumbed their colors, their sizes, and most important, the power they offer to a warlock. You understand the symbiosis of nature and magic that is embodied by the stars, and so you have twisted your pact into something different from those of your counterparts. You no longer fear the depths of the sky, for you are the master of the starry night.

Master of the Starry Night Path Features

Starcrossed Action (11th level): When you spend an action point, one creature cursed by you is dazed until the end of your next turn.

Star-Blessed Wanderer (11th Level): If you use the bonus from your Fate of the Void pact boon on an attack roll and you miss with the attack, you retain the bonus until the end of your next turn.

Fate of the Body (16th level): As a free action during your turn, you can expend your Fate of the Void bonus to gain an equivalent bonus to speed or to one defense until the end of your next turn.

Master of the Starry Night Spells

Stellar Debris — Master of the Starry Night Attack 11

Brilliant stellar debris explodes outward from you, burning your enemies.

Encounter ✦ Arcane, Fire, Implement, Radiant
Standard Action **Close** blast 5
Target: Each creature in blast
Attack: Constitution vs. Reflex
Hit: 1d8 + Constitution modifier radiant and fire damage. Until the end of your next turn, the target treats all creatures as having concealment.



Minor Gift of Foresight — Master of the Starry Night Utility 12

You can see the doom of your enemies, and that foresight lets you benefit from your boon.

Encounter ✦ Arcane
Free Action **Personal**
Effect: You remove any number of Warlock's Curses you have placed on your enemies and gain the benefit of your pact boon as if each of those creatures had been reduced to 0 hit points.

Shooting Star — Master of the Starry Night Attack 20

You release a starlike spear of light that impales your enemy and enables you to further afflict it with every successful attack you make.

Daily ✦ Arcane, Implement, Radiant
Standard Action **Ranged** 20
Target: One creature
Attack: Charisma vs. Reflex
Hit: 4d10 + Charisma modifier radiant damage. Until the end of the encounter, whenever you hit the target, it takes 2d6 extra radiant damage.
Miss: Half damage. Until the end of your next turn, whenever you hit the target, it takes 2d6 extra radiant damage.

Sea Tyrant Oracle

"I have looked upon the glittering sea that reflects past and future. My visions reveal both hope and disaster."

Prerequisite: Warlock, vestige pact

An oracle appeared to you in dream. She strode from a cave mouth, arrayed in the sea-green robes of an ancient prophet, and called herself the scion of the Sea Tyrant. "Behold!" she declared, revealing a vision of a terrible flood in which legions of angels were swept into eternal chaos. After showing you this disaster, the oracle bathed your eyes in water, and your vision was forever changed.

Like the prophets of old, you are capable of gaining horrible insights into the future. In most cases, your predictions extend so far ahead in time that you can do little to affect the course of events. However, you sometimes predict imminent events, and in these cases, you can take steps to avert or fulfill the occurrences you foresaw.



Sea Tyrant Oracle Path Features

Visionary Action (11th level): When you spend an action point to use an at-will or encounter attack power that misses all targets, you gain an extra standard action that you must use before the end of the encounter.

Future Foreseen (11th level): The first time you fail a skill check, an ability check, or a saving throw during an encounter, you can reroll the check or the saving throw. You must use the second result.

Future Evaded (16th level): The first time an enemy cursed by you ends its move adjacent to you during an encounter, you can shift 2 squares as an immediate interrupt.

Sea Tyrant Oracle Spells

Doomsday Portent — Sea Tyrant Oracle Attack 11

You prophesize the demise of your enemy, filling it with horrifying visions of its death.

Encounter ✦ Arcane, Fear, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Constitution vs. Will
Hit: The target is dazed and weakened until the end of your next turn.

Prepared by Fate — Sea Tyrant Oracle Utility 12

Using your powers of foresight, you anticipate a conflict and are ready for it.

Daily ✦ Arcane
No Action **Personal**
Trigger: You roll initiative
Effect: You gain a +20 bonus to the initiative check.

Vestige of the Sea Tyrant — Sea Tyrant Oracle Attack 20

Your magic evokes the wrath of the Sea Tyrant, sweeping your foes away.

Daily ✦ Arcane, Implement
Standard Action **Close** blast 5
Target: Each creature in blast
Attack: Constitution vs. Fortitude
Hit: 3d6 + Constitution modifier damage, and you push the target a number of squares equal to your Constitution modifier and knock it prone.
Miss: Half damage.
Effect: You gain access to the vestige of the Sea Tyrant.
Sea Tyrant Pact Boon: You slide one creature cursed by you that you can see a number of squares equal to your Constitution modifier.
Eyes of the Vestige Augment: You also slide your *eyes of the vestige* target a number of squares equal to your Intelligence modifier.

Storm Scourge

"The world reels from my wrath, for I ride upon storms and carry wind and lightning in my footsteps."

Prerequisite: Warlock, fey pact

In a small tome called *Fey Pacts of Ancient Days*, you discovered the names of ancient archfey once revered by primitive humans. The tome described Neifion the Lord of Bats, Zebechial the Lord of Lightning, and Morrisa the Lady of Swords.

You were amazed and intrigued. You could feel a power within each name calling out to you. These ancient entities, so long forgotten, offered you strength in exchange for devotion.

You eventually acquiesced, swearing yourself to the fey creature whose ethos you believed most matched your own: the Lord of Lightning. Now, the entity whispers secrets of the storm to you from his floating demesne within the Feywild. You listen carefully to each utterance, every growl of the storm or roar of lightning. Although the Lord of Lightning seems most concerned with unleashing the force of the storm, you have gained much power under his tutelage. It might be only a matter of time before your own spells rival the power of your master.



Storm Scourge Path Features

Lightning Quick (11th level): When you spend an action point to take an extra action, you become lightning quick until the end of your next turn. While you are lightning quick, you can shift 1 square as a free action each time you hit or miss with an attack.

Zebechial's Blessing (11th level): You gain resistance to lightning equal to one-half your level + your Charisma modifier.

Eldritch Storm (11th level): You can choose to have your *eldritch blast* deal lightning damage.

Servant of the Lord of Lightning (16th level): When you hit a creature with a lightning attack power, each enemy adjacent to the target takes lightning damage equal to your Intelligence modifier.

Storm Scourge Spells

Judgment of the Storm — Storm Scourge Attack 11

You unleash bolts of lightning upon those who offend you, smiting them with your power.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 10
Target: One or two creatures
Attack: Charisma vs. Reflex
Hit: 1d10 + Charisma modifier + Intelligence modifier lightning damage.

Lightning Dance — Storm Scourge Utility 12

Lightning crackles around you, striking any enemy that hits you and allowing you to close with it.

Daily ✦ Arcane, Lightning, Teleportation
Minor Action **Personal**
Effect: Until the end of the encounter, whenever a melee attack hits you, the attacker takes lightning damage equal to your Intelligence modifier, and you can teleport to any space adjacent to the attacker as an immediate reaction.

Wrath of the Clouds — Storm Scourge Attack 20

Lightning leaps around your enemy, lashing the creature whenever it is distracted by another attack.

Daily ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Reflex
Hit: 2d10 + Charisma modifier + Intelligence modifier lightning damage.
Effect: Whenever the target is hit by an attack, the target takes lightning damage equal to your Intelligence modifier (save ends). The target cannot save against this effect until it is hit at least once.

CHAPTER 5

WIZARD

"Spells trip from my tongue and sizzle from my fingertips. Few can gainsay me. A lifetime of arcane study is my burden, but also my delight."

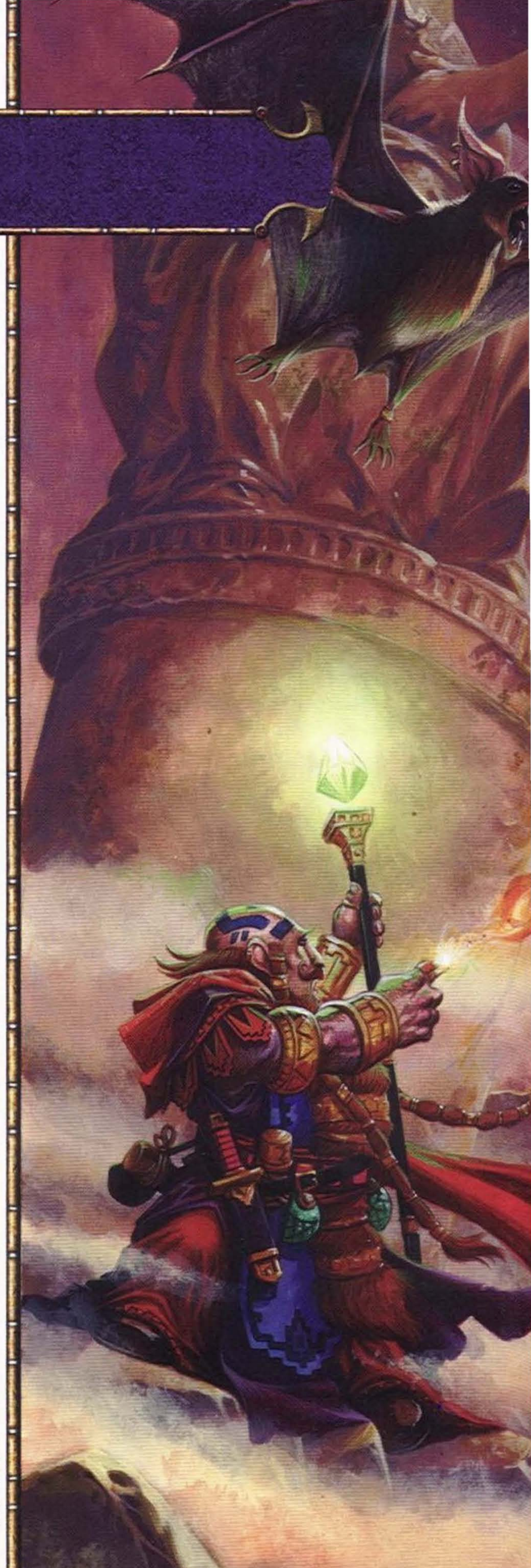
THE WIZARD embodies arcane magic to most people, and rightfully so. Of all who deal in the arcane, you truly understand the magical principles that underlie reality. Others might exploit its power, but only imperfectly.

As a painter composes an image on a blank canvas or a sculptor reveals the form imprisoned in dull stone, you manipulate magic to create expressions of power. Your art, although beautiful, is also lethal. You are driven to constantly improve your craft, studying ever more intricate rituals, acquiring newer and more powerful implements, and developing even mightier spells.

Beyond the orbs, rods, staffs, and wands familiar to arcane casters, another implement is the purview of wizards alone. Your tome is a repository of scribbled arcane secrets through which to channel your power.

Whether you prefer to attack your foes directly or work your devious will against them, this chapter contains something for every kind of wizard. In its pages you will find the following material.

- **New Implements:** Choose a new way to use orbs, or take up a new implement. Use the arcane secrets found in your tome to make the most of your new powers.
- **New Builds:** Illusionist wizards and summoner wizards focus on specialized magical disciplines.
- **New Wizard Powers:** Learn new ways to hinder your foes, including illusion and summoning spells, and discover spells that complement your chosen implement.
- **New Paragon Paths:** Six new paths beckon as your wizard increases in power, focusing on specialized techniques such as invisibility and teleportation, or even exploiting random chance.



RALPH HORSLEY


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NEW IMPLEMENTS

The *Player's Handbook* describes how wizards can make use of orbs, staffs, and wands to help channel and direct their arcane power. Now wizards can add the tome to their available implements and choose it for their Arcane Implement Mastery class feature.

NEW ARCANE IMPLEMENT MASTERY OPTIONS

Wizards can choose a new form of orb mastery or elect to master the tome implement.

NEW ORB OPTION

Many wizards use an orb implement to strengthen and extend their spells' duration, but some have perfected its use as a tool of trickery.

You can choose Orb of Deception as a new Arcane Implement Mastery class feature.

Orb of Deception: Once per encounter as a free action, when you miss an enemy with a wizard illusion power, choose another enemy within 3 squares of the missed target. The chosen enemy cannot also be a target of the original attack. Repeat the attack against this new target, with a bonus to the attack roll equal to your Charisma modifier.

You must wield an orb to benefit from this feature. Illusionist wizards select this form of mastery to spread a wider net of deception over foes.

TOME OPTIONS

Wizards who choose the tome implement can select from two forms of Arcane Implement Mastery, one useful to summoner wizards and the other of more general benefit.

Tome of Binding: Once per encounter, as a free action, if you use your tome when using an arcane summoning power, all creatures summoned by that power gain a bonus to damage rolls equal to your Constitution modifier.

You must wield a tome to benefit from this feature. Summoner wizards prefer this form of tome mastery because of its obvious benefits to their summoning spells. This form of mastery also provides benefits to certain conjuration powers.

Tome of Readiness: When you select this form of implement mastery, choose a wizard encounter attack power of your level or lower that you don't already know. That power is now stored and available for your use at a later time.

Once per encounter as a free action, you can use the stored power by expending another unused wizard encounter attack power of its level or higher. You must still take the normal action required to use the stored power.

Each time you reach a level that lets you choose an encounter power, you can replace the stored power with a new wizard encounter attack power of your level or lower that you do not already know.

You must wield a tome to benefit from this feature. Wizards of all builds appreciate this form of mastery because of the flexibility it allows them during combat.

NEW KEYWORD: SUMMONING

Powers that have the summoning keyword bring creatures from other planes to serve you in a variety of ways.

SUMMONED CREATURE

A creature you summon uses these rules, unless a power description says otherwise.

- **Allied Creature:** When you use a summoning power, you create a creature that is an ally to you and your allies. The power determines where the summoned creature appears.
- **Your Defenses:** The summoned creature's defenses equal yours when you summon it, not including any temporary bonuses or penalties to your statistics.
- **Hit Points:** The summoned creature's maximum hit points equal your bloodied value. When the summoned creature drops to 0 hit points, it is destroyed, and you lose a healing surge. If you have no healing surges left, you instead take damage equal to half your bloodied value.

SUMMON BLACK DEVOURER

Meriele sighed as the fiery soldiers surrounded the paladin. "Well, Daren," she said, "looks like I'm saving your hide again."

She drew a slow breath and closed her eyes for a moment, fixing the darkness in her mind. The first syllable that issued from her mouth came out as a screeching sound near Daren's position that made the paladin cringe. Meriele extended her wand and flexed the fingers of her other hand into a claw, and her next syllable opened the rift into darkness.

From that point, the creature she was calling aided her in the spell. She summoned, it answered, and it worked its tentacles into the breach to open a clear pathway into the world from whatever space Beyond it normally inhabited.

To Meriele, the seconds stretched as the black devourer wormed its way through the tear in space, unfurled its long tentacles, and took up its position near the fire archons. Then the spell was cast, time resumed its normal pace, and the black devourer began its devastation.

- **No Healing Surges:** The summoned creature lacks healing surges, but if a power allows it to spend a healing surge, you can spend a healing surge for it. The summoned creature then gains the benefit of the healing surge, instead of your gaining it.
- **Speed:** The summoning power determines the summoned creature's speed.
- **Commanding the Creature:** The summoned creature has no actions of its own; you spend actions to command it mentally. You can command the creature only if you have line of effect to it. When you command the creature, the two of you share knowledge but not senses.

  As a minor action, you can command the summoned creature to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.

  The summoning power determines any special commands you can give the summoned creature and gives an action type for each command. If a special command is a minor action, you can give that command only once during each of your turns.
- **Attacks and Checks:** If a summoning power allows the summoned creature to attack, you make an attack through the creature, as specified in the power description. If the summoned creature can make a skill check or an ability check, you make the check. Attacks and checks you make through the creature do not include temporary bonuses or penalties to your statistics.
- **Duration:** Unless the summoning power states otherwise, the summoned creature lasts until the end of the encounter and then disappears. As a minor action, you can dismiss the summoned creature.

WIZARDS IN THE WORLD

Fighters and wizards are both exceedingly rare in the world, but wizards are perhaps slightly more so. Common soldiers, mercenaries, and bandits aren't fighters, but fighters might emerge from among those sorts of people. It's harder to find examples of people among the mass of common folk who have the potential to rise to the status of a full-fledged wizard. You might once have been a scribe, a scholar of history or arcane lore, a priest of Ioun or some other deity, an herbalist, or an alchemist in your town or village. But the moment you learned your first cantrip, you were set on a path toward a greater destiny. You are far more than a scholar or a sage—you're a hero who wields the power of arcane magic, and that ability forever sets you apart from, and indeed above, the common folk of the world.



WARREN MAHY

NEW BUILDS

This chapter includes two additional wizard builds to supplement those presented in the *Player's Handbook:* the illusionist wizard and the summoner wizard.

ILLUSIONIST WIZARD

Your mysterious powers cloud the mind and assault the senses. The imaginary landscapes and phantasmal creatures you create impede, distract, and redirect your foes. Nothing is what it seems when you're in control.

Intelligence should be your highest ability score, since it governs your attack powers. A high Charisma score lets you enhance some illusion effects. Choose powers that have the illusion keyword, and take the Orb of Deception form of Arcane Implement Mastery to get the most out of them.



Suggested Class Feature: Orb of Deception
Suggested Feat: Phantom Echoes*
Suggested Skills: Arcana, Diplomacy, Dungeoneering, Insight
Suggested At-Will Powers: *illusory ambush**, *phantom bolt**
Suggested Encounter Power: *grasping shadows**
Suggested Daily Power: *horrid whispers**
*New option presented in this book

SUMMONER WIZARD

Terrifying creatures obey your call, and you order them to aid you and to fight for you. In addition to binding these monsters, you are skilled at conjuring objects made of magical energy to impede or harm your foes. You must use your own actions to control your summoned monsters, so your role in combat is quite different from that of other wizards.

As with other wizards, a high Intelligence score is crucial to attack rolls and damage rolls. Your summoned creatures' hit points depend on your own, and many conjuration spells deal additional damage or have improved effects that depend on Constitution, so make that your second-highest score. Use the Tome of Binding form of Arcane Implement Mastery, since it improves your summoning spells. Select daily powers that have the summoning keyword, and encounter and at-will powers that have the conjuration keyword.

Suggested Class Feature: Tome of Binding
Suggested Feat: Careful Summoner*
Suggested Skills: Arcana, Dungeoneering, Insight, Nature
Suggested At-Will Powers: *scorching burst, storm pillar**
Suggested Encounter Power: *astral wasp**
Suggested Daily Power: *summon fire warrior**
*New option presented in this book

ILLUSION MAGIC

Wizards who employ illusion are masters of unreality. Their spells reach into opponents' minds to play havoc with perceptions, imposing visions of danger that are convincing enough to temporarily overwrite reality. Sometimes, even if only briefly, illusions are not entirely in the mind of the beholder. Psychic damage is the forte of illusion magic: Imaginary dangers cause harm by accelerating heart rate, impeding breathing, and sending victims into shock.

Illusion spells might convince a creature that beetles are swarming over its flesh, that a bolt of fire is on an interception course, that it is in the path of stampeding elephants, or that the floor beneath it is giving way. Such lesser effects cause their targets to dive away, fall prone, or otherwise try to evade the seeming threat.

More powerful illusions can override a target's senses. Instead of its true surroundings, a foe might witness cataclysmic visions of ruin, or a harmless vista of inanimate objects. Such extreme deceit is more difficult to pull off, but it renders a foe uniquely vulnerable as it stands by, watching imaginary visions, ignorant of its true doom.

Perception is reality, from the observer's point of view. Thus, illusion magic is ultimately about control. Although illusionist wizards choose such powers almost exclusively, control wizards often learn a few illusion powers as well.

WARREN MAHY

NEW WIZARD POWERS

This section includes plenty of spells for both the illusionist wizard and the summoner wizard, as well as expanded powers suitable for the war wizard and control wizard builds.

Level 1 At-Will Spells

Illusory Ambush — Wizard Attack 1

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

At-Will ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier psychic damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.
Level 21: 2d6 + Intelligence modifier psychic damage.

Phantom Bolt — Wizard Attack 1

You wave your hand, and your foe sees a bolt of fire streaking toward it. The enemy dives away from the imagined threat.

At-Will ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: 1d8 + Intelligence modifier psychic damage, and you slide the target 1 square.
Level 21: 2d8 + Intelligence modifier psychic damage.

Storm Pillar — Wizard Attack 1

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

At-Will ✦ Arcane, Conjuration, Implement, Lightning
Standard Action **Ranged** 10
Effect: You conjure a pillar of crackling energy in an unoccupied square within range. The pillar occupies 1 square and lasts until the end of your next turn. Each enemy that moves into a square adjacent to the pillar takes 1d6 + your Intelligence modifier lightning damage.
Level 21: 2d6 + Intelligence modifier lightning damage.



Level 1 Encounter Spells

Astral Wasp — Wizard Attack 1

A crystalline wasp with gossamer wings appears next to your foe and stings it, then buzzes about, waiting for another opening to attack.

Encounter ✦ Arcane, Conjuration, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 1d10 + Intelligence modifier damage.
Effect: You conjure an astral wasp that appears in 1 square within the target's space. It lasts until the end of your next turn.

If the target moves out of the astral wasp's square, it takes damage equal to your Constitution modifier. If the target ends its turn more than 2 squares away from the astral wasp, it takes damage equal to your Constitution modifier.

SUMMONING MAGIC

Wizards who use summoning magic can call a host of monstrosities from other locations or produce lingering effects from magical energy to harry, attack, and block their foes.

A summoner wizard might call forth an arrowhawk, a creature of elemental wind and fury, to slash at enemies throughout a battle. A snarling mastiff leaps to fasten jaws upon a foe, then returns to the wizard's side, ready to attack again upon command. Alternatively, a stolid defender appears at the wizard's side to interpose itself between its master and an enemy's attack.

Despite the name, a summoner wizard doesn't always summon creatures. His or her repertoire includes conjuration spells that manipulate magical energy: a pillar of persistent lightning in the midst of enemies, blasting those that remain too close; a pool of slippery oil bubbling up from the ground around a foe's feet; or a wall of scintillating colors that lashes nearby creatures with a variety of effects.

Summoning vs. Conjuration: Summoning spells are daily powers and produce long-lasting, physical effects in the form of creatures. Some conjuration spells (mostly at-will and encounter powers) create temporary effects that take the form of creatures. Such conjured attackers don't have hit points or act at the wizard's command, but they behave much like creatures and exert control over a specific area.

CHRIS SEAMAN

Empowering Lightning — Wizard Attack 1

Green and yellow lightning twines around your wand, then flashes toward your enemy and explodes in a shower of sparks.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 20
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier lightning damage, and you push the target 1 square.
Wand of Accuracy: The next time you use the Wand of Accuracy class feature before the end of the encounter, you also gain a bonus to that attack's damage roll equal to your Intelligence modifier.

Grasping Shadows — Wizard Attack 1

At your command, shadows reach out, grab hold of your foes, and wreathe the area in darkness.

Encounter ✦ Arcane, Illusion, Implement, Psychic, Zone
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: 2d8 + Intelligence modifier psychic damage, and the target is slowed until the end of your next turn.
Effect: The burst creates a zone of writhing shadows that lasts until the end of your next turn. Each creature that enters the zone takes psychic damage equal to your Intelligence modifier and is slowed until the end of its next turn.

Orbmaster's Incendiary Detonation — Wizard Attack 1

Gouts of flame pulse from your orb and explode amid your enemies, setting the area alight and roasting them as they attempt to escape.

Encounter ✦ Arcane, Fire, Force, Implement, Zone
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier force damage, and you knock the target prone.
Effect: The burst creates a zone of licking flames that lasts until the end of your next turn. Each enemy that enters the zone or starts its turn there takes 2 fire damage.
Orb of Imposition: You can extend the duration of this effect, even though it is not an at-will power. If you do so, the area expands to burst 3 and doesn't affect you or your allies.

Staffstrike Corrosion — Wizard Attack 1

You tap your staff on the ground, and acid boils up to envelop your target in a caustic haze.

Encounter ✦ Acid, Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier acid damage. Until the end of your next turn, creatures more than 5 squares away from the target have concealment against it.
Staff of Defense: The next time you use the Staff of Defense class feature before the end of the encounter, the attacker also takes acid damage equal to your Intelligence modifier.

Level 1 Daily Spells

Grease — Wizard Attack 1

Slippery oil floods the ground under your foes, sending them tumbling to the ground.

Daily ✦ Arcane, Implement, Zone
Standard Action **Area** burst 2 within 10 squares
Effect: The burst creates a zone of slick grease that covers all horizontal surfaces until the end of the encounter. The zone is difficult terrain. You can make the following attack, using a square within the zone as the origin square.
Free Action **Close** burst 1
Trigger: A creature enters the zone
Target: The triggering creature in burst
Attack: Intelligence vs. Reflex
Hit: You knock the target prone.
Miss: You slide the target 2 squares.

Horrid Whispers — Wizard Attack 1

Your enemies are seemingly beset by dreadful noises. Desperate to find the source, they are oblivious to the true threat posed by you and your allies.

Daily ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Area** burst 1 within 10 squares
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier psychic damage, and the target is slowed and takes a –2 penalty to attack rolls (save ends both).
Aftereffect: You knock the target prone.
Miss: The target is slowed and takes a –2 penalty to attack rolls until the end of your next turn.

A Wizard's Spellbook

How did your character acquire his or her spellbook? Did you receive formal instruction at something like a wizard academy, where you were handed a blank spellbook on the first day of school and proceeded to fill it with notes, spells, and rituals over the course of your education? Did you study with a more experienced wizard who gave you a book from her collection as a gift recognizing the completion of your study? Is your spell "book" a loose collection of notes you scrounged together as you figured out the secrets of magic in secret? Or is it a finely bound tome, carefully copied by the hand of a master scribe during the rule of one of the world's ancient empires?

What's in your spellbook aside from your spells and rituals? Does it contain a detailed history of the study of magic, penned by an archwizard of Bael Turath? A treatise on Underdark fungi and their use in arcane rituals? Scattered notes on summoning creatures, with marginal annotations in several different hands (including yours)? Or is it mostly blank pages, reflecting the fledgling state of your knowledge?

Phantom Chasm — Wizard Attack 1

You create the image of a bottomless chasm that opens beneath your foes, convincing them that they are plummeting to their deaths.

Daily ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Area** burst 1 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier psychic damage, and the target is knocked prone and immobilized until the end of its next turn.
Miss: The target is immobilized until the end of your next turn.

Rolling Thunder — Wizard Attack 1

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

Daily ✦ Arcane, Conjuration, Implement, Thunder
Standard Action **Ranged** 10
Primary Target: One or two creatures
Primary Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier thunder damage, and you slide the primary target 3 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.
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.

Summon Fire Warrior — Wizard Attack 1

A soldier of flame strides through a planar veil. It lifts a shimmering axe above its head as it moves to attack.

Daily ✦ Arcane, Fire, Implement, Summoning
Minor Action **Ranged** 10
Effect: You summon a Medium fire warrior in an unoccupied square within range. The fire warrior has a speed of fly 6 (hover). It has a +2 bonus to AC and a +2 bonus to Fortitude. You can give the fire warrior the following special commands.
✦ **Standard Action:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier fire damage.
✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier fire damage.

Level 2 Utility Spells

Daunting Presence — Wizard Utility 2

Shadows deepen around you, your voice deepens to a rumble, and you appear to grow larger as you confront those foolish enough to dispute your wishes.

Encounter ✦ Arcane, Fear
Minor Action **Personal**
Effect: Until the end of your next turn, you gain a +5 power bonus to Intimidate checks, and creatures adjacent to you take a -2 penalty to attack rolls that target you.

Float — Wizard Utility 2

You rise a few inches above the ground and glide over minor hindrances.

Daily ✦ Arcane
Minor Action **Personal**
Effect: You hover 6 inches above the ground until the end of the encounter or until you fall. You ignore movement penalties and restrictions due to terrain, do not set off pressure-sensitive traps, and cannot be detected with tremorsense. You also gain a bonus to Stealth checks equal to your Wisdom modifier. You can float over only a solid surface or a liquid surface directly beneath you. For example, you cannot use this power to cross a chasm or a pit; if you try to do so, you fall normally.

Guardian Blades — Wizard Utility 2

Three spectral blades appear around you, floating in a ring that wards away your foes.

Daily ✦ Arcane, Force
Minor Action **Personal**
Effect: Until the end of the encounter or until you become unconscious, each enemy adjacent to you that makes an attack roll takes force damage equal to your Intelligence modifier. No enemy can take this damage more than once per turn.

Phantasmal Terrain — Wizard Utility 2

You make already treacherous terrain even more difficult for your enemies to traverse.

Daily ✦ Arcane, Illusion, Zone
Standard Action **Area** burst 3 within 10 squares
Effect: The burst creates a zone of illusory obstacles that lasts until the end of the encounter. Difficult terrain within the zone costs 2 extra squares of movement to enter instead of the normal 1 extra square. Additionally, hazards and traps within the zone gain a bonus to attack rolls against your enemies equal to your Intelligence modifier.

Casting a Spell

Using an arcane power—whether it's a wizard spell or a spell belonging to a different arcane class—shouldn't feel the same as using a martial or a divine power. Wizard spells in particular involve the recitation of complex arcane formulas, mystic syllables in no known language that tap into the magical power that flows though the world. You might also perform precise gestures, positioning your implement and your free hand in just the right way to shape and channel the energy you wield.

Your powers require constant study to keep those syllables fresh in your mind and ready for use, so you might spend every short rest or extended rest immersed in reviewing your spellbook, rehearsing the precise formulas in your thoughts. However, resting your mind and body is also essential for proper performance of your spells, so you might insist on taking the first or last watch of the night so you can sleep uninterrupted.

Summon Shadow Serpent — Wizard Utility 2

Shadows flicker at your feet, swirl before you, and coalesce into the form of a black serpent.

Daily ✦ Arcane, Implement, Summoning
Minor Action **Ranged** 10
Effect: You summon a Small shadow serpent in an unoccupied square within range. The shadow serpent has a speed of 6. It has a +5 bonus to Stealth checks and takes no penalty to Stealth checks for moving more than 2 squares. You can give the shadow serpent the following special command.

✦ **Minor Action:** Until the end of your turn, you can see through the shadow serpent's eyes. You cannot gain line of sight or line of effect for your powers from the serpent's square, but you can make Perception checks from it to spot hidden objects or creatures.

Level 3 Encounter Spells

Chill Claws — Wizard Attack 3

Skeletal hands appear around your targets, ripping into them with icy claws and sapping their will to fight.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One or two creatures
Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier cold damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Hypnotic Pattern — Wizard Attack 3

A swirling pattern of colors appears before your foes. Their eyes glaze over as the pattern enthralls them and lures them closer.

Encounter ✦ Arcane, Conjuration, Illusion, Implement
Standard Action **Ranged** 10
Effect: You conjure a swirling pattern of colors and lights in an unoccupied square within range that lasts until the end of your next turn. You can make the following attack, using the pattern's square as the origin square.

Opportunity Action **Close** burst 3
Trigger: An enemy starts its turn within 3 squares of the pattern
Target: The triggering enemy in burst
Attack: Intelligence vs. Will
Hit: The target is pulled 3 squares toward the pattern and is slowed until the end of your next turn. It can move into the pattern's square.

Maze of Mirrors — Wizard Attack 3

You envelop your enemies in an illusory labyrinth made of mirrors, which conceals the world around them.

Encounter ✦ Arcane, Illusion, Implement
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: Until the end of your next turn, the target is immobilized and takes a penalty to attack rolls equal to your Intelligence modifier.

Pinioning Vortex — Wizard Attack 3

A miniature tornado roars forth to batter your enemy and lift it into the air.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 2d6 + Intelligence modifier damage, and you slide the target 10 feet (2 squares) vertically. The target remains aloft until the start of its next turn; while aloft, it is dazed and immobilized, and it grants combat advantage to you and your allies. At the start of its next turn, it lands on its feet in the space it formerly occupied or in the nearest unoccupied space of its choice.

Shock Beetle Swarm — Wizard Attack 3

A sudden mass of insects limned with lightning crawls over your foes. Energy arcs between your enemies as the swarm feasts on their flesh.

Encounter ✦ Arcane, Conjuration, Implement, Lightning
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 1d6 + Intelligence modifier lightning damage, and you conjure a shock beetle in 1 square within the target's space. Each beetle lasts until the end of your next turn. Each enemy that starts its turn in or adjacent to at least 1 square containing a shock beetle takes lightning damage equal to your Constitution modifier.

Level 5 Daily Spells

Acid Mire — Wizard Attack 5

You transform the ground beneath your enemies' feet to hellish slime that eats away at flesh and bone.

Daily ✦ Acid, Arcane, Implement, Zone
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 3d6 + Intelligence modifier acid damage.
Miss: Half damage.
Effect: The burst creates a zone of caustic slime that lasts until the end of your next turn. The zone is difficult terrain. Each creature that enters the zone or starts its turn there takes 5 acid damage. Whenever a creature falls prone within the zone, it takes 5 extra acid damage.
Sustain Minor: The zone persists.

Glitterdust — Wizard Attack 5

You call forth a flash of brilliant light that leaves golden dust on all nearby creatures. The dust sparkles with a supernatural luster.

Daily ✦ Arcane, Implement, Radiant
Standard Action **Area** burst 1 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 1d10 + Intelligence modifier radiant damage, and the target is blinded until the end of your next turn.
Effect: The target gains no benefit from concealment or invisibility, nor can it become hidden (save ends).

Phantasmal Assailant — Wizard Attack 5

You craft an elaborate image of a deadly assassin whose blade cuts deeply into your foe.

Daily ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged** 20
Target: One creature
Attack: Intelligence vs. Will
Hit: 2d10 + Intelligence modifier psychic damage.
Effect: The target takes ongoing 5 psychic damage and grants combat advantage to you and your allies (save ends both).

Summon Abyssal Maw — Wizard Attack 5

The air is filled with the sound of gnashing teeth as a voracious creature of the Elemental Chaos appears and chews into anything it can reach.

Daily ✦ Arcane, Implement, Summoning
Minor Action **Ranged** 10
Effect: You summon a Medium abyssal maw in an unoccupied square within range. The maw has a speed of 6. You can give the maw the following special commands.
✦ **Standard Action:** Melee 1; targets one creature; Intelligence vs. Reflex; 2d6 + Intelligence modifier damage.
✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier damage. In addition, if an enemy adjacent to the maw makes a melee attack that does not include the maw as a target, the maw can make an opportunity attack against that enemy after the enemy's attack is resolved.

Visions of Avarice — Wizard Attack 5

The illusion of a fabulous treasure appears out of thin air. Your enemies throw aside caution to seize it.

Daily ✦ Arcane, Illusion, Implement, Zone
Standard Action **Area** 1 square within 10 squares
Effect: The power's area becomes a zone of illusory treasure that lasts until the end of your next turn. Once per turn, you can make the following attack, using the zone as the origin square.
Minor Action **Close** burst 5
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: The zone pulls the target 3 squares. A target that ends this movement within the zone or adjacent to the zone is immobilized (save ends).
Sustain Minor: The zone persists. When you sustain the power, you can repeat the attack as a minor action.

Level 6 Utility Spells

Emerald Eye — Wizard Utility 6

A mote of green energy appears above you. A glaring, alien eye peers from it, giving you insight into your foe's true nature.

Encounter ✦ Arcane
Minor Action **Ranged** 10
Target: One creature
Effect: Until the end of your next turn, you gain a +5 power bonus to Insight checks against the target and a +2 power bonus to attack rolls against the target's Will.

Fire Shield — Wizard Utility 6

You are swathed in rippling flames that turn away both fire and chill but scorch anyone who strikes you.

Daily ✦ Arcane, Fire
Minor Action **Personal**
Effect: You gain resist 10 cold and resist 10 fire until the end of the encounter. Whenever a creature makes a melee attack roll against you, it takes 2d6 + your Intelligence modifier fire damage. No creature can take this damage more than once per turn.

Spectral Hound — Wizard Utility 6

You call the ghostly image of a powerful mastiff that follows you protectively.

Daily ✦ Arcane, Illusion
Standard Action **Ranged** 10
Effect: You bring forth the illusion of a spectral hound, which appears in an unoccupied square within range. The hound does not occupy that square but does count as an ally for the purpose of flanking. Additionally, as long as the hound remains within 10 squares of you, you gain a +1 power bonus to all defenses, along with a +5 power bonus to Perception checks, since the spectral hound warns you of approaching danger.
Sustain Minor: The spectral hound persists, and you can move it 5 squares; the hound ignores difficult terrain. The illusion ends at the end of your turn if the hound is out of your line of sight.

Summon Iron Cohort — Wizard Utility 6

A dwarf-sized humanoid creature of earth and iron ore appears near you. When you come under attack, it steps in to absorb the force of the blow.

Daily ✦ Arcane, Implement, Summoning
Minor Action **Close** burst 2
Effect: You summon a Small iron cohort in an unoccupied square within the burst. The iron cohort has a speed of 6 and has a +2 bonus to AC. You can give the iron cohort the following special command.
✦ **Immediate Interrupt:** When you are targeted by a ranged or melee attack and the iron cohort is adjacent to you, the iron cohort becomes the attack's target instead.

Wizard's Escape — Wizard Utility 6

With a flash, you are gone.

Encounter ✦ Arcane, Teleportation
Immediate Interrupt **Personal**
Trigger: An enemy hits you with a melee attack
Effect: You teleport 5 squares to a space that is not adjacent to an enemy.

Eladrin Wizards

Eladrin value the arcane arts over all others, and an eladrin wizard armed with a wand is a deadly adversary. Their innately high Intelligence allows eladrin wizards to easily target foes with their spells and to deal impressive damage. High Dexterity leads them naturally to choose the wand of accuracy form of implement mastery, which further enhances their ability to hit even the most elusive enemies.

Level 7 Encounter Spells

Enemies Abound — Wizard Attack 7

You weave a veil of illusion over the eyes of your enemies, causing them to view their own allies as threats.

Encounter ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Area** burst 1 within 20 squares
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: 2d8 + Intelligence modifier psychic damage. Until the end of your next turn, you and your allies treat the target as an ally of yours for the purpose of flanking.

Concussive Echo — Wizard Attack 7

A focused blast of thunder slams into your foe, and the energy of the blast is stored in your enemy's body. When it next attacks, that energy is released in a concussive burst.

Encounter ✦ Arcane, Charm, Implement, Thunder
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier thunder damage. The first time the target makes an attack roll before the end of your next turn, it deals 5 thunder damage to itself and to each enemy within 3 squares of it.

Tomebound Ooze — Wizard Attack 7

Your foe is engulfed by an acidic, jellylike mass that continues to eat at it when that foe tries to attack.

Encounter ✦ Acid, Arcane, Conjuration, Implement
Standard Action **Ranged** 10
Target: One creature
Effect: You conjure an ooze that fills the target's space. It lasts until the end of your next turn. If the target moves, the ooze moves with it while it remains within range.
Attack: Intelligence vs. Reflex
Hit: 4d8 + Intelligence modifier acid damage. Until the end of your next turn, whenever the target makes an attack roll, it takes acid damage equal to your Constitution modifier.
Tome of Binding: When the target first makes an attack roll before the end of your next turn, the ooze explodes. The explosion deals acid damage equal to your Constitution modifier to all enemies within 2 squares of the target, and the effect ends.

Twist of Space — Wizard Attack 7

You bend and fold the fabric of space, scattering your enemies across the battlefield.

Encounter ✦ Arcane, Implement, Teleportation
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier damage, and the target is teleported 3 squares and slowed until the end of your next turn.

Worms of Minauros — Wizard Attack 7

You drop a mass of writhing maggots onto your enemy. The horrors feast on its flesh, dissolving it with acidic drool.

Encounter ✦ Acid, Arcane, Conjuration, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Fortitude
Effect: You conjure a mass of worms in 1 square within the target's space. They last until the end of your next turn.
Hit: 2d8 + Intelligence modifier acid damage. If the target ends its turn within 2 squares of the worms, it takes 10 acid damage.

Level 9 Daily Spells

Face of Death — Wizard Attack 9

You create a vision of the reaper of souls before your foes' eyes, and they freeze in terror of their impending death.

Daily ✦ Arcane, Fear, Illusion, Implement
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: The target is immobilized (save ends).
First Failed Saving Throw: The target is helpless (save ends).
Aftereffect: The target is slowed (save ends).
Miss: The target is immobilized (save ends).
Aftereffect: The target is slowed (save ends).

Mordenkainen's Guardian Hound — Wizard Attack 9

The ghostly form of a snarling wolfhound appears before you and leaps into the fray.

Daily ✦ Arcane, Conjuration, Implement
Standard Action **Ranged** 10
Effect: You conjure a Medium guardian hound that occupies 1 square within range, and the hound makes the following melee attack. Once per round as a minor action, you can have the hound repeat its attack. As a minor action, you can move the hound 6 squares. The hound lasts until the end of the encounter or until you dismiss it with a free action.
Target: One creature adjacent to the hound
Attack: Intelligence vs. Reflex
Hit: 3d4 + Intelligence modifier damage. The target takes a -2 penalty to its next attack roll that targets you.

Elf Wizards

Unlike their eladrin cousins, many elves disdain the arcane arts, favoring instead the martial path or the primal powers of the wild lands. Those who do choose the arcanist's robes over archer's garb are equally adept as control wizards or war wizards. Many elves choose the staff of defense form of implement mastery because of its flexibility as well as increased protection. Others opt for the wand of accuracy to take advantage of their high Dexterity.

Summon Arrowhawk — Wizard Attack 9

With a mighty shriek, a four-winged creature of the Elemental Chaos appears above your foes and swoops in to attack.

Daily ✦ Arcane, Implement, Summoning
Minor Action **Ranged** 10
Effect: You summon a Medium arrowhawk in an unoccupied square within range. The arrowhawk has a speed of fly 8 (hover). It has a +2 bonus to AC and a +2 bonus to Reflex. You can give the arrowhawk the following special commands.

✦ **Standard Action:** Shift 3 squares and attack; melee 1; targets one creature; Intelligence vs. Reflex; 1d10 + Intelligence modifier damage, and the target is marked by the arrowhawk until the end of your next turn.

✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d10 + Intelligence modifier damage, and the target is marked by the arrowhawk until the end of your next turn.

Taunting Phantoms — Wizard Attack 9

Your foes are beset by tormenting images that dart among them, daring them to attack and driving them to lash out with reckless abandon.

Daily ✦ Arcane, Illusion, Implement
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in 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).

Visions of Ruin — Wizard Attack 9

Your foes scream in terror as a great cataclysm seems to destroy the world around them. Only the small area they occupy is safe from the horrid destruction they witness.

Daily ✦ Arcane, Fear, Illusion, Implement, Psychic, Zone
Standard Action **Area** burst 1 within 10 squares
Effect: The burst creates a zone of illusory safety. A target that is forced to leave the zone takes 2d8 + Intelligence modifier psychic damage, and this effect ends for it. The zone lasts until no creature is subject to this effect.
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: The target is affected by visions of ruin (save ends). While affected by visions of ruin, it cannot voluntarily leave the zone, and it does not have line of sight to targets outside the zone.
Miss: Until the end of your next turn, the target cannot voluntarily leave the zone, and it does not have line of sight to targets outside the zone.
Special: A creature whose space is partly within the zone can move only into squares within the zone.

Level 10 Utility Spells

Illusory Wall — Wizard Utility 10

A seemingly solid wall materializes before your foes, dividing the battlefield with your convincing illusion.

Encounter ✦ Arcane, Illusion
Standard Action **Area** wall 8 within 20 squares
Effect: You create the illusion of a contiguous wall of solid material (stone or metal, for example). The wall can be up to 4 squares high. The wall blocks line of sight for all enemies (but not your allies). Whenever an enemy moves adjacent to the wall, you can make an Intelligence vs. Will attack against that enemy. If the attack hits, the enemy cannot move through the wall on its current turn, but it can try again on later turns. If the attack misses, the wall no longer blocks line of sight or movement for that creature.
Sustain Minor: The wall persists.

Mass Resistance — Wizard Utility 10

You wrap arcane strands about yourself and all your allies, insulating all against a particular type of damage.

Daily ✦ Arcane
Minor Action **Close** burst 10
Target: You and each ally in 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 one-half your level + your Intelligence modifier.

Summon Hammerfist Crusher — Wizard Utility 10

A hulking creature of rock appears before you. It strikes too slowly to possibly hit a living creature, but its mighty fists turn walls and doors into rubble.

Daily ✦ Arcane, Implement, Summoning
Minor Action **Ranged** 10
Effect: You summon a Medium hammerfist crusher in an unoccupied square within range. The hammerfist crusher has a speed of 3. It has a +2 bonus to AC and a +2 bonus to Fortitude. You can give the crusher the following special command.

✦ **Standard Action:** Melee 1; targets one object; Intelligence vs. Reflex; 5d6 + Intelligence modifier damage.

True Seeing — Wizard Utility 10

Your eyes glow with arcane light, letting nothing escape your sight.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter, you gain darkvision, and you can see invisible creatures and objects wthin 10 squares of you that are within your line of sight. You also gain a +5 power bonus to Insight checks and Perception checks.

Level 13 Encounter Spells

Earth Brute — Wizard Attack 13

The ground creaks and moans, and a creature of rock and earth emerges to smash your foes.

Encounter ✦ Arcane, Conjuration, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier damage, and you slide the target 3 squares. You conjure a Medium earth brute in a square adjacent to the target after this movement. The earth brute occupies 1 square and lasts until the end of your next turn.

Whenever a creature starts its turn in or enters a square adjacent to the earth brute, that creature takes 5 damage, and the earth brute pushes it 1 square.

Entangling Force — Wizard Attack 13

A burst of force erupts around your enemies, knocking them off balance and impeding their movement.

Encounter ✦ Arcane, Force, Implement
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier force damage. Until the end of your next turn, the target is slowed and can't teleport, and it provokes opportunity attacks when it shifts.
Wand of Accuracy: On a miss, you deal force damage to the target equal to your Intelligence modifier.

Illusory Assailant — Wizard Attack 13

You produce a lifelike illusion of a warrior that attacks your enemies and aids your allies.

Encounter ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged** 10
Effect: You bring forth a Medium illusory warrior in an unoccupied square within range, and the warrior makes the following melee attack. Enemies cannot enter the illusory warrior's space, but allies can, and the illusory warrior is considered an ally for the purpose of flanking. The illusory warrior lasts until the end of your next turn,
Target: One creature adjacent to the warrior
Attack: Intelligence vs. Reflex
Hit: 4d8 + Intelligence modifier damage.

Mirror Sphere — Wizard Attack 13

Illusory barriers surround your foe, causing it phantom pain when it attacks you and your allies.

Encounter ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: 1d10 + Intelligence modifier psychic damage. If the target makes an attack roll before the end of its next turn, it takes damage and is subject to all other effects of that attack as if it had hit itself. Any resistances and immunities of the target do not affect the damage it deals to itself in this way. It still attacks the original target normally.

Orbmaster's Umbral Assault — Wizard Attack 13

A shroud of roiling shadows coalesces around your orb. Your enemies see a globe of utter blackness flare out to engulf them.

Encounter ✦ Arcane, Illusion, Implement, Necrotic, Zone
Standard Action **Area** burst 1 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: 1d6 + Intelligence modifier necrotic damage.
Effect: The burst creates a zone of illusory darkness that lasts until the end of your next turn. All creatures are blinded while they are within the zone.
Orb of Imposition: You can extend the duration of this effect, even though it is not an at-will power. If you do so, the zone expands to a burst 3 and doesn't affect you or your allies.

Level 15 Daily Spells

Ball Lightning — Wizard Attack 15

A coruscating globe of lightning flashes forth and flies about, lashing out with tendrils of electricity.

Daily ✦ Arcane, Conjuration, Implement, Lightning
Standard Action **Ranged** 10
Effect: You conjure a Medium ball of lightning that occupies 1 square within range, and the ball makes the following attack, which is a close burst 1. Each creature that starts its turn adjacent to the ball is slowed until the end of your next turn. Once per round, as a minor action, you can have the ball repeat its attack. As a move action, you can move the ball up to 10 squares. It can fly and hover. The ball lasts until the end of the encounter or until you dismiss it with a free action.
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier lightning damage.

Evard's Dreadful Mist — Wizard Attack 15

You call forth a thick, ominous fog. As it descends upon your foes, sounds of gnashing fangs and snapping claws echo from it. Something lurks within. Something horrible.

Daily ✦ Arcane, Fear, Implement, Psychic, Zone
Standard Action **Area** burst 2 within 20 squares
Primary Target: Each creature in burst
Primary Attack: Intelligence vs. Will
Hit: The primary target is immobilized (save ends).
Miss: The primary target is slowed (save ends).
Effect: The burst creates a zone of thick fog that blocks line of sight until the end of your next turn. You can make a secondary attack, using a square within the zone as the origin square.
Opportunity Action **Close** burst 1
Trigger: An enemy enters the zone or starts its turn there
Secondary Target: The triggering enemy in burst
Secondary Attack: Intelligence vs. Reflex
Hit: 2d10 + Intelligence modifier psychic damage.
Sustain Minor: The zone persists.

Stonewrack — Wizard Attack 15

You clench your fists as you call on the earth to obey you. The ground buckles amid your foes, creating a mass of jagged rocks.

Daily ✦ Arcane, Implement, Zone
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 5d6 + Intelligence modifier damage.
Miss: Half damage.
Effect: The burst creates a zone of jagged stone that lasts until the end of your next turn. Each creature that moves into the zone or within it without shifting or crawling takes 2d6 damage and is knocked prone.
Sustain Minor: The zone persists.

Summon Chainbearer — Wizard Attack 15

A blast of wind rushes over the battlefield as a dozen gleaming chains soar from your outstretched hand and wrap themselves into a humanoid form that lashes your enemies.

Daily ✦ Arcane, Implement, Summoning
Minor Action **Ranged** 20
Effect: You summon a Large creature made of chains in an unoccupied 2-square-by-2-square space within range. The chainbearer has reach 2 and a speed of 6. It has a +4 bonus to AC and a +4 bonus to Fortitude. You can give the chainbearer the following special commands.
✦ **Standard Action:** Melee 2; targets one creature; Intelligence vs. Fortitude; 1d10 + Intelligence modifier damage, and you slide the target 2 squares.
✦ **Opportunity Attack:** Melee 2; targets one creature; Intelligence vs. Fortitude; 1d10 + Intelligence modifier damage, and you slide the target 2 squares. The chainbearer has threatening reach, allowing it to make opportunity attacks against targets within its reach of 2 squares.

Vertigo — Wizard Attack 15

Your enemies stagger and flail their arms as the world seems to spin furiously around them.

Daily ✦ Arcane, Illusion, Implement
Standard Action **Area** burst 1 within 10 squares
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: The target is affected by vertigo (save ends). While affected by vertigo, the target can't stand up from prone, and if it moves, the target must move at least 4 squares or it falls prone at the end of its movement.
Aftereffect: The target is affected by a lesser form of vertigo (save ends). While affected, the target can't stand up from prone, and if it moves, the target must move at least 2 squares or it falls prone at the end of its movement.
Miss: Until the end of your next turn, the target can't stand up from prone, and if it moves, the target must move at least 2 squares or it falls prone at the end of its movement.
Effect: Until the end of the encounter, the target provokes opportunity attacks when it shifts.

Level 16 Utility Spells

Clever Escape — Wizard Utility 16

As your foes close in for the kill, you buy time for escape with a cunningly crafted duplicate of yourself.

Daily ✦ Arcane, Illusion, Teleportation
Minor Action **Personal**
Effect: You become invisible and teleport 6 squares. You leave behind an illusory image of yourself in the space you occupied. The illusion stands in place, takes no actions, and uses your defenses if it is attacked. It lasts until the end of the encounter or until it is touched or hit by an attack. Your invisibility lasts until the end of your next turn or until you make an attack roll.
A creature can recognize the illusion by making a successful Insight check (DC 15 + one-half your level + your Intelligence modifier).

Phantom Mask — Wizard Utility 16

With a gesture, you enable you and your allies to take on a nearly impenetrable disguise.

Daily ✦ Arcane, Illusion
Minor Action **Close** burst 10
Target: You and each ally in burst
Effect: Until the end of the encounter, each target assumes the appearance of a humanoid creature of your size, even the appearance of a specific individual you have seen. You can choose a different disguise for each target. A creature can perceive a target's true form by succeeding on an Insight check (DC 20 + one-half your level + your Intelligence modifier).
As a standard action, you can modify this illusion to cause any of the targets to assume the appearance of a different humanoid creature.

Phase Shift — Wizard Utility 16

You whisper an arcane phrase and transform your body into a mere phantom.

Daily ✦ Arcane, Polymorph
Minor Action **Personal**
Effect: You become insubstantial and gain phasing until the end of your next turn.

Spectral Vision — Wizard Utility 16

Your surroundings shimmer and change. What was once a squalid cave is now an opulent throne room.

Daily ✦ Arcane, Illusion
Minor Action **Close** burst 5
Effect: Until the end of the encounter, you mask the terrain around you, changing the appearance of all unattended objects and terrain features. The objects are still visible, but you disguise their true nature, making them look, smell, sound, and sometimes even feel like something else. For example, you could make a pool of lava look like a plush carpet, or make a pile of coins look and feel like mud. If an object is removed from the area, this effect ends for that object.
A creature can see through your deception by succeeding on an Insight check (DC 20 + one-half your level + your Intelligence modifier). A creature automatically sees through the illusion if it takes damage from a disguised object or disguised terrain (such as walking on an illusory carpet that is actually lava).

Summon Diamond Falcon — Wizard Utility 16

A great bird of prey with gleaming white feathers appears from a planar portal and whisks you or an ally to safety.

Daily ✦ Arcane, Implement, Summoning
Minor Action **Ranged** 5
Effect: You summon a Medium diamond falcon in an unoccupied square within range. The falcon has a speed of fly 8 (hover). It has a +2 bonus to AC and a +2 bonus to Reflex. You can give the diamond falcon the following special command.

✦ **Move Action:** The diamond falcon can carry you or one Medium or smaller ally that is adjacent to it when the falcon begins its move. The carried creature moves with the falcon and occupies its space; if the falcon provokes opportunity attacks, the attacker can target either the falcon or the carried creature. At the end of the falcon's move, the carried creature can either remain in the falcon's space (continuing to be carried) or land in a square adjacent to the falcon. A carried creature grants combat advantage and takes a -5 penalty to attack rolls.

Level 17 Encounter Spells

Dancing Bolts — Wizard Attack 17

Snapping blue arcs of lightning erupt from the ground, leaping from one foe to another.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 20
Primary Target: One creature
Primary Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier lightning damage, and you slide the target 1 square. If, after this movement, the target is within 2 squares of an enemy that has not yet been attacked by this use of this power, make the following secondary attack against that enemy, using the primary target as the origin square of the burst.
Free Action **Area** burst 2
Secondary Target: One enemy in burst
Secondary Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier lightning damage, and you slide the target 1 square. If, after this movement, the target is within 2 squares of an enemy that has not yet been attacked by this use of this power, make the following tertiary attack against that enemy, using the secondary target as the origin square of the burst.
Free Action **Area** burst 2
Tertiary Target: One enemy in burst
Tertiary Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier lightning damage, and you slide the target 1 square.

Furnace of Sand — Wizard Attack 17

You create a powerful storm of desert winds and red-hot sand.

Encounter ✦ Arcane, Fire, Implement, Zone
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier fire damage.
Effect: The burst creates a zone of red-hot swirling sand that lasts until the end of your next turn. All creatures are blinded while they are within the zone, and the area is lightly obscured. Each creature that enters the zone takes 1d10 + your Intelligence modifier fire damage.

Gripping Chains — Wizard Attack 17

You speak a ringing word of doleful power, enmeshing your foes in spectral bonds.

Encounter ✦ Arcane, Force, Implement
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier force damage. Until the end of your next turn, the target is slowed, and it provokes opportunity attacks when it shifts.

Phantasmal Horror — Wizard Attack 17

Your enemy is assailed by an imaginary monster ripped from its nightmares, frightening it into a catatonic state.

Encounter ✦ Arcane, Fear, Illusion, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: The target is stunned until the end of your next turn. While the target is stunned by this power, you gain a bonus to damage rolls against it equal to your Charisma modifier.

Shard of the Endless Avalanche — Wizard Attack 17

You conjure a massive boulder from the Elemental Chaos that smashes through your enemies' ranks, then shatters and dissipates.

Encounter ✦ Arcane, Conjuration, Implement
Standard Action **Ranged** 20
Effect: You conjure a Medium boulder that appears in 1 square within range, and you move it 5 squares. At the end of this movement, the boulder disappears. While it moves, you can make the following attack.
Free Action **Melee** 1
Trigger: The boulder enters a creature's space
Target: The creature whose space was entered
Attack: Intelligence vs. Fortitude
Hit: 2d10 + Intelligence modifier damage, and you slide the target 2 squares.
Special: The boulder can attack any single creature only once, even if it enters that creature's space multiple times.

Level 19 Daily Spells

Evard's Ebon Bindings — Wizard Attack 19

With incantations of imprisonment, you trap your foe in writhing black runes that seem almost alive, forcing it to obey your command.

Daily ✦ Arcane, Charm, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: The target is immobilized (save ends).
First Failed Saving Throw: The target is stunned (save ends).
Second Failed Saving Throw: The target is dominated (save ends).
Aftereffect: 2d6 + Intelligence modifier psychic damage, and the target is immobilized and dazed until the end of your next turn.
Miss: 2d6 + Intelligence modifier psychic damage, and the target is immobilized until the end of your next turn.

Oppressive Force — Wizard Attack 19

A massive barrage of arcane energy slams your foe to the ground and grinds it into the dirt.

Daily ✦ Arcane, Force, Implement
Standard Action **Ranged** 20
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 3d10 + Intelligence modifier force damage, and the target is knocked prone and affected by oppressive force (save ends). While affected by oppressive force, the target takes ongoing 10 force damage and can't stand up from prone.
Miss: Half damage, and the target is knocked prone and affected by oppressive force (save ends). While affected by oppressive force, the target takes ongoing 5 force damage and can't stand up from prone.

Plague of Illusions — Wizard Attack 19

You invade your enemy's mind to produce a bewildering array of illusions: nightmares sprung to life, gaping rifts in the ground, and hissing, encircling snakes.

Daily ✦ Arcane, Illusion, Implement
Standard Action **Ranged** 20
Target: One creature
Attack: Intelligence vs. Will
Hit: The target cannot use attack powers (save ends).
First Failed Saving Throw: The target is blinded (save ends).
Second Failed Saving Throw: The target is immobilized (save ends).
Miss: The target is blinded (save ends).
First Failed Saving Throw: The target is immobilized (save ends).

Summon Black Devourer — Wizard Attack 19

Your fingers claw open an inky portal and draw forth a terror of solid darkness: a razor-toothed maw surrounded by dozens of whipping tentacles.

Daily ✦ Arcane, Implement, Summoning
Minor Action **Ranged** 20
Effect: You summon a Large black devourer in an unoccupied 2-square-by-2-square space within range. The black devourer has reach 2 and a speed of 5. It has a +4 bonus to AC and a +4 bonus to Will. You can give the black devourer the following special commands.
✦ **Standard Action:** Melee 2; targets one creature; Intelligence vs. Reflex; 2d4 + Intelligence modifier damage, and the target is grabbed. The devourer gains a +4 bonus to attack rolls and damage rolls against a target it is already grabbing.
✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d8 + Intelligence modifier damage, and the target is knocked prone.

Level 22 Utility Spells

Globe of Invulnerability — Wizard Utility 22

A transparent bubble of force appears around you, preventing anything from getting in or out.

Daily ✦ Arcane, Conjuration, Force
Minor Action **Personal**
Effect: You create a globe of force around you that lasts until the end of your next turn. Whenever you move (including teleportation), the globe moves with you. You cannot gain line of effect to any target other than yourself, and no creature or effect can gain line of effect to you. The globe doesn't block line of sight. It blocks objects and creatures attempting to pass through it.

The globe, although impenetrable, is not impervious to damage. Attacks against the globe automatically hit, and it has 100 hit points.
Sustain Standard: The globe persists.

Mordenkainen's Lucubration — Wizard Utility 22

Your mastery of the arcane arts allows you to push your mind far beyond its limits, tapping into reserves of magic that allow your spells to endure.

Daily ✦ Arcane
Minor Action **Personal**
Effect: Until the end of the encounter or until you become unconscious, your arcane powers that can be sustained instead last until the end of the encounter.

Phantom Legion — Wizard Utility 22

A dozen illusory forms appear around you, creating a sprawling scene to deceive your enemies.

Daily ✦ Arcane, Illusion
Minor Action **Ranged** 30
Effect: You create up to twelve Medium illusory creatures or objects, each of which appears in an unoccupied square within range. Each can make sounds and gestures but cannot voluntarily leave its space, and each of its defenses is 10. An illusory creature or object lasts until the end of the encounter, or until an attack hits it or a creature touches it.

As a move action, you can cause as many of the illusory creatures or objects as you wish to move up to 6 squares each. Each acts as an independent entity, saying whatever you wish and reacting as you choose to other creatures. However, you must have line of effect to an illusory creature or object to control it in this way. If you do not have line of effect, it does not move or respond.

Dwarf Wizards

Dwarves' generally high Wisdom means that those of this race who choose the wizard's path favor control and the orb of imposition form of implement mastery. A dwarf wizard's orb is often a polished piece of mineral mined from his or her mountainous home. Because dwarves value clan ties and ancestry, those who have wizards among their forebears are more likely to take up wizardry themselves.

Wall of Force — Wizard Utility 22

A transparent barrier of force springs up where you command.

Daily ✦ Arcane, Conjuration, Force
Standard Action **Area** wall 12 within 20 squares
Effect: You conjure a solid, transparent wall of contiguous squares filled with magical force that lasts until the end of the encounter. The wall can be up to 6 squares high. The wall blocks line of effect and movement. No creature can enter a square containing the wall, and phasing creatures can't move through it.

Attacks against the wall automatically hit. The wall has 200 hit points, and attacking any square deals damage to the entire wall. If it is reduced to 0 hit points, the wall shatters, dealing 3d10 force damage to each creature adjacent to it.

Level 23 Encounter Spells

Astral Claw — Wizard Attack 23

For a moment, the borders between the worlds blur. The massive claw of an enormous beast reaches through the planes to crush your foe and hurl it to the ground.

Encounter ✦ Arcane, Conjuration, Implement
Standard Action **Ranged** 20
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 3d10 + Intelligence modifier damage, and you slide the target 5 squares and knock it prone.
Effect: You conjure an astral claw in 1 square of the target's space after this attack is resolved. The claw lasts until the end of your next turn. If the target stands up while the astral claw is in its space, the target takes damage equal to your Constitution modifier.

Deceptive Shadows — Wizard Attack 23

Darkness swirls around your foes, distracting them and cloaking you and your allies from view.

Encounter ✦ Arcane, Illusion, Implement
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: 3d6 + Intelligence modifier damage. Until the end of your next turn, the target can gain line of sight only to the creature nearest to it (ally or enemy). If multiple creatures are equally near to the target, it can see all of them.

Freezing Bolts — Wizard Attack 23

A thin layer of ice coats your wand, unleashing frigid waves as unstoppable as winter itself.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Ranged** 20
Target: One, two, or three creatures
Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier cold damage, and the target is immobilized until the end of your next turn.
Wand of Accuracy: Reroll any missed attack with this power.

Orbmaster's Insuperable Lethargy — Wizard Attack 23

A blood-red sphere of arcane power emanates from your orb to surround your foes, sinking into them and sapping their energy.

Encounter ✦ Arcane, Implement
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 2d6 + Intelligence modifier damage, and the target is either weakened or immobilized (your choice) until the end of your next turn.
Orb of Imposition: You can extend the duration of this power, even though it is not an at-will power. If you do so, each target is both weakened and immobilized until the end of your next turn.

Staffstrike Shock — Wizard Attack 23

You grip your staff as you shout a mystic phrase. The staff transforms into a crackling bolt of lightning that hurls you away from an attack.

Encounter ✦ Arcane, Implement, Lightning
Standard Action **Ranged** 20
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 3d10 + Intelligence modifier lightning damage.
Staff of Defense: The next time you use the Staff of Defense class feature before the end of the encounter, the enemy whose attack you interrupted also takes 10 lightning damage, and you teleport 5 squares as a free action.

Wizard Versatility

Three factors combine to make the wizard one of the most versatile classes in the game: spellbooks, cantrips, and rituals. Unlike members of other classes, a wizard can keep a selection of daily attack powers and utility powers in a spellbook, allowing him or her to choose the right spell for the job—given some knowledge of what dangers lie ahead on a given day. (Divination rituals are a good way to get some of that knowledge!) Cantrips are minor spell effects, but incredibly flexible. Look for ways to use *ghost sound*, *mage hand*, or *prestidigitation* in skill challenges, roleplaying interactions, and even combat encounters to accomplish unexpected things. Finally, rituals—which any class can use, but wizards have superior access to—provide a never-ending supply of interesting, unique effects. Some wizards find that they rely on the same one or two rituals in a variety of situations, while others employ lots of different rituals and might never use the same one twice.



MATIAS TAPIA

Level 25 Daily Spells

Bubbling Acid — Wizard Attack 25

You toss a green globe toward your enemies. It explodes, showering them with acid and creating a boiling pool of caustic stuff that moves at your command.

Daily ✦ Acid, Arcane, Implement, Zone
Standard Action **Area** burst 2 within 20 squares
Primary Target: Each creature in burst
Primary Attack: Intelligence vs. Reflex
Hit: 6d6 + Intelligence modifier acid damage.
Miss: Half damage.
Effect: The burst creates a zone of bubbling acid that lasts until the end of the encounter. Each creature that enters the zone or starts its turn there takes 10 acid damage. As a move action, you can move the zone up to 5 squares.

You can make a secondary attack, using a square within the zone as the origin square.
Opportunity Action **Close** burst 1
Trigger: A creature enters the zone or starts its turn there
Secondary Target: The triggering creature in burst
Secondary Attack: Intelligence vs. Fortitude
Hit: The secondary target is blinded until the end of its current turn.

Cinder Storm — Wizard Attack 25

A spinning cloud of flaming ash surrounds your enemies, burning them and blinding their allies.

Daily ✦ Arcane, Fire, Implement, Zone
Standard Action **Area** burst 2 within 20 squares
Primary Target: Each creature in burst
Primary Attack: Intelligence vs. Reflex
Hit: 5d6 + Intelligence modifier fire damage, and ongoing 10 fire damage (save ends).
Miss: Half damage, and ongoing 5 fire damage (save ends).
Effect: The burst creates a zone of flaming ash that lasts until the end of your next turn. You can make a secondary attack, using a square within the zone as the origin square.
Opportunity Action **Close** burst 5
Trigger: A creature fails its saving throw against this power's ongoing damage
Secondary Target: The triggering creature in burst
Secondary Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier fire damage, and the secondary target is blinded until the end of its next turn.

Dragonborn Wizards

With a culture that focuses on glory in battle, dragonborn do not normally turn to wizardry. Those who do take up a wizard's implement are particularly driven to learn their esoteric craft, often sacrificing personal commitments or an easy route to success in the process. Many dragonborn wizards are surpriringly adept at illusion magic.

Orbmaster's Prismatic Sphere — Wizard Attack 25

Your orb swirls with a rainbow of colors that flash out and cloak your foes in a scintillating globe.

Daily ✦ Arcane, Fire, Implement, Poison
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Fortitude, Reflex, Will
Hit (Fortitude): 3d6 + Intelligence modifier poison damage, and ongoing 10 poison damage (save ends).
Hit (Reflex): 3d6 + Intelligence modifier fire damage, and ongoing 10 fire damage (save ends).
Hit (Will): The target is dazed (save ends).
Special: You make one attack roll per target and compare that result against all three defenses. A target might be subject to any, all, or none of the consequences of a hit depending on how many of its defenses were hit. The target must roll a saving throw against each condition or instance of ongoing damage separately.

Orb of Imposition: If you impose a penalty to saving throws against this power, the penalty applies to all targets instead of just one.

Phantom Reality — Wizard Attack 25

You create an intricate illusion in your enemy's mind, convincing it that friends are foes and leading it wherever you desire.

Daily ✦ Arcane, Illusion, Implement
Standard Action **Ranged** 20
Target: One creature
Attack: Intelligence vs. Will
Hit: The target is affected by phantom reality (save ends). While it is affected by phantom reality, whenever the target makes a melee or ranged attack roll, you can change the target of that attack. If it makes an area attack, you choose the attack's origin square if applicable. The target cannot attack itself in this way. Also, whenever the target moves, you can slide it 4 squares after it completes its movement.
Miss: Until the end of your next turn , whenever the target makes a melee or ranged attack roll, you can change the target of that attack. If it makes an area attack, you choose the attack's origin square if applicable. The target cannot attack itself in this way.

Great Wizards of History

Some of the greatest wizards of the past have left their mark on the study of magic in the form of spells and rituals that bear their names: Bigby (of the many *hand* spells), Mordenkainen, Otiluke, and Evard all have spells in the *Player's Handbook* and in this book that are named after them. Tenser, Leomund, and Drawmij survive in ritual names. These names have been part of the Dungeons & Dragons® game since its earliest days–largely because they were player character wizards in some of the first D&D® campaigns.

If your wizard has a bit of an egomaniacal bent (and many wizards do), you might consider appending your own name to some or all of your spells. That change might be nothing more than a reflection of your own inflated sense of self-importance, but perhaps you have researched a variation that makes *Kathra's acid mire* notably different from the run-of-the-mill *acid mire* spell described in this book.

Summon Abyssal Horde — Wizard Attack 25

Three horrid creatures, little more than living toothy mouths, appear around your foes to devour them.

Daily ✦ Arcane, Implement, Summoning
Minor Action **Ranged** 20
Effect: You summon up to three Medium abyssal maws, each appearing in an unoccupied square within range. Each maw has a speed of 6. You can give the maws the following special commands.

✦ **Standard Action:** Melee 1; targets one creature; Intelligence vs. Reflex; 2d6 + Intelligence modifier damage.

✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 1d6 + Intelligence modifier damage. In addition, if an enemy adjacent to the maw makes a melee attack that does not include the maw as a target, the maw makes an opportunity attack against that enemy after the enemy's attack is resolved.

Special: Whenever you use a standard action or a minor action to issue a command, all the summoned maws take that action. Only one maw within range of a target can make an opportunity attack against that target. You do not lose a healing surge until all the maws summoned by this power are reduced to 0 hit points or fewer.

Level 27 Encounter Spells

Lost in the Mists — Wizard Attack 27

You create a phantom world around your enemy and mimic reality so closely that you manipulate the foe as if it were a puppet.

Encounter ✦ Arcane, Charm, Illusion, Implement
Standard Action **Ranged** 20
Target: One creature
Attack: Intelligence vs. Will
Hit: The target is dominated until the end of your next turn. While dominated, it gains a bonus to its attack rolls and damage rolls equal to your Charisma modifier.

Sequestering Force — Wizard Attack 27

Your spell rips apart the planar boundaries, battering your enemies and trapping them in a fold of buckled space.

Encounter ✦ Arcane, Force, Implement
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 4d6 + Intelligence modifier force damage. Until the end of your next turn, the burst becomes an area of twisted space. A creature hit by this attack cannot leave the area by any means, including forced movement and teleportation.

Soul Fire — Wizard Attack 27

You crook your hand in a mystical gesture, and your foes shriek in agony as their souls are consumed by hidden flame.

Encounter ✦ Arcane, Fire, Implement, Necrotic
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: 3d8 + Intelligence modifier fire and necrotic damage, and the target is weakened until the end of your next turn.

Steal Time — Wizard Attack 27

You divert the river of time, stealing a moment from your enemy for your own use.

Encounter ✦ Arcane, Implement
Standard Action **Ranged** 20
Target: One creature
Attack: Intelligence vs. Will
Hit: The target is stunned until the end of your next turn. You gain an extra standard action, which you must use before the target recovers frm this stunned condition.

Tomebound Bloodbeast — Wizard Attack 27

From your tome springs a writhing, formless creature covered with long spikes that drinks your foes' blood and transfers their vigor to you.

Encounter ✦ Arcane, Conjuration, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Fortitude
Hit: 4d8 + Intelligence modifier damage.
Effect: You conjure a tomebound bloodbeast that occupies 1 square in range. It lasts until the end of your next turn.

Whenever a creature adjacent to the bloodbeast moves, that creature takes damage equal to your Constitution modifier, and you gain the same number of temporary hit points. These temporary hit points stack with each other and with temporary hit points from other sources.

Tome of Binding: If you increase the damage dealt by this power to a creature that moves, all allies within 5 squares of the bloodbeast also gain the temporary hit points.

Level 29 Daily Spells

Miasma of Enfeeblement — Wizard Attack 29

Black dust whirls up around your foes, sapping their strength and clouding their vision.

Daily ✦ Arcane, Implement, Necrotic, Zone
Standard Action **Area** burst 2 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Fortitude
Hit: 5d6 + Intelligence modifier necrotic damage, and the target is weakened (save ends).
Miss: Half damage.
Effect: The burst creates a zone of clinging black dust that blocks line of sight for all creatures damaged by this power until the end of your next turn.
Sustain Minor: The zone persists.

Tiefling Wizards

Tieflings who have a talent for the arcane often yield to the example of their ancestors and choose to be warlocks. However, they make fine wizards, too; their superior Intelligence makes them the equal of eladrin mages (although most eladrin are unwilling to admit this truth). Tieflings are generally more likely to become war wizards than to concern themselves with the subtleties of illusion or control. Many of those who do take up illusion magic (and the orb of deception form of implement mastery) are formidable masters of their craft.

Prismatic Wall — Wizard Attack 29

You draw your hands apart to form a mystic rainbow, which grows into a wall of shimmering colors.

Daily ✦ Arcane, Conjuration, Fire, Implement, Poison
Standard Action **Area** wall 10 within 10 squares
Effect: You conjure a wall of contiguous squares filled with many-colored light that lasts until the end of your next turn. The wall can be up to 5 squares high. Entering a square occupied by the wall costs 1 extra square of movement. The wall blocks line of sight.

You can make the following attack, using a square within the zone as the origin square.

Opportunity Action **Close** burst 1
Trigger: A creature starts its turn inside the wall or adjacent to the wall or moves through it
Attack: Intelligence vs. Fortitude, Reflex, Will
Target: The triggering creature in burst
Hit (Fortitude): 3d4 + Intelligence modifier poison damage, and you teleport the target 5 squares.
Hit (Reflex): 2d6 + Intelligence modifier fire damage, and ongoing 10 fire damage (save ends).
Hit (Will): The target is dazed (save ends).
Sustain Minor: The wall persists.
Special: You make one attack roll per target and compare that 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 roll a saving throw against each condition or instance of ongoing damage separately.

Summon Living Mountain — Wizard Attack 29

You part the planar walls to call a sentient mass of living rock from the Elemental Chaos. It emerges to crush your foes beneath its granite feet.

Daily ✦ Arcane, Implement, Summoning
Minor Action **Ranged** 20
Effect: You summon a Huge living mountain in a 3-square-by-3-square unoccupied space within range. The living mountain has a speed of 3. It has a +4 bonus to AC and a +4 bonus to Fortitude. You can give the living mountain the following special commands.

✦ **Standard Action:** Melee 3; targets one creature; Intelligence vs. Fortitude; 2d8 + Intelligence modifier damage, and the target is knocked prone.

✦ **Standard Action:** Close burst 5; targets enemies only; Intelligence vs. Fortitude; 1d10 + Intelligence modifier damage, and the target is knocked prone.

✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Fortitude; 2d8 + Intelligence modifier damage.

Visions of Wrath — Wizard Attack 29

With blood-curdling cries, your enemies fall upon each other.

Daily ✦ Arcane, Illusion, Implement
Standard Action **Area** burst 2 within 20 squares
Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: The target is dominated (save ends). If you do not compel the target to make any attack rolls during its turn, it automatically saves to end this condition at the end of that turn. If you compel the target to make any attack rolls but it does not hit any creatures, it automatically fails saving throws against this condition until the start of its next turn.
Miss: The target is stunned until the end of your next turn.

NEW PARAGON PATHS

ARCANE WAYFARER

"Distance is an illusion, a construction of the mind shackled to the physical world."

Prerequisite: Wizard

Time and space are barriers to most creatures. Only gods, primordials, and legendary beings can break down those barriers. And—perhaps—people like you.

You have already learned several powers that allow you to instantaneously travel between two nearby points. But now, as an arcane wayfarer, you see more clearly into the mechanism behind teleportation. As your knowledge grows, you teleport as naturally and easily as you walk, moving from spot to spot by flexing your mind instead of your muscles. You don't restrict this knowledge to yourself; you also enjoy targeting others with spatial effects, sending friends to safety and transporting foes into dangerous locations.

Although time yet remains beyond your grasp, you know that space is not insurmountable, as most believe it to be. Indeed, sometimes the shortest distance between two locations is not a straight line.



ARCANE WAYFARER PATH FEATURES

Blink Strike (11th level): Whenever you score a critical hit with a wizard attack power, you can also teleport the target 4 squares.

Wayfarer's Action (11th level): When you spend an action point to take an extra action, you can also teleport 4 squares as a free action.

Wayfarer's Step (16th level): You gain teleport 2 as an additional movement mode.

ARCANE WAYFARER SPELLS

Hammerfall Step — Arcane Wayfarer Attack 11

You transport both enemies and allies. Your allies experience a pleasant trip to safety; your enemies end up in jeopardy.

Encounter ✦ Arcane, Implement, Teleportation
Standard Action **Close** blast 5
Target: Each enemy in blast
Attack: Intelligence vs. Fortitude
Hit: 2d6 + Intelligence modifier damage, and you teleport the target 3 squares.
Effect: You teleport each ally in the blast 3 squares.

Wayfarer's Evasion — Arcane Wayfarer Utility 12

As your foe's weapon falls upon you, you suddenly whisk away.

Daily ✦ Arcane, Teleportation
Immediate Interrupt **Personal**
Trigger: You are hit or missed by an attack
Effect: You teleport 10 squares.

Terrifying Journey — Arcane Wayfarer Attack 20

You send your enemies . . . elsewhere. Somewhere terrible.

Daily ✦ Arcane, Implement, Teleportation
Standard Action **Area** burst 1 within 20 squares
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: 3d6 + Intelligence modifier damage, and the target is teleported to an interplanar space (save ends). While in the interplanar space, the target cannot take actions and cannot be targeted. On a save, it returns to the space it was last in. If that space is occupied, the target returns to the nearest unoccupied space of its choice.
Miss: Half damage, and the creature is dazed (save ends).

Bonded Summoner

"To me, my servants! You shall share in my strength and in my victory."

Prerequisite: Wizard

You are fascinated by the magic of summoning and conjuration. The power of the planes draws you almost as strongly as your own arcane strength pulls the creatures you call to your side. You form a stronger link than others with the creatures you summon, granting you increased control over them. This closer communication even allows you to manipulate the boundaries between planes. You are a beneficent master, though, and you imbue your summoned servants with greater vitality–in exchange for even more dedicated service.



JAMES ZHANG

Bonded Summoner Path Features

Summoner's Slip (11th level): Whenever you use an arcane power that has the conjuration or summoning keyword, you can teleport 2 squares as a free action after using the power.

Summoner's Action (11th level): When you spend an action point to take an extra action, as a free action you can issue one minor action command to each of your summoned creatures.

Summoner's Might (16th level): Creatures you summon gain regeneration 10.

Bonded Summoner Spells

Planar Gateway — Bonded Summoner Attack 11

You create a rift between the planes, drawing raw power through it that tumbles your enemies about like skittles.

Encounter ✦ Arcane, Conjuration, Implement
Standard Action **Ranged** 10
Effect: You conjure a planar gateway that occupies 1 square within range and lasts until the end of your next turn. You can make the following attack, using the gateway's square as the origin square.
Free Action **Close** burst 1
Trigger: A creature starts its turn in the planar gateway or enters a square adjacent to the planar gateway
Target: The triggering creature in burst
Attack: Intelligence vs. Reflex
Hit: 3d6 + Intelligence modifier damage, and you slide the target 3 squares.

Enduring Summons — Bonded Summoner Utility 12

You call on the power of the planes to surge through your summoned creature, ensuring its survival.

Encounter ✦ Arcane, Healing
Minor Action **Ranged** 10
Target: One creature you summoned
Effect: The target regains hit points equal to your healing surge value.

Summon Bonded Protector — Bonded Summoner Attack 20

You call a massive humanoid-shaped statue of metal and stone that pounds your foes and forces them away from you.

Daily ✦ Arcane, Implement, Summoning, Teleportation
Minor Action **Ranged** 20
Effect: You summon a Large bonded protector in an unoccupied 2-square-by-2-square space within range. The bonded protector has reach 2 and a speed of 5. It has a +4 bonus to AC and a +4 bonus to Will. You can give the bonded protector the following special commands.
✦ **Standard Action:** Close blast 3; targets each creature in blast; Intelligence vs. Reflex; 2d4 + Intelligence modifier damage, and the target is dazed (save ends).
✦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence vs. Reflex; 2d6 + Intelligence modifier damage, and the target is knocked prone. The bonded protector can make this opportunity attack against a creature that attacks you or that attacks a creature you summoned.
✦ **Minor Action:** You and the bonded protector swap positions.

Hermetic Saboteur

"Drive them into the alcove. I've arranged a little welcome for them there."

Prerequisite: Wizard

Few things please you more than creating nasty magical surprises for your foes. Although your traps are illusory, they are no less deadly to foes who stumble into them. As well, you love to add your own arcane flourishes to mundane traps, catching enemies off guard when they believed themselves safe. Admittedly, you might take unseemly glee in your phantasmal pyrotechnics. But wreaking havoc is so much fun!

Still, you must not incur your companions' wrath by scattering such deadly tricks too liberally, or putting them where they could be triggered by accident. So you are careful . . . as careful as a saboteur can be.



Hermetic Saboteur Path Features

Attune Target (11th level): Once per encounter, when you use a wizard power that is a blast, a burst, or a wall, you can choose one square within 20 squares of you as that power's origin square instead of its normal origin square.

Saboteur's Action (11th level): When you spend an action point to use an area or close wizard attack power, all targets of that power grant combat advantage to you until the end of your next turn.

Adjust Attunement (16th level): All targets of attack powers affected by your Attune Target path feature grant combat advantage to you until the end of your next turn, regardless of whether those targets were hit or missed by your attacks.

Hermetic Saboteur Spells

Psychic Detonations Hermetic Saboteur Attack 11

You tap on the floor, and three illusory traps are set under the feet of your enemies.

Encounter ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged** 10
Effect: You bring into being three illusory traps in three separate squares that last until the end of your next turn. Each trap can make the following attack the first time it is triggered.
Opportunity Action **Close** burst 1
Trigger: A creature starts its turn in or moves adjacent to a square containing a trap
Target: The triggering creature
Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier psychic damage, and the target is knocked prone.
Special: Triggering this attack is considered triggering a trap for the purpose of your *sabotage trap* power.

Sabotage Trap Hermetic Saboteur Utility 12

Sometimes the wrong person triggers the trap. Fortunately, you have an answer for that.

Encounter ✦ Arcane, Teleportation
Immediate Interrupt **Ranged** 10
Trigger: A creature triggers a trap within range
Primary Target: The triggering creature
Secondary Target: A different creature within 10 squares of the primary target
Effect: The primary target and secondary targets swap positions, and the secondary target is considered to have triggered the trap. If the secondary target is you or an ally, he or she gains a +4 bonus to all defenses against that trap's attacks until the end of the secondary target's next turn.

Saboteur's Ward Hermetic Saboteur Attack 20

You have a punishing response to those who are foolish enough to attack you.

Daily ✦ Arcane, Implement, Psychic, Zone
Standard Action **Close** burst 10
Effect: The burst creates a zone of warding magic that lasts until the end of your next turn. You can make the following attack, using a square within the zone as the origin square.
Opportunity Action **Close** burst 10
Trigger: A creature in burst makes an attack roll against you
Target: The triggering creature
Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier psychic damage.
Effect: The target is dazed (save ends).
Special: Triggering this attack is considered triggering a trap for the purpose of your *sabotage trap* power.
Sustain Minor: The zone persists. When you move, the zone moves with you, remaining centered on you, unless you used your Attune Target path feature to change the origin square of the burst. In that case, you can move the zone 5 squares as a move action.

WOODROW J. HINTON III

Rimetongue Caller

"It takes a cold heart to wield such power."

Prerequisites: Wizard, Primordial language

Summoned creatures can always be improved upon. Other arcane paths, such as the bonded summoner, deal with infusing magical energy into summoning spells to create a more perfect arcane cohort, but your way seeks the mastery of elemental cold. Using Primordial words of power, you have learned to enhance each summoned servitor with the essence of primordial ice.

This influx of wintery power is not confined to just those creatures you summon; it has also transformed your nature into something more elemental. You have adopted the innate abilities and resistance of primordial cold. Your skin, as well as the outward appearance of your summoned creatures, takes on an ice-blue pallor, and your hair becomes a shock of snow-white strands. Even your arcane flames burn with a rimefire blue color.

Rimetongue Caller Path Features

Winter's Embrace (11th level): You and your summoned creatures gain resist 3 cold; any existing resistance to cold instead increases by 3. This resistance stacks with other resistance to cold granted by powers or effects.

At 21st level, this resistance improves to 5 (or increases by 5).



DAN SCOTT

Blizzard's Action (11th level): When you spend an action point to take an extra action, each enemy adjacent to you takes 5 cold damage and is slowed until the end of your next turn.

At 21st level, the cold damage increases to 10.

Frostbite Summoning (16th level): Creatures you summon gain the *frostbite* aura, described below.

Frostbite (Cold) aura 1; each creature that ends its turn within the aura takes 10 cold damage.

Rimetongue Caller Spells

Wall of Winter — Rimetongue Caller Attack 11

Issuing words of Primordial from frost-covered lips, you conjure an unstable wall of elemental ice and wind.

Encounter ✦ Arcane, Cold, Conjuration, Implement
Standard Action **Area** wall 5 within 20 squares
Effect: You conjure a wall of contiguous squares filled with frost and raging wind that lasts until the end of your next turn. The wall can be up to 4 squares high.

Each creature that starts its turn adjacent to the wall takes 1d8+ your Intelligence modifier cold damage. If a creature moves into the wall's space or starts its turn there, it takes 2d8 + your Intelligence modifier cold damage, and it is slowed (save ends). Entering a square occupied by the wall costs 1 extra square of movement. The squares occupied by the wall are heavily obscured, and the wall blocks line of sight.

Icy Calling — Rimetongue Caller Utility 12

You infuse your summoning with the essence of an ice mote of the Primordial Chaos.

Encounter ✦ Arcane, Cold
Free Action **Personal**
Effect: The next creature you summon before the end of your turn is immune to cold and deals 1d6 extra cold damage with each attack.

Summon Rimefire Brute — Rimetongue Caller Attack 20

A giant of carved ice and frostfire strides from an elemental gateway, and your enemies tremble with cold and fear.

Daily ✦ Arcane, Cold, Implement, Summoning
Minor Action **Ranged** 20
Effect: You summon a Large rimefire brute in an unoccupied 2-square-by-2-square space within range. The rimefire brute has reach 2 and a speed of 5. It has a +2 bonus to AC and a +4 bonus to Fortitude. You can give the rimefire brute the following special commands.

✦ **Standard Action:** Reach 2; targets one creature; Intelligence vs. AC; 2d10 + Intelligence modifier cold damage, and the target is knocked prone.

✦ **Standard Action (1/encounter):** Close blast 3; targets each creature in blast; Intelligence vs. Fortitude; 2d8 + Intelligence modifier cold damage, and the target is immobilized (save ends).

✦ **Opportunity Attack:** Intelligence vs. AC; 2d10 + Intelligence modifier cold damage.

Special: The *frostbite* aura of a rimefire brute you summon has a range of 2 squares instead of 1.

Unseen Mage

"Have you ever met someone who wasn't there?"

Prerequisite: Wizard

To see but go unseen, to affect the world but remain unaffected by it—this ability is at the heart of true magical power. Thus you have devoted yourself to the *art of invisibility, rendering your body as transpar*ent as a window without smear or blemish, through which no hint of your presence can be detected. You are an unseen mage; there is no stopping you. Or, more important, seeing you.

Since you can vanish with great alacrity and facility, you must learn to watch your step to avoid being trampled by your own allies. Even walking invisibly in the street requires constant vigilance, lest some carriage or palanquin unknowingly run you down. And with such great power comes the potential for abuse, against which you must be vigilant.

Unseen Mage Path Features

Enhanced Invisibility (11th level): Whenever you use an arcane power that turns you invisible, roll a d20 at the end of the invisibility's duration. On a roll of 10 or higher, you instead remain invisible until the end of your next turn or until you make an attack roll.



Unseen Action (11th level): *When you use an* action point to take an extra action, you become invisible until the end of your next turn.

Unseen Advantage (16th level): Whenever you use an aracne attack power and hit a target that cannot see you, you deal 1d6 extra damage to the target.

Unseen Mage Spells

Vanishing Act — Unseen Mage Attack 11

You strike, and in the wink of an eye, are gone.

Encounter ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Ranged** 10
Target: One creature
Attack: Intelligence vs. Will
Hit: 3d6 + Intelligence modifier psychic damage.
Effect: You become invisible until the start of your next turn.

Guillaume's Veil — Unseen Mage Utility 12

You make a series of mystical passes, and you and your companions fade from view.

Daily ✦ Arcane, Illusion, Zone
Minor Action **Close** burst 2
Target: You and each ally in burst
Effect: The target gains invisibility until the end of your next turn or until he or she hits or misses with an attack. The burst creates a zone of invisibility that lasts until the end of your next turn. Whenever you or an ally ends his or her turn within the zone, that individual becomes invisible until the end of his or her next turn or until he or she hits or misses with an attack.
Sustain Minor: The zone persists. As a move action, you can move the zone 4 squares.

Vanishing Legion — Unseen Mage Attack 20

You sweep your hands and lash your enemies with a devastating attack, then collect its residual energy to cloak your allies.

Daily ✦ Arcane, Illusion, Implement, Psychic
Standard Action **Area** burst 1 within 10 squares
Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: 3d10 + Intelligence modifier psychic damage.
Miss: Half damage.
Effect: You and your allies within 10 squares become invisible to the target (save ends).

Guillaume the Unseen

Archmages are rare wonders of the wizardly profession; few mortals have both the drive and the luck to reach the heights of arcane spellcraft. And only one, Guillaume the Unseen, was so fascinated by the concept of invisibility that he retired to his sanctum sanctorum at the end of a long and storied career to focus on that type of magic. The fruit of his study sometimes makes its way into the world in the form of seemingly blank parchments bearing the Guillaume crest. Legends say that those who can reveal the pages' hidden messages can learn great secrets about invisibility.

Weaver of Chance

"There is no great design or higher purpose. All is happenstance."

Prerequisite: Wizard

You appreciate the cosmos for what it is: a senseless place where mad gods play, primordials cavort, and wizards can make their mark. You understand that the world and its echo planes are not the result of deliberate design but of uncounted eons of slow iteration.

In a universe where gods control the fate of souls, weave the threads of destiny, and embody overarching principles, few find your philosophy reasonable. Some might even think you mad. But you have no illusions about ultimate meaning or purpose. If anything, your morality is purer: You perform acts of goodness not because you follow a code or seek some greater purpose, but because you choose to do so.

Weaver of Chance Path Features

Channel Entropy (11th level): You can store and channel the entropic flux that surrounds you. This barely controlled chaos is represented by a pool of entropy points. Your pool has 0 entropy points at the end of a short rest or an extended rest. Whenever you roll a natural 20 on any d20 roll, you add 1 entropy point to this pool. Whenever you roll a natural 1 on any d20 roll, you subtract 1 entropy point from the pool (to a minimum of 0).



JASON ENGLE

Once per round, when you roll a d20 and dislike the result, you can spend any number of entropy points from your pool to gain a bonus to that roll of +1 per point spent. If you have spent entropy points since the start of your turn, you cannot spend more until the start of your next turn.

Entropic Action (11th level): When you spend an action point to take an extra action, you can roll a d6. If the roll is an even number, you add that many entropy points to your pool and teleport that many squares. If the roll is an odd number, you subtract that many entropy points from your pool (to a minimum of 0) and teleport an enemy within 5 squares of you that many squares.

Play the Odds (16th level): Once per encounter as a free action, before you make an attack roll using an arcane attack power, you can roll a d6 and add the result to that attack roll. If the attack hits, it deals 2d6 extra damage and you add entropy points to your pool equal to the d6 roll. If it misses, you take 2d6 + your Intelligence modifier damage, and you subtract entropy points from your pool equal to the d6 roll.

Weaver of Chance Spells

Entropic Reshuffling — Weaver of Chance Attack 11

You distort probability with ripples of randomness that flow through your enemies, causing them to behave unpredictably.

Encounter ✦ Arcane, Implement
Standard Action — **Close** blast 5
Target: Each creature in blast
Attack: Intelligence vs. Will
Hit: 3d6 + Intelligence modifier damage. If you rolled an even number on the attack roll, you slide the target 3 squares. If you rolled an odd number on the attack roll, you push the target 3 squares.

Agency of Chance — Weaver of Chance Utility 12

You are shrouded by the essence of chance, which distorts every spell you cast.

Encounter ✦ Arcane
Minor Action — **Personal**
Effect: Until the end of your next turn, you add 1 entropy point to your pool whenever you roll a natural 10 or higher on a d20, and you subtract 1 entropy point from your pool whenever you roll a natural 9 or lower on a d20.

Random Spell — Weaver of Chance Attack 20

You tap into the random forces of the cosmos to make something happen. What that might be, not even you know.

Daily ✦ Arcane, Implement; Varies
Minor Action — **Personal**
Effect: You gain a single use of one of the following wizard powers. Roll a d6 to determine the power from the list below. Alternatively, you can spend 2 entropy points to choose one of the powers on the list. You must use the power before the end of the encounter, or it is lost.

1—*Prismatic beams*
2—*Acid wave*
3—*Cloudkill*
4—*Disintegrate*
5—*Evard's black tentacles*
6—*Prismatic spray*

CHAPTER 6

Arcane Options



IN THE DUNGEONS & DRAGONS game, more options mean more fun. This chapter focuses on expanding the choices that allow you to customize your arcane character. With few exceptions (such as the multiclass feats), the options here are solely for such PCs.

Many characters of an arcane bent are especially fond of collecting rituals, whether in books or on scrolls, to expand their magical repertoire. And like any other character, your arcane character is likely interested in discovering new feats. What arcane character won't at least consider the idea of having a familiar, a magical entity to serve as one's faithful friend? Last but not least, every character who survives long enough might eventually gravitate to a special destiny, perhaps one of epic proportions.

This chapter includes the following material.

- **New Feats:** A feat improves an ability, power, feature, or trait you already have, and a few provide abilities that are characteristic of other classes.
- **Familiars:** A familiar is a spirit you have allied with and beome the master of. All familiars possess some amount of arcane knowledge.
- **Epic Destinies:** An epic destiny isn't merely about acquiring even more power. It is more about defining your place in the universe. This chapter offers several more epic destinies for your arcane character to choose from.
- **Tomes:** A tome is a thick book packed with arcane knowledge about the casting of spells. Some classes can use tomes as implements.
- **Rituals:** Complex ceremonies that create magical effects not designed for combat, rituals can be performed by a wide variety of classes. However, the rituals described in this book are best suited to arcane characters. The *Player's Handbook* covers the basics of ritual casting; the rituals described in this chapter further expand your capabilities.
- **Arcane Backgrounds:** This section provides several brief character backgrounds you can use or adapt to your own arcane character.

CHIPPY



NEW FEATS

Feats offer a remarkable opportunity to customize your character. These feats focus on arcane activity and providing interesting options for arcane characters.

You must meet a feat's prerequisites, if any, to take the feat. If you ever lose a prerequisite for a feat (for example, if you use the retraining system to replace training in a prerequisite skill with training in a different skill), you can't use that feat thereafter. A feat that has a class as a prerequisite is available only to members of that class, including characters who have joined the class through a class-specific multiclass feat.

Familiar Feats

Familiar feats give arcane characters the ability to gain a special type of spirit companion that accompanies them as a friend and cohort. Some of these feats have powers associated with them, which follow the feat description. The complete rules for familiars and the associated feats are found beginning on page 137.

Heroic Tier Feats

Any feat in this section is available to a character of any level who meets the prerequisites. Heroic tier feats and multiclass feats are the only feats you can take if you are 10th level or lower.

Accursed Coordination

Prerequisite: Warlock, Warlock's Curse class feature

Benefit: You can place your Warlock's Curse on a creature that is already affected by another character's Warlock's Curse. In addition, you have combat advantage against any creature affected by more than one Warlock's Curse.

Arcane Fire

Prerequisite: Int 13, any arcane class

Benefit: When you hit a target with an arcane fire power, that target gains vulnerable 5 cold against the first arcane attack power you use against it before the end of your next turn.

Arcane Fury

Prerequisite: Half-orc, any arcane class

Benefit: When you use your *furious assault* racial power to deal extra damage to the target of an area or close arcane power, you deal the extra damage to all targets you hit with the power, not just one.

Arcane Implement Proficiency

Prerequisite: Any arcane class

Benefit: Choose a kind of implement associated with any arcane class other than your own. You can use that kind of implement with your arcane powers.

If that implement is also a weapon, you do not add the weapon's proficiency bonus to attack rolls made while you wield it as an implement.

Arcane Reserves

Prerequisite: Human, any arcane class

Benefit: If all your arcane encounter attack powers are expended, you gain a +2 bonus to damage rolls with your arcane at-will attack powers until the end of the encounter or until you regain the use of one of your arcane encounter attack powers.

Careful Summoner

Prerequisite: Con 13, wizard

Benefit: Creatures created by your arcane summoning powers gain a +1 bonus to all defenses.

Closing Advantage

Prerequisite: Swordmage

Benefit: When you use a ranged or area swordmage attack power and hit an enemy, you gain a +1 bonus to attack rolls and damage rolls with melee swordmage attack powers until the end of your next turn.

Combat Casting

Prerequisite: Swordmage

Benefit: When you use a melee swordmage attack power and hit an enemy, your ranged and area swordmage attack powers don't provoke opportunity attacks until the end of your next turn.

Combat Virtuoso

Prerequisite: Bard

Benefit: When you use any attack power gained through a multiclass feat, paragon multiclassing, or the half-elf's Dilettante racial feature, you can use Charisma for the power's attack rolls rather than the ability score normally used to make the attack. You still determine damage normally.

Curse of Io's Blood

Prerequisite: Dragonborn, warlock, Warlock's Curse class feature

Benefit: While you are bloodied, you add 1 + your Strength modifier to the damage dealt by your Warlock's Curse.

Cursed Advantage

Prerequisite: Drow, warlock, Warlock's Curse class feature

Benefit: You gain combat advantage against bloodied enemies cursed by you.

Darkfire Implement

Prerequisite: Drow, any arcane class

Benefit: When you hit a target with your *darkfire* racial power and you are wielding an implement usable by your arcane class, your *darkfire* also deals damage to that target equal to twice the implement's enhancement bonus.

Destructive Wizardry

Prerequisite: Dex 13, wizard

Benefit: When you use an arcane attack power and hit two or more creatures, you gain a +2 bonus to that power's damage rolls.

This bonus increases to +3 at 11th level and to +4 at 21st level.

Dooming Action

Prerequisite: Warlock, Warlock's Curse class feature

Benefit: When you spend an action point to take an extra action and you have already dealt your Warlock's Curse extra damage during your current turn, you can deal the extra damage a second time during this turn.

Draconic Spellcaster

Prerequisite: Dragonborn, any arcane class

Benefit: You gain a +1 feat bonus to attack rolls when you use an arcane power that deals the same damage type as your breath weapon. The bonus increases to +2 at 15th level and to +3 at 25th level.

Empowering Shadows

Prerequisite: Warlock, Shadow Walk class feature

Benefit: When you have concealment from your Shadow Walk, you gain a +1 bonus to damage rolls.

Dual Implement Spellcaster

Prerequisite: Dex 13, any arcane class

Benefit: When you use an arcane attack power and you are wielding a magic implement in each hand, you can add the off-hand implement's enhancement bonus to damage rolls.

Both of your implements must be usable with this power, and you must be capable of wielding both implements, to gain this benefit.

Eladrin Sword Wizardry

Prerequisite: Dex 13, eladrin, wizard

Benefit: You can wield a longsword as an implement when using wizard powers. Your longsword adds its enhancement bonus to attack rolls and damage rolls and any extra damage granted by a property (if applicable) when used as an implement. You do not gain your weapon proficiency bonus to the attack roll when you use your longsword as an implement.

If you have any feats or class features that apply a benefit when you wield a wand, you can also apply these benefits when you wield a longsword. If such benefits apply to attacks, they apply only when you use the longsword as an implement for a wizard attack power.

Eladrin Swordmage Advance

Prerequisite: Eladrin, swordmage

Benefit: When you use your *fey step* racial power to teleport to a square adjacent to an enemy, you can make a melee basic attack against that enemy as a free action.

Elemental Blade Attunement

Prerequisite: Genasi, swordmage

Benefit: When you use a swordmage power that has the acid, cold, fire, lightning, or thunder keyword, you gain a +1 feat bonus to damage rolls.

This bonus increases to +2 at 11th level and to +3 at 21st level.

Elemental Echo

Prerequisite: Genasi, any arcane class

Benefit: When you use the genasi racial power associated with your elemental manifestation, you gain a +1 bonus to attack rolls and a +2 bonus to damage rolls with arcane powers until the end of your next turn. The bonus to damage rolls increases to +4 at 11th level and to +6 at 21st level.

Elemental Empowerment

Prerequisite: Genasi, wizard

Benefit: When you use a wizard power that has the acid, cold, fire, lightning, or thunder keyword, you add your Strength modifier to damage rolls.

Elven Arcane Precision

Prerequisite: Elf, any arcane class

Benefit: You can use your *elven accuracy* racial power to reroll the attack rolls of a single arcane attack power against every target you choose.

Enlarge Spell

Prerequisite: Wis 13, wizard

Benefit: Before using an arcane attack power, you can choose to take a -2 penalty to each die of damage rolled with the power to increase the size of its blast or its burst by 1.

You can't use this feat on a power that doesn't roll dice for damage.

HEROIC TIER FEATS

Any Arcane Class	Prerequisite	Benefit
Arcane Fire	Int 13, any arcane class	Target hit with fire power gains vulnerability to cold
Arcane Fury	Half-orc, any arcane class	Deal extra *furious assault* damage to multiple targets
Arcane Implement Proficiency	Any arcane class	Gain new arcane implement
Arcane Reserves	Human, any arcane class	+2 to damage with at-will powers when encounter powers are expended
Darkfire Implement	Drow, any arcane class	Darkfire deals twice implement damage
Draconic Spellcaster	Dragonborn, any arcane class	+1 to attacks that have same damage type as your breath weapon
Dual Implement Spellcaster	Dex 13, any arcane class	Add off-hand implement enhancement to damage rolls
Elemental Echo	Genasi, any arcane class	+1 to attack, +2 to damage after using racial power
Elven Arcane Precision	Elf, any arcane class	Reroll elven accuracy against all targets of a power
Fanged Magic	Longtooth shifter, any arcane class	Deal extra damage while longtooth shifting
Magic of the Ages	Deva, any arcane class	+1 to attack roll with memory of a thousand lifetimes
Magic of the Mists	Gnome, any arcane class	Retain fade away effect when you attack
Mountain Hammer Spellcasting	Goliath, any arcane class	Ignore resistances after using stone's endurance
Nimble Spellcaster	Halfling, Dex 13, any arcane class	Area arcane powers don't provoke opportunity attacks
Predatory Magic	Razorclaw shifter, any arcane class	Shift as free action while razorclaw shifting
Rune-Scribed Soul	Dwarf, any arcane class	+1 to attacks, bonus to damage after using second wind
Twist the Arcane Fabric	Eladrin, any arcane class	Fey step an ally out of your power's area of effect
Wrathful Magic	Tiefling, any arcane class	Use *infernal wrath* against missed target

Bard Feat	Prerequisite	Benefit
Combat Virtuoso	Bard	Use Charisma for attack rolls of all multiclass powers
Extended Prescience	Bard, Virtue of Prescience	Ally's bonus to defense lasts longer
Feyborn Charm	Eladrin or gnome, bard	Bonus to attack and damage with charm powers, +1 to Bluff, Diplomacy
Friendly Deception	Bard, words of friendship	Apply words of friendship bonus to Bluff check
Infernal Clamor	Tiefling, bard	Allies gain +1 to attack against infernal wrath target
Infuriating Escape	Halfling, bard	Enemy grants combat advantage after second chance
Prescient Fortification	Bard, Virtue of Prescience	Ally gains greater bonus to his or her defense
Rousing Voice	Human, bard	Ally who uses second wind gains temporary hit points

Sorcerer Feat	Prerequisite	Benefit
Focusing Spellfury	Sorcerer	+2 to damage after hitting multiple foes with at-will power
Rising Spellfury	Sorcerer	+1 to attack after hitting single enemy with at-will power
Sorcerous Assassin	Drow, sorcerer	+2 to damage with poison or psychic powers, +1 Stealth
Student of the Cosmos	Sorcerer, Cosmic Magic	Gain additional benefit based on your current phase
Tempest Magic	Sorcerer, Con 13, Dex 13, Storm Magic	Extra damage with lightning or thunder powers
Triggered Chaos	Halfling, sorcerer, Wild Magic	Shift or slide an enemy after using second chance
True Dragon's Soul	Dragonborn, sorcerer, Dragon Magic	+1 to defenses after being bloodied, breath weapon ignores resistance
Warding Soul	Half-elf, sorcerer, Spell Source	Adjacent allies gain your resistances

Extended Prescience

Prerequisite: Bard, Virtue of Prescience class feature

Benefit: When you use your Virtue of Prescience to grant a power bonus to an ally's defense, that bonus lasts until the end of the ally's next turn.

Fanged Magic

Prerequisite: Longtooth shifter, any arcane class

Benefit: Each time you hit with a ranged arcane attack power while you are under the effect of your *longtooth shifting* racial power, one enemy adjacent to the target takes 2 damage. This damage increases to 4 at 11th level and to 6 at 21st level.

HEROIC TIER FEATS (CONTINUED)

Swordmage Feat	Prerequisite	Benefit
Closing Advantage	Swordmage	+1 to melee attacks and damage after hitting with a ranged or area power
Combat Casting	Swordmage	Ranged and area attacks don't provoke after hitting with a melee power
Eladrin Swordmage Advance	Eladrin, swordmage	Make basic attack after fey step
Elemental Blade Attunement	Genasi, swordmage	+1 to damage with acid, cold, fire, lightning, or thunder powers
Grasping Ensnarement	Swordmage, aegis of ensnarement	Target of aegis is slowed
Immortal Warding	Deva, swordmage, Swordmage Warding	Swordmage Warding persists while you're unconscious, resistance bonus
Improved Swordmage Warding	Dex 13, swordmage, Swordmage Warding	Increase AC bonus from Swordmage Warding
Risky Aegis	Human, swordmage, Swordmage Aegis	+2 to attacks and damage against target affected by aegis

Warlock Feat	Prerequisite	Benefit
Accursed Coordination	Warlock, Warlock's Curse	Place your curse on a creature already cursed by another
Curse of Io's Blood	Dragonborn, warlock, Warlock's Curse	Deal extra damage with curse when bloodied
Cursed Advantage	Drow, warlock, Warlock's Curse	Gain combat advantage against cursed enemies
Dooming Action	Warlock, Warlock's Curse	Deal curse damage again with action point
Empowering Shadows	Warlock, Shadow Walk	+1 to damage when you have concealment
Reckless Curse	Human, warlock, Warlock's Curse	+1 to attack against cursed creatures
Vengeful Curse	Tiefling, warlock, Warlock's Curse	Curse enemy that hits you as immediate reaction
Vestige Adept	Warlock, Vestige Pact	Change your vestige after pact boon is triggered

Wizard Feat	Prerequisite	Benefit
Careful Summoner	Con 13, wizard	Summoned creatures gain +1 to defenses
Destructive Wizardry	Dex 13, wizard	+2 to damage if you hit two or more creatures
Eladrin Sword Wizardry	Dex 13, eladrin, wizard	Use longsword as implement with wizard powers
Elemental Empowerment	Genasi, wizard	Add Strength modifier to damage with keyword powers
Enlarge Spell	Wis 13, wizard	-2 to damage to increase size of blast or burst
Gnome Phantasmist	Gnome, wizard	+1 to attack and damage with illusion powers
Phantom Echoes	Cha 13, wizard	Gain combat advantage against target hit by illusion power
Remembered Wizardry	Wis 13, deva, wizard	Add additional daily and utility powers to spellbook

Feyborn Charm

Prerequisite: Eladrin or gnome, bard

Benefit: When you use an arcane charm power, you gain a +1 feat bonus to attack rolls and damage rolls. The bonus increases to +2 at 15th level and to +3 at 25th level.

You also gain a +1 feat bonus to Bluff checks and Diplomacy checks.

Focusing Spellfury

Prerequisite: Sorcerer

Benefit: When you use a sorcerer at-will attack power and hit two or more enemies, you gain a +2 bonus to damage rolls with ranged and melee attack powers until the end of your next turn.

Friendly Deception

Prerequisite: Bard, *words of friendship* power

Benefit: When you use *words of friendship*, you can apply the power bonus to a Bluff check instead of a Diplomacy check.

Gnome Phantasmist

Prerequisite: Gnome, wizard

Benefit: When you use an arcane illusion power, you gain a +1 feat bonus to attack rolls and damage rolls. The bonus increases to +2 at 15th level and to +3 at 25th level.

Grasping Ensnarement

Prerequisite: Swordmage, *aegis of ensnarement* power

Benefit: When you use *aegis of ensnarement* to teleport an enemy, that enemy is also slowed until the end of your next turn.

Immortal Warding

Prerequisite: Deva, swordmage, Swordmage Warding class feature

Benefit: Your Swordmage Warding remains active even while you are unconscious.

Add the bonus to AC granted by your Swordmage Warding to the necrotic resistance and radiant resistance granted by your Astral Resistance racial trait.

Improved Swordmage Warding

Prerequisite: Dex 13, swordmage, Swordmage Warding class feature

Benefit: While you are wearing cloth armor, leather armor, or no armor, the bonus to AC from your Swordmage Warding increases by 1.

Infernal Clamor

Prerequisite: Tiefling, bard

Benefit: When you use your *infernal wrath* racial power, each of your allies who can see you gains a +1 power bonus to his or her next attack roll against the enemy that hit you.

Infuriating Escape

Prerequisite: Halfling, bard

Benefit: When you use your *second chance* racial power and the enemy's second attack roll misses you, that enemy grants combat advantage to the next one of your allies that attacks it before the end of your next turn.

Magic of the Ages

Prerequisite: Deva, any arcane class

Benefit: When you use your *memory of a thousand lifetimes* racial power to add to the attack roll of an arcane power, you gain a +1 bonus to the triggering roll.

Magic of the Mists

Prerequisite: Gnome, any arcane class

Benefit: When you use your *fade away* racial power, making an attack with an arcane power does not end the effect.

Mountain Hammer Spellcasting

Prerequisite: Goliath, any arcane class

Benefit: When you use your *stone's endurance* racial power, your arcane powers ignore your enemies' resistances until the end of your next turn.

Nimble Spellcaster

Prerequisite: Halfling, Dex 13, any arcane class

Benefit: When you use an area arcane power, you do not provoke opportunity attacks from the creatures you target with that power.

Phantom Echoes

Prerequisite: Cha 13, wizard

Benefit: When you use an arcane illusion power and hit a target, you gain combat advantage against that target until the end of your next turn. If the illusion power has an effect that a save can end, you instead gain combat advantage against the target until it saves against that effect.

Predatory Magic

Prerequisite: Razorclaw shifter, any arcane class

Benefit: When you use a close arcane attack power while you are under the effect of your *razorclaw shifting* racial power, you can shift 1 square as a free action before or after using the power.

Prescient Fortification

Prerequisite: Bard, Virtue of Prescience class feature

Benefit: When you use your Virtue of Prescience to grant a power bonus to an ally, increase that bonus by 2.

Reckless Curse

Prerequisite: Human, warlock, Warlock's Curse class feature

Benefit: You gain a +1 bonus to attack rolls against creatures affected by your Warlock's Curse, and creatures affected by your Warlock's Curse gain a +1 bonus to attack rolls against you.

Remembered Wizardry

Prerequisite: Wis 13, deva, wizard

Benefit: Choose one wizard daily attack power and one wizard utility power of every level you know. Add these powers to your spellbook.

Each time you gain a new level of wizard daily attack powers or wizard utility powers, you learn one extra power of that level.

This feat doesn't change the number of daily attack powers or utility powers you can prepare each day.

Rising Spellfury

Prerequisite: Sorcerer

Benefit: When you use a sorcerer at-will attack power and hit only one enemy, you gain a +1 bonus to attack rolls with area and close attack powers until the end of your next turn.

Risky Aegis

Prerequisite: Human, swordmage, Swordmage Aegis class feature

Benefit: When you use the immediate action effect of your Swordmage Aegis against a target marked by you, that target gains combat advantage against you until the end of its next turn, and you gain a +2 bonus to attack rolls and damage rolls against that target until the end of your next turn.

Rousing Voice

Prerequisite: Human, bard

Benefit: When an ally within 10 squares of you uses second wind, he or she gains also temporary hit points equal to your Charisma modifier.

Rune-Scribed Soul

Prerequisite: Dwarf, any arcane class

Benefit: When you use your second wind, you gain a +1 bonus to attack rolls and a bonus to damage equal to your Constitution modifier with arcane powers you use before the end of your turn.

Sorcerous Assassin

Prerequisite: Drow, sorcerer

Benefit: When you have combat advantage against a target, you gain a +2 feat bonus to damage rolls against that target when you use sorcerer powers that have the poison or psychic keyword. This bonus increases to +4 at 11th level and to +6 at 21st level.

You also gain a +1 feat bonus to Stealth checks.

Student of the Cosmos

Prerequisite: Sorcerer, Cosmic Magic class feature

Benefit: You gain an additional benefit based on your current phase in the cosmic cycle.

Phase of the Sun: You gain a +2 feat bonus to initiative checks and Heal checks.

Phase of the Moon: You gain a +2 feat bonus to Bluff checks and Stealth checks.

Phase of the Stars: You gain a +2 feat bonus to Insight checks and Perception checks.

Tempest Magic

Prerequisite: Sorcerer, Con 13, Dex 13, Storm Magic class feature

Benefit: When you use an arcane power that has the lightning or thunder keyword, you gain a +1 feat bonus to damage rolls. While you are bloodied, this bonus becomes +2.

At 11th level, this bonus increases to +2 (or +4 when bloodied). At 21st level, it increases to +3 (or +6 when bloodied).



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Triggered Chaos

Prerequisite: Halfling, sorcerer, Wild Magic class feature

Benefit: When you use your *second chance* racial power, you gain an additional benefit based on the result of the reroll. If the enemy's reroll is an even number, you can slide the enemy 1 square after the attack. If the enemy's reroll is an odd number, you can shift 1 square after the attack.

True Dragon's Soul

Prerequisite: Dragonborn, sorcerer, Dragon Magic class feature

Benefit: The first time you become bloodied during an encounter, you gain a +1 bonus to Fortitude, Reflex, and Will until the end of the encounter.

If your breath weapon deals the same type of damage as the resistance granted by your Dragon Soul, your breath weapon ignores all targets' resistance to that damage type up to the value of your resistance.

Twist the Arcane Fabric

Prerequisite: Eladrin, any arcane class

Benefit: Before you use an area or close arcane power, you can use a free action to expend your *fey step* racial power to teleport an ally rather than yourself. If you do so, select one ally within the area of effect targeted by the arcane power and teleport that ally 3 squares.

Vengeful Curse

Prerequisite: Tiefling, warlock, Warlock's Curse class feature

Benefit: When an enemy hits you, you can use your Warlock's Curse as an immediate reaction against that enemy, even if it is not the enemy nearest to you.

Vestige Adept

Prerequisite: Warlock, Vestige Pact class feature

Benefit: When your vestige pact boon is triggered, as a free action you can choose to change your active vestige to any other vestige that has been an active vestige for you since your last short rest or extended rest.

Warding Soul

Prerequisite: Half-elf, sorcerer, Spell Source class feature

Benefit: Each ally adjacent to you gains any resistance granted by your Spell Source.

Wrathful Magic

Prerequisite: Tiefling, any arcane class

Benefit: When you miss with an arcane attack power, you can use your *infernal wrath* racial power as a free action. You gain the benefits of *infernal wrath* against the target you missed, instead of against an enemy that hit you since your last turn. Treat that target as the enemy that hit you for the purpose of other feats and abilities that modify the effects of *infernal wrath*.

Paragon Tier Feats

A character must be at least 11th level to select any of the feats in the following section.

Arcane Admixture

Prerequisite: 11th level, any arcane class

Benefit: Choose one arcane power that you know, and choose acid, cold, fire, lightning, or thunder. The power now deals that damage type in addition to its normal damage type and gains that keyword.

Each time you gain a level, you can choose to reassign either the power to which this feat's effect applies or the additional damage type applied (or both).

Special: You can take this feat more than once. Each time you select this feat, choose a different power. You can't apply this feat to the same power more than once.

Arcane Ritualist

Prerequisite: 11th level, any arcane class

Benefit: Choose a ritual that you know. Change the key skill of that ritual to Arcana and gain a +2 bonus to skill checks made as part of that ritual.

Each time you learn a new ritual, you can change the ritual affected by this feat to the newly learned ritual.

Special: You can select this feat more than once. Each time you select this feat, choose a different ritual.

Cosmic Spellfury

Prerequisite: 11th level, sorcerer, Cosmic Magic class feature

Benefit: Whenever you hit at least one enemy with a sorcerer at-will attack power, you gain a benefit based on your current phase in the cosmic cycle. This benefit applies after the attack is resolved.

Phase of the Sun: You can roll a saving throw.

Phase of the Moon: You gain concealment until the end of your next turn.

Phase of the Stars: You become insubstantial until the end of your next turn or until you are hit by an attack.

Disheartening Presence

Prerequisite: 11th level, bard

Benefit: While you are conscious and not bloodied, bloodied enemies adjacent to you take a -1 penalty to attack rolls.

Ensnaring Flourish

Prerequisite: 11th level, swordmage, *aegis of ensnarement* power

Benefit: When you use *aegis of ensnarement* to teleport an enemy, you gain a +5 bonus to damage rolls on melee attacks against that enemy until the end of your next turn.

Greater Aegis of Shielding

Prerequisite: 11th level, swordmage, *aegis of shielding* power

Benefit: When you use your *aegis of shielding* to reduce the damage from an enemy's attack, you reduce the damage by an additional 5 points.

Greater Swordmage Warding

Prerequisite: 11th level, Str 13, Con 13, swordmage, Swordmage Warding class feature

Benefit: While your Swordmage Warding is active, you gain a +1 feat bonus to all defenses.

At 21st level, this bonus increases to +2.

Improved Orb of Deception

Prerequisite: 11th level, Cha 15, wizard, Orb of Deception class feature

Benefit: While you wield an orb, any creature you hit with an arcane illusion power grants combat advantage to your next ally who attacks it before the start of your next turn.

Improved Orb of Imposition

Prerequisite: 11th level, Wis 15, wizard, Orb of Imposition class feature

Benefit: Each time a creature you have designated with your Orb of Imposition fails a saving throw against the effect you have specified, it takes damage equal to 5 + your Wisdom modifier.

Improved Staff of Defense

Prerequisite: 11th level, Con 13, Dex 13, wizard, Staff of Defense class feature

Benefit: While you wield a staff, you gain a +1 bonus to Fortitude, Reflex, and Will.

Improved Tome of Binding

Prerequisite: 11th level, Con 15, wizard, Tome of Binding class feature

Benefit: While you wield a tome, creatures created by your arcane summoning powers appear with 10 temporary hit points.

Improved Tome of Readiness

Prerequisite: 11th level, Con 13, Wis 13, wizard, Tome of Readiness class feature

Benefit: After you prepare your daily and utility wizard powers after an extended rest, choose one daily or utility power in your spellbook that you didn't prepare and store this power in your tome.



WOODROW J. HINTON III

PARAGON TIER FEATS

Any Arcane Class	Prerequisite	Benefit
Arcane Admixture	Any arcane class	Add additional damage type to one arcane power
Arcane Ritualist	Any arcane class	Change the key skill of a ritual to Arcana

Bard Feat	Prerequisite	Benefit
Disheartening Presence	Bard	Adjacent enemies take -1 to attacks
Majestic Rescue	Bard, *majestic word*	Grant target of *majestic word* a saving throw
Prescient Aid	Bard, Virtue of Prescience	Ally gains bonus to one attack roll
Song of Inspiration	Bard, Song of Rest	You and allies can spend a healing surge to gain temporary hit points

Sorcerer Feat	Prerequisite	Benefit
Cosmic Spellfury	Sorcerer, Cosmic Magic	Gain additional benefit based on your current phase
Sorcerous Reserves	Sorcerer	+1 to attacks when all daily powers are expended
Sorcerous Vision	Sorcerer	Substitute Arcana check for Perception or Insight
Storm Spellfury	Sorcerer, Storm Magic	Fly 2 squares after hitting with at-will power

Swordmage Feat	Prerequisite	Benefit
Greater Swordmage Warding	Str 13, Con 13, swordmage, Swordmage Warding	+1 to defenses with Swordmage Warding
Ensnaring Flourish	Swordmage, *aegis of ensnarement*	+5 to damage against teleported enemy
Greater Aegis of Shielding	Swordmage, *aegis of shielding*	Aegis reduces enemy's damage by additional 5 points
Vigorous Assault	Swordmage, *aegis of assault*	Gain temporary hp when you teleport

Warlock Feat	Prerequisite	Benefit
Relentless Curse	Warlock, Warlock's Curse	Use curse as free action when cursed enemy drops
Shared Pact	Warlock, Warlock's Curse, any warlock pact	Ally gains benefit of your pact boon
Vestige Versatility	Warlock, Vestige Pact	Access two vestiges at a time

Wizard Feat	Prerequisite	Benefit
Improved Orb of Deception	Cha 15, wizard, Orb of Deception	Creature hit with illusion power grants combat advantage
Improved Orb of Imposition	Wis 15, wizard, Orb of Imposition	Target that fails a saving throw takes extra damage
Improved Staff of Defense	Con 13, Dex 13, wizard, Staff of Defense	+1 to Fortitude, Reflex, and Will
Improved Tome of Binding	Con 15, wizard, Tome of Binding	Summoned creatures have 10 temporary hit points
Improved Tome of Readiness	Con 13, Wis 13, wizard, Tome of Readiness	Access spellbook power during an encounter
Improved Wand of Accuracy	Dex 15, wizard, Wand of Accuracy	Your arcane powers ignore cover

Once per encounter as a free action, you can use this stored power by expending another unused wizard power of the appropriate type (daily or utility) of its level or higher. You must still take the normal action required to use the stored power.

Improved Wand of Accuracy

Prerequisite: 11th level, Dex 15, wizard, Wand of Accuracy class feature

Benefit: While you wield a wand, your arcane powers ignore enemies' cover (but not superior cover).

Majestic Rescue

Prerequisite: 11th level, bard, *majestic word* power

Benefit: When you use *majestic word*, you can grant the target a saving throw in addition to the other effects of the power.

Prescient Aid

Prerequisite: 11th level, bard, Virtue of Prescience class feature

Benefit: When an ally within 10 squares of you misses with an attack roll, you can use your Virtue

of Prescience as an immediate interrupt. That ally gains a power bonus to the attack roll equal to your Wisdom modifier.

Relentless Curse

Prerequisite: 11th level, warlock, Warlock's Curse class feature

Benefit: When an enemy cursed by you is reduced to 0 hit points, you can use your Warlock's Curse as a free action.

Shared Pact

Prerequisite: 11th level, warlock, Warlock's Curse class feature, any warlock pact

Benefit: When your pact boon is triggered, you can designate an ally within 3 squares of you to receive the benefit of the pact boon instead of you.

Song of Inspiration

Prerequisite: 11th level, bard, Song of Rest class feature

Benefit: At the end of any rest during which you use your Song of Rest, you and each ally who can hear you can spend a healing surge. Each character who spends a healing surge in this manner gains temporary hit points equal to 5 + your Charisma modifier, instead of regaining hit points.

Sorcerous Reserves

Prerequisite: 11th level, sorcerer

Benefit: When you have expended all your sorcerer daily attack powers, you gain a +1 bonus to attack rolls with sorcerer at-will attack powers until you regain the use of one of your sorcerer daily attack powers.

Sorcerous Vision

Prerequisite: 11th level, sorcerer

Benefit: Whenever you would make a Perception check or an Insight check, you can make an Arcana check instead.

Storm Spellfury

Prerequisite: 11th level, sorcerer, Storm Magic class feature

Benefit: Whenever you use a sorcerer at-will attack power and hit at least one enemy, you can fly 2 squares as a free action after resolving the attack.

Vestige Versatility

Prerequisite: 11th level, warlock, Vestige Pact class feature

Benefit: Whenever you are allowed to change your vestige, you can choose to have two active vestiges instead of one. When your pact boon is triggered or when you use your *eyes of the vestige* power, you choose which vestige's benefit applies.

If you would ordinarily be required to choose between the two primary vestiges, this feat enables you to have both of them as active vestiges. If you use a daily attack power that gives you access to a new vestige, you can choose for that daily power vestige to replace either of your two active vestiges.

Vigorous Assault

Prerequisite: 11th level, swordmage, *aegis of assault* power

Benefit: When you use your *aegis of assault* to teleport, you gain temporary hit points equal to 3 + your Strength modifier.

Epic Tier Feats

The following feats are available only to characters of 21st level or higher.

Bard Implement Expertise

Prerequisite: 21st level, Con 15, Int 15, Cha 21, bard

Benefit: When you wield a bard implement while using an arcane power, you can score a critical hit on a roll of 19–20.

Binding Ensnarement

Prerequisite: 21st level, swordmage, *aegis of ensnarement* class feature

Benefit: When you use your *aegis of ensnarement* to teleport an enemy, that enemy is immobilized until the end of your next turn.

Charging Aegis

Prerequisite: 21st level, swordmage, Swordmage Aegis class feature

Benefit: When you use a charge attack and hit an enemy, you can use a free action (instead of a minor action) to mark that enemy with your Swordmage Aegis power, rather than ending your turn immediately. If you mark an enemy in this way, the penalty to attack rolls imposed by your mark is –3 instead of –2. After you use this free action, your turn ends.

Curse of Doom Ensured

Prerequisite: 21st level, warlock, Warlock's Curse class feature

Benefit: When you attack an enemy cursed by you, that enemy grants combat advantage to your next ally who attacks it before the start of your next turn.

Ephemeral Stride

Prerequisite: 21st level, warlock, Shadow Walk class feature

Benefit: While you have concealment from your Shadow Walk, you can move through enemy-occupied spaces and are treated as insubstantial against opportunity attacks.

EPIC TIER FEATS

Any Arcane Class	Prerequisite	Benefit
Explosive Spellcasting	Any arcane class	Deal extra critical damage against any hit target
Quickened Spellcasting	Any arcane class	Use at-will power as minor action
Trusted Spellcasting	Any arcane class	Encounter power deals half damage on miss

Bard Feat	Prerequisite	Benefit
Bard Implement Expertise	Con 15, Int 15, Cha 21, bard	Score critical hit on 19 or 20
Multiclass Mastery	Bard	Gain two multiclass feats
Prescient Resurgence	Bard, Virtue of Prescience	Regain Virtue of Prescience when you spend action point
Supreme Majesty	Cha 19, bard, *majestic word*	Target two creatures with *majestic word*

Sorcerer Feat	Prerequisite	Benefit
Fury of the Storm	Sorcerer, Storm Magic	Critical hit dice deal maximum damage
Master of the Cosmic Cycle	Sorcerer, Cosmic Magic	Choose your phase when it changes
Ruthless Spellfury	Sorcerer	Use at-will power as free action after critical hit
Sorcerer Implement Expertise	Str 15, Dex 15, Cha 21, sorcerer	Score critical hit on 19 or 20

Swordmage Feat	Prerequisite	Benefit
Binding Ensnarement	Swordmage, *aegis of ensnarement*	Target of aegis is immobilized
Charging Aegis	Swordmage, Swordmage Aegis	Mark a target after charging
Extended Aegis	Swordmage, Swordmage Aegis	Extend range of aegis to 20 squares
Shared Warding	Swordmage, Swordmage Warding	Adjacent allies gain +1 to AC

Warlock Feat	Prerequisite	Benefit
Curse of Doom Ensured	Warlock, Warlock's Curse	Enemy grants combat advantage to next ally
Ephemeral Stride	Warlock, Shadow Walk	Move through enemy spaces as if insubstantial
Vestige Mastery	Warlock, Vestige Pact	Daily vestige becomes primary
Warding Curse	Warlock, Warlock's Curse	+2 to defenses against cursed creatures
Warlock Implement Expertise	Con 17, Cha 17, warlock	Score critical hit on 19 or 20

Wizard Feat	Prerequisite	Benefit
Focused Wizardry	Wizard	+2 to attack against single creature in burst or blast area
Nightmare Wizardry	Cha 17, wizard	Target dazed after critical hit
Vengeful Summoner	Con 17, wizard	Summoned creatures deal damage when killed
Wizard Implement Expertise	Dex 15, Int 21, Wis 15, wizard	Score critical hit on 19 or 20

Explosive Spellcasting

Prerequisite: 21st level, any arcane class

Benefit: When you score a critical hit with an arcane area or close attack power and you are wielding an implement that deals extra damage on a critical hit, you can choose to deal that extra damage against any single target that you hit with the attack.

Extended Aegis

Prerequisite: 21st level, swordmage, Swordmage Aegis class feature

Benefit: You can use the immediate action of your Swordmage Aegis when the marked target is within 20 squares of you, instead of 10 squares.

Focused Wizardry

Prerequisite: 21st level, wizard

Benefit: When you use an arcane burst or blast attack power and only one creature is within the area of effect, you gain a +2 bonus to the attack roll.

Fury of the Storm

Prerequisite: 21st level, sorcerer, Storm Magic class feature

Benefit: When you score a critical hit with a sorcerer attack power, your critical hit extra damage dice automatically deal maximum damage.

Master of the Cosmic Cycle

Prerequisite: 21st level, sorcerer, Cosmic Magic class feature

Benefit: Each time you change your phase in the cosmic cycle, you can change it to either of the other two phases.

Multiclass Mastery
Prerequisite: 21st level, bard
Benefit: Gain two multiclass feats for which you meet the prerequisites.

Nightmare Wizardry
Prerequisite: 21st level, Cha 17, wizard
Benefit: When you score a critical hit with an arcane illusion power, the target is also dazed until the end of your next turn.

Prescient Resurgence
Prerequisite: 21st level, bard, Virtue of Prescience class feature
Benefit: When you spend an action point to gain an extra action, you also regain the use of your Virtue of Prescience.

Quickened Spellcasting
Prerequisite: 21st level, any arcane class
Benefit: Choose an arcane at-will attack power that is used as a standard action. Once per encounter, you can use that power as a minor action.

Ruthless Spellfury
Prerequisite: 21st level, sorcerer
Benefit: Once per turn when you score a critical hit with a sorcerer at-will attack power, you can use a sorcerer at-will attack power as a free action.

Shared Warding
Prerequisite: 21st level, swordmage, Swordmage Warding class feature
Benefit: While your Swordmage Warding is active, each ally adjacent to you gains a +1 bonus to AC.

Sorcerer Implement Expertise
Prerequisite: 21st level, Str 15, Dex 15, Cha 21, sorcerer
Benefit: When you wield a sorcerer implement while using an arcane power, you can score a critical hit on a roll of 19–20.

Supreme Majesty
Prerequisite: 21st level, Cha 19, bard, *majestic word* power
Benefit: When you use *majestic word*, you can affect two targets instead of one.

Trusted Spellcasting
Prerequisite: 21st level, any arcane class
Benefit: Choose one arcane encounter attack power that you know and that does not already deal damage on a miss. That power now deals half damage on a miss.

Vengeful Summoner
Prerequisite: 21st level, Con 17, wizard
Benefit: When a creature you create with an arcane summoning power is reduced to 0 hit points or fewer, each enemy adjacent to that creature takes damage equal to 2d10 + your Constitution modifier.

Vestige Mastery
Prerequisite: 21st level, warlock, Vestige Pact class feature
Benefit: Choose a warlock daily attack power that you know that grants access to a vestige. Add that vestige to your list of primary vestiges. You can now select this as your active vestige any time that you are allowed to change your vestige.

Each time you learn a new warlock daily attack power, you can change the vestige granted by this feat.

If you swap out the power with which this vestige is associated, you lose this feat's benefit until you reassign the benefit to a new warlock daily attack power that grants access to a vestige.

Warding Curse
Prerequisite: 21st level, warlock, Warlock's Curse class feature
Benefit: You gain a +2 bonus to all defenses against any creature currently affected by your Warlock's Curse.

Warlock Implement Expertise
Prerequisite: 21st level, Con 17, Cha 17, warlock
Benefit: When you wield a warlock implement while using an arcane power, you can score a critical hit on a roll of 19–20.

Wizard Implement Expertise
Prerequisite: 21st level, Dex 15, Int 21, Wis 15, wizard
Benefit: When you wield a wizard implement while using an arcane power, you can score a critical hit on a roll of 19–20.

Multiclass Feats
Some of these feats have paragon multiclassing in a particular class as a prerequisite. To qualify for such a feat, you must have chosen paragon multiclassing (*Player's Handbook*, page 209) in that class rather than taking a paragon path.

Arcane Aegis [Multiclass Swordmage]
Prerequisite: Any multiclass swordmage feat, paragon multiclassing as a swordmage
Benefit: Choose a Swordmage Aegis power. You can use that power once per encounter.

MULTICLASS FEATS

Name	Prerequisites	Benefit
Arcane Aegis	Any multiclass swordmage feat, paragon multiclassing as a swordmage	Swordmage: Swordmage Aegis 1/encounter
Bardic Ritualist	Int 13, Cha 13	Bard: training in Arcana, Bardic Training
Healing Song	Any multiclass bard feat, paragon multiclassing as a bard	Bard: Song of Rest and Skill Versatility
Heart of the Blade	Con 13, Int 13	Swordmage: training in Athletics or Endurance, Swordbond
Implement Master	Any multiclass wizard feat, paragon multiclassing as a wizard	Wizard: Arcane Implement Mastery
Learned Spellcaster	Int 13, Wis 13	Wizard: training in Arcana, Nature, or Religion, Ritual Casting
Sorcerous Power	Any multiclass sorcerer feat, paragon multiclassing as a sorcerer	Sorcerer: bonus to damage with sorcerer powers
Soul of Sorcery	Str 13, Cha 13	Sorcerer: resist 5 to one damage type
Student of Malediction	Con 13, Cha 13	Warlock: Warlock's Curse 1/encounter
Walker in Gloom	Any multiclass warlock feat, paragon multiclassing as a warlock	Warlock: Shadow Walk

Bardic Ritualist [Multiclass Bard]

Prerequisite: Int 13, Cha 13

Benefit: You gain training in the Arcana skill.

You gain the bard's Bardic Training class feature.

Healing Song [Multiclass Bard]

Prerequisite: Any multiclass bard feat, paragon multiclassing as a bard

Benefit: You gain the bard's Song of Rest and Skill Versatility class features.

Heart of the Blade [Multiclass Swordmage]

Prerequisite: Con 13, Int 13

Benefit: You gain training in the Athletics skill or the Endurance skill.

You gain the swordmage's Swordbond class feature.

Implement Master [Multiclass Wizard]

Prerequisite: Any multiclass wizard feat, paragon multiclassing as a wizard

Benefit: You gain the wizard's Arcane Implement Mastery class feature.

Learned Spellcaster [Multiclass Wizard]

Prerequisite: Int 13, Wis 13

Benefit: You gain training in the Arcana skill, the Nature skill, or the Religion skill.

You gain the wizard's Ritual Casting class feature.

Sorcerous Power [Multiclass Sorcerer]

Prerequisite: Any multiclass sorcerer feat, paragon multiclassing as a sorcerer

Benefit: You gain a bonus to the damage rolls of arcane powers equal to your Strength modifier or your Dexterity modifier.

At 21st level, this bonus increases by 2.

Soul of Sorcery [Multiclass Sorcerer]

Prerequisite: Str 13, Cha 13

Benefit: Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. You gain resist 5 to that damage type.

Student of Malediction [Multiclass Warlock]

Prerequisite: Con 13, Cha 13

Benefit: Once per encounter, you can use the Warlock's Curse class feature. The curse ends the first time you deal the extra damage from Warlock's Curse.

Walker in Gloom [Multiclass Warlock]

Prerequisite: Any multiclass warlock feat, paragon multiclassing as a warlock

Benefit: You gain the warlock's Shadow Walk class feature.

FAMILIARS

A familiar is a spirit that accompanies you as your friend and ally. It's not a real creature, and it doesn't need to eat or breathe. The most common type is a creature familiar—a spirit that takes the form of a little animal or monster.

Many consider a familiar and its master to be one and the same, and some familiars do act as mere extensions of their masters' wills. However, most familiars grow personalities all their own, and undertake the commands of their masters with individuality and, sometimes, attitude. All familiars have some amount of arcane knowledge.

GAINING A FAMILIAR

- You gain a familiar when you take the Arcane Familiar feat.

CHANGING YOUR FAMILIAR

- You gain a different familiar by retraining the Arcane Familiar feat and replacing your former companion with a different kind of familiar.

FAMILIAR ATTRIBUTES

- **Attacks:** A familiar can't attack.
- **Defenses:** A familiar uses your defenses.
- **Skills and Checks:** A familiar uses your bonuses for all skill checks and ability checks.
- **Hit Points:** A familiar has 1 hit point, but a missed attack never damages it.
- **Destruction of a Familiar:** If your familiar is reduced to 0 hit points or fewer, it is destroyed. After your next short rest or extended rest, it reappears in passive mode in your space.
- **Death of a Familiar:** Your familiar dies when you die, and it is restored to life when you are restored to life. After you are restored to life, your familiar reappears in passive mode in your space.
- **Immunity:** A familiar can't be hit by its master's attacks. You, as the master, can choose to ignore this benefit.
- **Senses:** Some familiars have special senses, such as blindsight or low-light vision. These apply to your familiar, not you.
- **Communication:** You and your familiar can speak to one another in a special arcane language. Other creatures hear only gibberish from you, and grunts and squeaks from your familiar. Your familiar doesn't understand other languages, but can parrot back what it hears, allowing you to understand anything it repeats back to you in a language you know.
- **Size:** Tiny.
- **No Flanking:** A familiar can't flank.
- **Objects:** Unless otherwise noted, a familiar cannot pick up or manipulate objects. This does not mean it ignores solid objects. It cannot walk through walls.

FAMILIAR MODES

- **Switching Modes:** You can switch your familiar between passive mode and active mode by using a minor action.
- **Passive:** A passive familiar is on your person, perching on your shoulder or hiding in your pocket. In this mode, it shares your space.

  No Targeting: A passive familiar can't be targeted by any effect.

  No Damage: A passive familiar cannot be damaged by any effect.
- **Active:** In its active mode, a familiar is not on your person, and you can move it around. It takes up the space of a Tiny creature.

  Movement: A familiar has a speed and movement modes. By using a move action, you can move your familiar its speed.

  Range Limit: Unless otherwise noted, a familiar can't move more than 20 squares away from you. If, at the end of your turn, your familiar is more than 20 squares away, it teleports into your square and enters passive mode.

  Actions: A familiar can use skills and take actions as normal, but you must use the relevant action to order it to do so. Your familiar does not have its own set of actions to use.

HOW DO FAMILIARS WORK?

The Arcane Familiar feat (see page 139) lets you choose a familiar. You can determine how your familiar looks, and suggest to your DM what sort of personality it has.

Familiars have two modes: active and passive. Both modes give you constant benefits, but you lose them if your familiar is destroyed. You can keep your familiar in passive mode to protect it. In active mode, your familiar can scout ahead or grant you special abilities described in its statistics block. You can control a familiar when it's in active mode by using your actions, but a familiar isn't a combatant. It can't attack on its own, and it vanishes for a while when it is destroyed.



Personality

Every familiar has an individual personality, despite the fact that it is a spirit and not a physical entity. A familiar tends to act in a way that reflects its master's personality. A power-hungry warlock's rat familiar might constantly seek out food to nibble on, while a secretive wizard might have a book imp that hides within the folds of his robes, its red eyes glowing from the shadows.

You might decide that your familiar's personality is simple and acquiescing, which makes it a perfectly trained servant. On the other hand, familiars that show a little initiative might also have an individualistic streak that makes them reluctant to follow all your commands, or at least reluctant to do so immediately if they believe they know better.

Although primarily a devoted servant, a familiar is an independent creature that can argue with its master, push for its own plans, and offer advice (whether or not it is needed or wanted). In the end, though, a familiar always obeys its master.

Your familiar's personality is ultimately up to you, since it is an extension of your character. Your DM might have some advice or suggestions, and he or she also has the authority to occasionally take the reins, describing what your familiar says and does when it disagrees with you.

A classic familiar personality, especially for a creature such as a dragonling or a book imp, is a superior "I know better than you" attitude that can generate interesting, unexpected ideas when one of these incorrigible creatures devises its own plans.

Roleplaying Your Familiar

Your DM might maintain some light touch of control over how your familiar acts, or might allow you to completely control it. However, since your familiar can communicate only with you (see "Communication," above), roleplaying your familiar's verbal skill to vex and delight others is not an option. On the other hand, having your familiar act or move in certain reactive ways gets across an idea you want the familiar to communicate just as effectively as the spoken word. However, limit the amount of time that you take up at the table during combat encounters describing the antics of your familiar. Other players might grow frustrated at the amount of time your character (and familiar) takes each time it is your turn.

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FAMILIAR FEATS

Name	Prerequisites	Benefit
Arcane Familiar	Any arcane class	You gain a familiar
Bonded Familiar	Any arcane class, Arcane Familiar	Communicate telepathically with your familiar
Shielding Familiar	Any arcane class, Arcane Familiar, 6th-level or higher utility power	Trade utility power for *shielding familiar* power
Spellseer Familiar	Any arcane class, Arcane Familiar, 6th-level or higher utility power	Trade utility power for *spellseer familiar* power

Familiar Feats

Feats in this section are available to characters of any level, as long as they meet the prerequisites.

Arcane Familiar [Familiar]

Prerequisite: Any arcane class

Benefit: You gain a familiar. For each familiar feat you have beyond this one, your familiar gains a +1 bonus to its defenses.

Bonded Familiar [Familiar]

Prerequisite: Any arcane class, Arcane Familiar feat

Benefit: You and your familiar can communicate telepathically out to a range of 10 squares. You must have line of sight and line of effect to your familiar to communicate with it in this manner.

Shielding Familiar [Familiar]

Prerequisite: Any arcane class, Arcane Familiar feat, 6th-level or higher utility power

Benefit: The *shielding familiar* feat power replaces one of your 6th-level or higher utility powers.

Also, while your familiar is in its passive state, you gain a +1 bonus to Reflex.

Shielding Familiar Feat Power

Your familiar leaps to deflect an attack, sacrificing itself to save you.

Daily ✦ Arcane
Immediate Interrupt **Personal**
Requirement: Your familiar must be in its passive state.
Trigger: You are hit by an attack
Effect: The triggering attack deals only half damage to you, and your familiar is destroyed.

Spellseer Familiar [Familiar]

Prerequisite: Any arcane class, Arcane Familiar feat, 6th-level or higher utility power

Benefit: The *spellseer familiar* feat power replaces one of your 6th-level or higher utility powers.

While your familiar is in its active state, you gain a +1 bonus to attack rolls with arcane powers against targets adjacent to your familiar.

Spellseer Familiar Feat Power

Your familiar attracts your fruitlessly expended arcane energy, channeling power back to you to allow you to make another attempt.

Daily ✦ Arcane
Free Action **Personal**
Requirement: Your familiar must be in its active state.
Trigger: You miss a target with an arcane encounter attack power
Effect: Reroll the attack roll and use the new result, even if it is lower.

Customizing Familiar Appearance

Several different familiars are described in this section. Each one has a basic look, but that doesn't mean your familiar has to look like every other spellcaster's familiar, even if you choose something as common as a raven or a cat.

Within the realm of reason, you can customize your familiar to look like nearly anything, as long as the identity of the basic creature isn't lost. Your ability to customize your familiar's look and quirks is vast, but it can't change the familiar's combat ability or skill checks.

Just as you have the ability to customize how your familiar looks when it is active, you can also determine what happens when your familiar enters passive mode. It could do something more spectacular than simply climbing into a pouch.

For instance, perhaps your book imp discorporates into a puff of smoke and returns to apparent existence at the sound of its name. Your owl could become a small stone statue you carry with you, only to return to apparent flesh when you toss it to the ground. Imagine how you could impress your fellow adventurers if the tattoo on your arm suddenly unwound itself to become your serpent familiar. Or perhaps when you whistle, your falcon familiar flies down from an unseen height.

Familiar Descriptions

Each familiar description includes the benefits a familiar provides.

Constant Benefits: A familiar provides you with these benefits as long it has at least 1 hit point, regardless of its current state.

Active Benefits: When your familiar is in active mode, in addition to being able to take the actions available to it in that mode (see "Familiar Modes," above), it provides its active benefits.

Bat — Familiar

Bats are common familiars for warlocks and those who prefer subtle magic and stealth.

Senses blindsight 5
Speed 2, fly 6 (hover)

Constant Benefits

You gain a +2 bonus to Perception checks and Stealth checks.

Active Benefits

See the Unseen: As a minor action, you cause enemies adjacent to your bat familiar to lose the benefits of concealment (but not total concealment) against you until the end of your current turn.

Book Imp — Familiar

Book imps are masters of knowledge, dispatched by the powers of Hell to offer advice to and tempt mortal spellcasters.

Speed 5, fly 6 (hover)

Constant Benefits

You gain a +2 bonus to Arcana checks and History checks.
You can read and speak Infernal.
You gain resist fire 5. If you already have resist fire, increase your resistance by 2.

Active Benefits

Deceptive Move: As a minor action, you cause your book imp to become invisible until the end of your next turn.

Bound Demon — Familiar

This ugly blob of flesh is a creature bound to your service, but it would prefer to be back in the Abyss.

Speed 5, fly 3 (hover)

Constant Benefits

You gain a +2 bonus to Intimidate checks.
You can read and speak Abyssal.

Active Benefits

Alchemical Synergy: Once per encounter, when you hit a bloodied creature adjacent to your bound demon, you gain 1d8 temporary hit points.
Level 11: 2d8 temporary hit points.
Level 21: 3d8 temporary hit points.

Cat — Familiar

Cats are willful, independent familiars, and their willingness to act alone makes them excellent spies.

Senses low-light vision
Speed 6

Constant Benefits

You gain a +2 bonus to Acrobatics checks, and you can make an Acrobatics check to reduce the damage you take from falling even if you are not trained in that skill.

Active Benefits

Independent Spirit: A cat familiar has no range limit on the distance it can exist away from you.
Silent Predator: A cat familiar gains a +5 bonus to its Stealth checks.

Crafter Homunculus — Familiar

This humanoid figure has indistinct features and looks like it's made of clay. Arcane crafters use homunculi as skilled assistants.

Speed 5

Constant Benefits

You gain a +2 bonus to Arcana checks.
You gain a +2 bonus to skill checks related to rituals of the creation category.

Active Benefits

Blood Feast: An enemy adjacent to your crafter homunculus takes a -1 penalty to all defenses against alchemical items. Your crafter homunculus is immune to your alchemical items.

Dragonling — Familiar

Sorcerers who follow the draconic tradition, along with other spellcasters who rely on endurance and physical might, manifest dragonling familiars.

Speed 5, fly 6 (hover)

Constant Benefits

You can read and speak Draconic.
When you spend a healing surge, you regain 2 additional hit points.
Level 11: 3 additional hit points.
Level 21: 4 additional hit points.

Active Benefits

Dragon's Breath: Once per encounter, you can use your dragonling's space as the origin square for a close blast arcane attack power.

Falcon — Familiar

Warrior spellcasters, those that love to wade into the fray, see the fighting falcon as the ideal familiar.

Speed 2, fly 6 (hover)

Constant Benefits

You gain a +2 bonus to Perception checks.
You gain a +2 bonus to all defenses against opportunity attacks.

Active Benefits

Hunting Falcon: Once per encounter, you can determine range for your ranged arcane attacks from your falcon until the end of your current turn.
Soaring Spirit: A falcon familiar has a range limit of 40 squares from you.

Owl — Familiar

A common symbol of wisdom and knowledge, owl familiars are known for their good counsel and insight.

Senses low-light vision
Speed 2, fly 6 (hover)

Constant Benefits

Owl's Counsel: Whenever you make an Insight check or Perception check, add 1d4 to the result.

Active Benefits

Owl's Eyes: As a standard action, you can see through your familiar's eyes until the end of your next turn. You do not gain the ability to cast spells or attack through the familiar, and you determine if a target has cover and concealment from you as normal, but you might spot an enemy coming around a corner, or notice a foe hiding behind a wall.

Rat — Familiar

The rat is a scavenger capable of infiltrating even the most tightly guarded places.

Speed 6

Constant Benefits

You gain a +2 bonus to Stealth checks.

Active Benefits

Rat's Cunning: A rat familiar can carry an object that weighs 2 pounds, and it can manipulate objects to make Thievery checks. It gains a +2 bonus to such checks. A rat gains a +5 bonus to its Stealth checks.

Raven — Familiar

Ravens are known for their keen senses and skill in uncovering hidden knowledge.

Senses low-light vision
Speed 2, fly 6 (hover)

Constant Benefits

You gain a +4 bonus to Perception checks made to find hidden objects.

Active Benefits

Raven's Speech: A raven can speak any language you know, and it can converse with other creatures. When it speaks, you hear everything it says and hear everything spoken to it. You can dictate its answers if you so choose.

Serpent — Familiar

The serpent is a deceptive creature, and it offers its master the same mastery of guile and cunning.

Speed 6

Constant Benefits

You gain a +2 bonus to Bluff checks.
When you shift, you can ignore 1 square of difficult terrain during that movement.

Active Benefits

Serpent's Startle: Once per encounter as a minor action, all creatures adjacent to your serpent familiar can't make opportunity attacks until the end of your next turn.

Spider — Familiar

Spiders are guardians of hidden knowledge that weave webs capable of grabbing and moving small objects.

Speed 4, climb 4

Constant Benefits

You gain a +2 bonus to Climb checks.
Enemies take a -1 penalty to saving throws against your arcane powers that immobilize or slow them.

Active Benefits

Spider's Web: As a minor action, a spider can slide an object within 5 squares of it 2 squares. The object must be unattended, and it can weigh no more than 5 pounds.

FAMILIAR QUIRKS

Familiars are known for their exotic appearance and eccentric behavior. Come up with a few visual and personality quirks for your familiar, using these examples for inspiration.

Bat
- Has miniature metal spikes for fur
- Flies at people's faces to greet them

Book Imp
- Is translucent, except for glowing eyes
- Quotes ancient texts, usually to undercut your ideas

Bound Demon
- Looks like a miniature version of a proper demon
- Is too lazy to walk or to fly, and rolls wherever it goes

Cat
- Appears to be made of shadow
- Has vestigial bat wings
- Licks the blood from its fur after battle

Crafter Homunculus
- Is made of clay, but has clockwork joints
- Makes a tiny statue of every monster you defeat

Dragonling
- Is colored like a type of chromatic or metallic dragon
- Trails tendrils of smoke from its nostrils
- Tiny flames burst from its mouth when it hiccups, which is frequently
- Has a squeaky, high-pitched roar

Falcon
- Glows with golden light in bright sunshine
- Leaves small rodent corpses in your sleeping bag

Owl
- Can move eyes and beak to different parts of its head
- Hoots when it thinks it's found a mate for its master

Rat
- Leaves a cloud of black ash and trail of soot as it moves
- Chews on your spellbook (or other arcane implement) and magic items

Raven
- Has a streak of silver feathers
- Raps its beak on objects when it is being ignored
- Croaks a catchphrase at opportune times

Serpent
- Looks like rippling mercury when it moves
- Hisses at anyone who touches you (its master)

Spider
- Glows a poisonous green
- Constructs complex webs to mark where it has been

EPIC DESTINIES

Your epic destiny is the mythic archetype you aspire to achieve. Once you reach 21st level, the greatness you knew you were destined for is no longer theoretical, but within your reach.

ARCANE SWORD

Spells of destruction infuse your blade, and no enemy can stand in your way.

Prerequisites: 21st level, swordmage

Barriers of shimmering arcane incantations sheathe your body, deflecting and dissipating your enemies' attacks. The sword in your hand has become an extension of your will, a magical limb suffused with the combined art of spell and swordcraft. Eldritch power reverberates between you and your sword, creating an arcane conduit that promises nothing but destruction for any who stand in your way. You are a swordmage, and your goal is nothing less than perfection.

You have become the utmost practitioner of your art; it has been long since you've sought others to teach you their secrets. You have become your own teacher, and your ceaseless study into the dual arts of blade and magic has yielded a bounty of techniques that combine martial skill with magical prowess.

Others believe that you apply your incredible and growing skill to achieve ends important to you. That is true, to a point. In fact, you take up epic quests and engage terrible foes in order to improve your art. Your ambition transcends other concerns, but also uses them as a foil. You might save the world, but in doing so, you seek to become the ultimate swordmage, an Arcane Sword.

IMMORTALITY?

Arcane Swords all hunger to improve their skill, but even these perfectionists one day recognize when they have reached the height of their art. Different Arcane Swords follow different routes to immortality; one of these might be your path.

Martial Seclusion: When you complete your final quest, you sequester yourself in a place where few are likely to find you. Here you create your own private sanctum, a place of peace where you can train day and night, eventually becoming one with your blade and your magic.

Dojo Master: When you complete your final quest, you might decide to teach others something of what you have learned. Instead of a private sanctum, you create a school where you teach the best swordmages of a generation the secrets of your craft.

Relic Sword: A few stories relate how some Arcane Swords meld into and become one and the



same as their sword, creating a named artifact that persists in the world through all its future ages.

ARCANE SWORD FEATURES

Spellsword Recall (21st level): When you spend an action point to take an extra action, you regain one of your expended swordmage encounter attack powers before using that action.

Sword's Vengeance (24th level): Once per day, when you die, your sword fights on in your stead until the end of the encounter. Each round, the sword can move and make attacks as if you were still wielding it, but it cannot be the target of any attack.

At the end of the encounter, after a short rest, the sword returns to your body, and if your body is still present, you return to life with 1 hit point.

If your body is missing, you will need other magic to return to life.

Spellsword Perfection (30th level): Choose one swordmage encounter attack power that you know. You can now use that power as an at-will power rather than an encounter power.

ARCANE SWORD POWER

Mass Aegis — Arcane Sword Utility 26

You unleash a frenzy of strikes, slicing all around you with your blade. Your attacks trail a blaze of magic, marking all enemies that stand too near.

Encounter ✦ Arcane
Minor Action **Close** burst 2
Target: Each enemy in burst
Effect: Each target is marked by your Swordmage Aegis power until the end of your next turn.

CHRIS SEAMAN

Archlich

You fail to remain living, but also fail to die. Undead, you ensure your ability to defend against evil forever.

Prerequisites: 21st level, any arcane class

You pursue eternal life as an undead creature. Most wizards who search for and achieve easy immortality by way of esoteric necromantic texts are evil, avaricious spellcasters who stop at nothing to achieve their ultimate goals. For some, that goal is lichdom itself. But you have a greater, nobler purpose.

Unlike many who have become liches before you, you have trained your mind to avoid succumbing to the madness that necromantic preservation often brings. For instance, you did not perform the foul ritual that traded your life for animation the moment you found it; you waited until your power was equal to the change. Nor did you accept the aid of Orcus, Demon Prince of the Undead, to empower the ritual, but you waited to find methods outside his control. In doing so, you escaped his touch, though you bear his personal enmity to this day.

Immortality?

When you complete your final quest, an age of the world concludes. It is time to make way for new heroes. However, you do not go too far.

You watch the world and all that goes on upon it by means of a cadre of spies and magical sensors. You reside in a secluded citadel deep underground or in a far corner of one of the planes. You are content to let the events of the world roll on, watching; however, you are not completely indifferent. Now and then, you can provide a clue to help those in need.

Archlich Features

Archlich Knowledge (21st level): Your Intelligence score increases by 2.

Archlich's Phylactery (21st level): You create a magical receptacle that contains your life force. When you drop to 0 hit points or fewer, you and your possessions crumble to dust. A day later, you reappear alive with maximum hit points in a space adjacent to your phylactery, with all your possessions.

Your phylactery can be destroyed. It has 40 hit points and resist 20 to all damage. The typical phylactery is a sealed metal box filled with parchment inscribed with magical phrases written in your blood. Phylacteries can come in other forms, such as rings, gems, or amulets, but they always have 40 hit points and resist 20 to all damage. If your phylactery is destroyed, you can make a new one by spending 10 days and 50,000 gp.

Shroud of Life and Death (21st level): Any living enemy that comes within 3 squares of you or starts its turn there takes 5 necrotic damage. Any undead enemy that comes wthin 3 squares of you or starts its turn there takes 5 radiant damage.

Lich Resistances (21st level): You gain resist necrotic and resist poison equal to 5 + one-half your level.

Mastery over Death (24th level): Once per day, when you die, you can empower your undead form instead of dying. You regain hit points equal to half your maximum hit points. Until the end of the encounter, you can't spend healing surges, and any creature that attacks you and deals damage takes ongoing 20 necrotic damage (save ends).

Essence of Undeath (30th level): Whenever an enemy within 5 squares of you is reduced to 0 hit points or fewer, you regain the use of an expended arcane encounter power.

Archlich Power

Archlich Potency — Archlich Utility 26

Fell spells resonate more fluidly within your animated mind.

Daily ✦ Arcane
Minor Action — **Personal**

Effect: You regain one arcane fear or necrotic encounter or daily power that you have already used.

You gain resistance to all damage equal to 5 + one-half your level until the end of the encounter.

Archspell

When you especially like a spell, you squeeze every last advantage from its casting.

Prerequisites: 21st level, any arcane class

In your expert opinion, of all the varied spells that have passed the lips of casters down the ages, there is one whose elegance, power, and conceptual fundamental beauty surpasses all others. You should know, because you have endured much to master it. You refer to this spell of spells (with some pride) as your "signature spell."

Other arcane characters might cast the same spell, but your study of it, with an attention to detail none could ever hope to match, has unlocked intricacies of the power that have been lost on all others. Of course, it would be impossible to research every spell in your arsenal with such exacting care. There is not time enough in any one life for such a project. That's why you have chosen just one spell to devote yourself to entirely. A single spell, one which no other creature will ever cast as magnificently as you cast it.

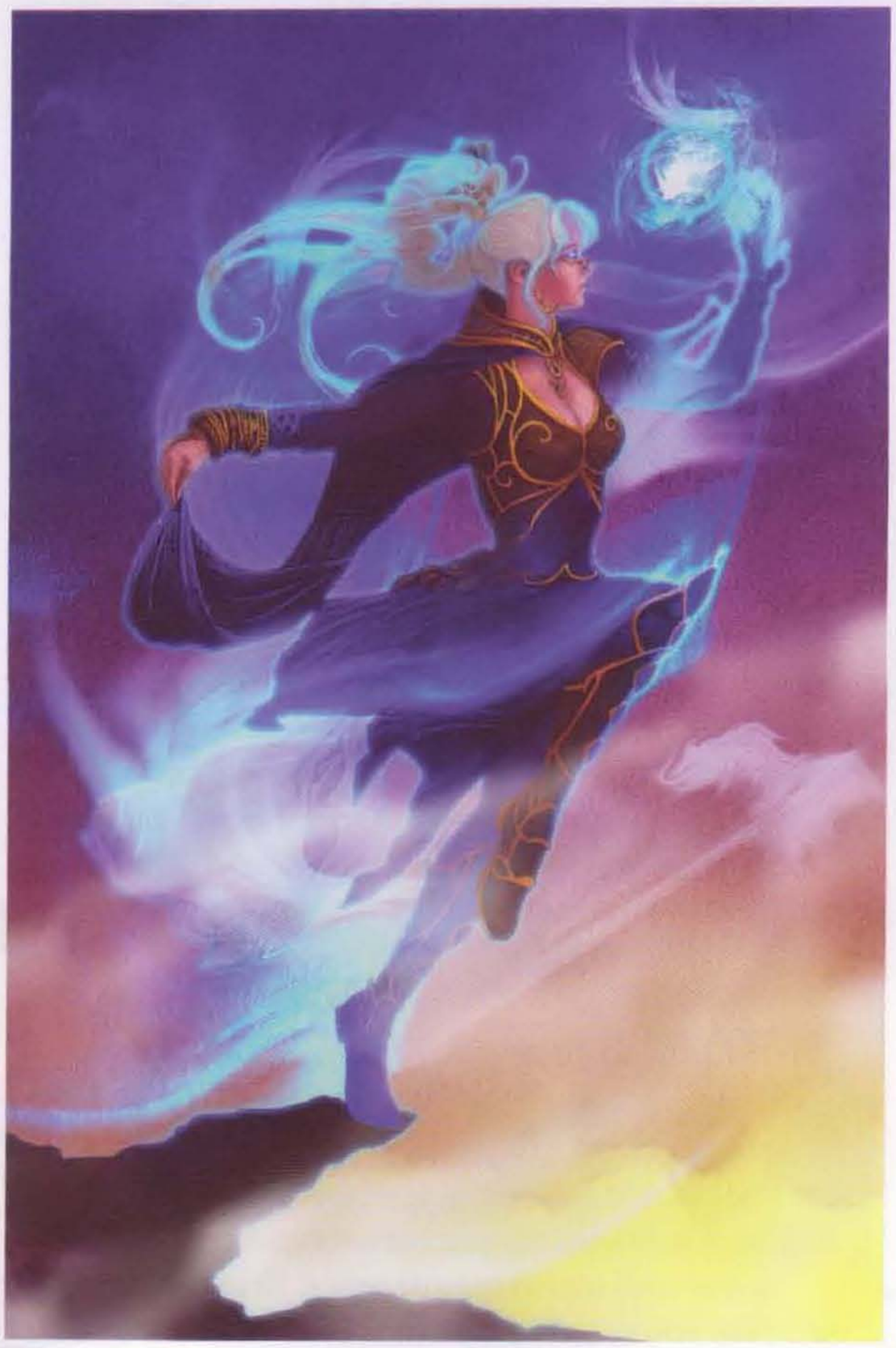
Sometimes you take pity on others you happen to encounter that also cast your signature spell. You might approach these unenlightened mages and offer them encouragement, and explain to them that one day they might be great, but only if they improve their technique with the spell in question. If they show interest, you are more than happy to demonstrate your skill with your spell.

As you progress in power and mastery, your reputation as a connoisseur of your signature spell also grows. In fact, your name begins to become synonymous with the spell. You can hardly imagine anything more satisfying: With every casting, your name, too, is spoken aloud.

Immortality?

Upon completion of your final quest, you gain a final insight into the elegant complexity that lives within your spell. Having cast it so many times, you awaken a resonance between it and your own soul.

Once you put your mortal affairs in order, you embrace that resonance. One last time, you cast your signature spell. As the final syllable leaves your lips, the casting infuses every fiber of your being. You and your spell become one and the same. As long as anyone else knows your spell, you persist in that caster's living mind and in the dusty texts of old tomes, encoded in the spell's formula. Perhaps one day when some special mage rediscovers and casts the spell, you will return in physical form, ready to help the world again with a mastery only you can provide.



Archspell Features

Archspells gain many benefits based around a single power chosen with the Signature Spell feature.

Signature Spell (21st level): Choose one of your arcane daily attack powers. You gain a +2 bonus to attack rolls with that power. If you retrain that power, you can choose a new arcane daily attack power as your Signature Spell.

Returning Spell (24th level): Once per day, when you die, you regain half your hit points on your next turn. If you have already expended your Signature Spell daily attack power, you regain it.

Living Spell (30th level): You can use your Signature Spell as an encounter power rather than a daily power.

Archspell Power

Channel the Signature — Archspell Utility 26

You bring the power of your signature spell to your lips, but rather than casting it, you hold it resonating in your mind. Until you cast it, you siphon energy to resist the attacks of others.

Encounter ✦ Arcane
Minor Action — **Personal**
Effect: You gain resist 15 to all damage until the end of the encounter or until you use your Signature Spell.

Feyliege

You command legions of powerful eladrin, tapping into the magical potential of the Feywild.

Prerequisites: 21st level; any arcane class; must have the fey origin, be a half-elf, or be a warlock with the fey pact

Your mastery over the mystical arts that twine through the Feywild has earned you the respect of eladrin and other noble fey creatures. You are seen as a great leader in the sometimes fanciful, wondrous echo of the world. Where castles of eladrin nobles raise their gleaming spires, your name has been bandied about as a potential lord of great power. Where shadowed hillocks cover twilight tunnels into the brooding Feydark, your name is also whispered, but as a curse.

As a lord of the Feywild, you are sometimes called upon to use your power to defend the interests of the faerie realm. However, your interests are wider still, and you often use your knowledge and ties to aid you in your own quests and errands. Sometimes, a future version of yourself steps back through the world lines to offer aid, and in so doing provide a glimpse of what one day might be in a fey echo of reality.



Immortality?

Upon completion of your final quest, you retreat to the Feywild for good, but your coming is foretold. Indeed, the Court of Stars, that storied city that crowns the Feywild's heart, has sent envoys, invitations, and inquiries regarding your bloodline. There are intimations that you might be, in truth, of the lineage of Lord Oran or Queen Tiandra.

You have a choice before you. You could find a secluded spot and build a towering edifice among the trees, then live out a peaceful life in the mists and shadows behind the world. You could take the guise of a simple traveler, passing from settlement to settlement in the Feywild and in the natural world, appearing as an itinerant elderly nomad, but one capable of dispensing great wisdom. Or, you could accept your destiny and the summons from the Feywild's heart, and take a seat of wisdom and power in the Court of Stars, a seat that will someday be the one that overlooks all others.

Feyliege Features

Feywild Charm (21st level): Your Charisma score increases by 2.

Eternal King on an Eternal Throne (24th level): Once per day, when you die, an older, more regal version of yourself steps from the mists of time to take your place. You heal to half your maximum hit points and gain concealment against all attacks until the end of the encounter. If you die while in the form of your future self, you're dead.

At the end of the encounter, your future self restores you to life if your body is still present. Your current hit point total is unchanged, and you no longer have concealment.

If your body is missing, you will need other magic to return to life, but you can continue adventuring as your future self if you would like to do so.

Dominion over the Mind (30th level): Whenever you use an arcane charm power and score a critical hit against an enemy, that enemy is dominated until the end of your next turn.

Feyliege Power

Shields of the Eladrin Host — Feyliege Utility 26

Spectral eladrin knights spring from all sides, protecting you and your allies from danger, transporting all of you to safety, and then disappear back into the Feywild.

Encounter ✦ Arcane, Teleportation
Immediate Interrupt **Close** burst 5
Trigger: An attack hits you or an ally within 5 squares of you
Target: You and each ally in burst
Effect: Each target gains a +4 bonus to AC and Reflex until the end of his or her next turn. After the triggering attack is resolved, any target can swap positions with another target.

Immanence

All life is energy. You can see the flows and associations where others see only inanimate matter.

Prerequisites: 21st level, any arcane class

Magic is less complex than most believe it to be. Beneath the incantations, the beautifully fashioned implements, the intricately carved circles and sigils, and the lore scribbled in tomes unnumbered lies one simple truth: Everything is energy. Energy comes in many forms, but once the first fundamental truth is grasped, all later use of magic becomes applied manipulation of energy. Energy can be tuned, directed, drawn away, or multiplied. It can be slowed so that it seems to be a solid, or converted to an insubstantial fluid of potential.

Others who lack your understanding find you obscure or mystical, but in fact you could not be more practical. In the grand scheme of things, only energy is eternal and true; all its shapes and flows are temporary, and will shift into unrecognizable patterns as time advances.

Your comprehension of these truths grants you exceptional and growing power over the world that others believe is mostly physical. Hazardous discharges flow around you like water. You can even extend a fraction of your protection to your allies. So powerful is your control over energy that when your body takes too much hurt, you can convert yourself to a field of substanceless particles.



Immortality?

When you complete your final quest, your understanding over the nature of energy expands. You suddenly grasp the final truth with which you have so long struggled: Only one energy field exists, and the entirety of the cosmos is made up of this undulating, many-layered expanse. The cosmos and you are one and the same. The same field that makes up everything else is part of you.

After putting your mortal affairs in order, you transform spontaneously into a being of pure energy, leapfrogging the state of divinity to become a fixture of the cosmos itself. After all, even the gods and the primordials are made of energy. You are an Immanence; you are everywhere.

Immanence Features

Variable Resistance (21st level): After the first time you take damage of a particular type during an encounter, you gain resist 20 to that damage type until the end of the encounter.

Spirit of Energy (24th level): Once per day, when you drop to 0 hit points or fewer, you regain hit points equal to half your maximum hit points and become a spirit of energy. Until you regain hit points from a healing power or take a short rest, you are insubstantial and have phasing.

Also, at the start of your next turn, each enemy adjacent to you takes 20 damage of one of the following types, chosen when you take this form: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

Shared Resistance (30th level): While any ally is adjacent to you, he or she gains your resistances and immunities.

Immanence Power

Vary Resistance — Immanence Utility 26

With a passing thought, you tune the energy of your body to resist a new form of damage.

Encounter ✦ Arcane
Minor Action **Personal**
Requirement: You must have already gained a type of energy resistance during this encounter from your Variable Resistance feature.
Effect: Change your current Variable Resistance to one of the following types: acid, cold, fire, lightning, necrotic, poison, psychic, radiant, or thunder.

Lord of Fate

For every action, there is an equal and opposite reaction. Fate's weave requires a cosmic balance.

Prerequisites: 21st level, any arcane class, unaligned alignment

You have mastered whole libraries of arcane lore. With all that knowledge, you have glimpsed a universal truth: A cosmic balance hides behind all things, weighing the energies of existence and perhaps judging them. Life, motion, and the intricacy of existence itself participate in a constant interaction of warring forces, but a war subtly harmonized by the balance.

Your understanding of this balance informs your actions. Seeing the need for moderation in all things, you seek to damp down fiery passions and heart-wrenching attachments. If you attack the forces of evil, or struggle against chaos, you do so simply to bring the adversary back into a state of balance with virtue and order. You accept that life must include both despair and joy, both beauty and horror.

You are becoming an agent of balance—a living exemplar of the cosmic fulcrum.

Immortality?

As the last mortal breath escapes your lungs, your hard-won knowledge that life and death are eternal twins fills your dissipating perception. In that instant, your soul flashes out into the multiverse, beyond the grasp of the gods or the natural order. The force you sensed as a mortal, the underlying cosmic balance behind all things, accepts you as part of itself. You are transfigured into a sentient incarnation of that cosmic balance. It permeates existence, and so do you. Your knowledge multiplies a thousandfold. In your hands rests the future balance of the cosmos.

Lord of Fate Features

Turnabout (21st level): When you roll initiative, designate any creature you can see as the target of your Turnabout feature. Until end of the encounter, any condition that target imposes on another creature through the use of an attack power is also imposed on the target.

Balanced Sum (24th level): Once per day, when an enemy's attack drops you to 0 hit points or fewer, you regain hit points equal to your healing surge value, and you gain temporary hit points equal to your attacker's current hit point value.

Fulcrum of Power (30th level): When you are damaged by an attack power that a creature can recharge, the attacking creature can't attempt to recharge that power until you make an attack roll against it.



Lord of Fate Power

Golden Mean — Lord of Fate Utility 26

You show your power over fate, and let the balance reign over enemies and allies alike.

Daily ✦ Arcane, Zone
Minor Action — **Close** burst 5

Effect: The burst creates a zone of balanced fate that lasts until the end of your next turn. Each creature within the zone doesn't make d20 rolls to resolve attack rolls, ability checks, skill checks, and saving throws. Instead, these rolls are resolved as if the creature rolled a 10 on the die.

Sustain Minor: You can sustain the zone until the end of your next turn. The zone's area shrinks by 1 each time the zone is sustained. When the zone is a burst 1, it can no longer be sustained.

Magister

Magic flows through you as it flows through all the worlds. Magic that flows through you once is yours forever.

Prerequisites: 21st level, any arcane class

Your reputation as a powerful spellcaster has only grown in the telling, perhaps sometimes even outpacing your actual abilities. Indeed, some credulous few have gone so far as to call you the "mouth of magic," implying that you are the ultimate expert on all things arcane.

You don't go out of your way to dissuade such talk. After all, you are a powerful practitioner of the arcane arts. You are a protégé of powerful wizards, sorcerers, and warlocks (if not in the flesh, at least in the study of their lives, their rituals, and the spells they preferred to cast). Furthermore, spells and rituals have been your daily fare for longer than you can recall. You are mortal, yes, but the flux of magic that daily flows through your form lifts you closer and closer to something finer with each arcane utterance.

Any wizard, warlock, or other spellcaster can study hard and eventually master a wide variety of magical stratagems. It is not impossible to grow in power and ability. But a few who do so sense an underlying unity to magic, a thread that connects apparently disparate magical functions. Those few, like you, claim the title of Magister and the enhanced magical prowess that goes with it.

Regardless of what others say or what you believe, empirical evidence has proved it: You have become one of the most powerful spellcasters in history. You manipulate magic as easily as you breathe.

Immortality?

Your ultimate destiny is certain to be colorful, but is otherwise open-ended. It is likely to be whatever best suits the unique expression of your class. You might be a chaos sorcerer who decides to live deep within the Elemental Chaos, returning in some future age to help assuage the world's need. You might be a great bard whose magic eventually challenges the immortals, and perhaps wins you a place in the courts of the gods on your own terms. You might be a wizard whose studies have rewarded you with a natural fluency that none could have predicted early in your career, but whose popularity and notoriety live on for centuries afterward—aided by the fact that you remain accessible, if inactive, in a grand tower hidden in a Feywild mountain pass.

Magister Features

Magister's Knack (21st level): One ability score of your choice increases by 2.

Magic's Flow (21st level): Whenever you use an arcane encounter or daily attack power, you gain a +4 bonus to the defense or defenses that power attacks until the end of your next turn.

Return of the Magister (24th level): Once per day when you drop to 0 hit points or fewer or are about to take enough damage to kill you, you can spend a healing surge, teleport 15 squares as a free action, and roll saving throws against all effects on you that a save can end.

Magic's Master (30th level): Twice per day, you can perform any ritual you have mastered as a standard action.

Magister Powers

Magister's Key — Magister Utility 26

You renew the magical potential of an already used magic item with a touch.

Daily ✦ Arcane
Minor Action — **Personal**

Effect: You regain the use of an expended daily power of any single magic item in your possession.



Parable

The material world is an illusion. Look behind the world, but not for the truth—for the next layer of delusion.

Prerequisites: 21st level, wizard

The world is not real. It is a story whose teller is the cosmos itself, a cosmos unaware of its own ongoing process of coming more fully into being. Time is an illusion, merely a prop for the unfolding tale. Without time, matter, too, is mere imagination. Gods and mortals, primordials and angels, and every other creature that strives, lives, and dies upon the stage of supposed existence, is facade thrown up by the cosmos. The solid-seeming earth is anything but, and the distinctions between the heavenly realms and the infernalmost pits is a paper-thin fiction.

Or, at least, such is your creed, and you have good reason to believe it's true. The wise know that stories are narratives that give structure to knowledge, and you are wiser than most. This narrative principle runs far more deeply than most presume—you believe it is the core axiom of creation itself. However, knowing reality for the illusion it is, you have begun to alter your own story. In so doing, you have risen above the masses that still believe reality is more than a cloak over the nothingness that lies beneath everything. In taking a hand in your own tale, you have become a living parable, perhaps one capable of wrenching existence onto a track designed by you.

Immortality?

The act of completing your final quest also proved that you could change the course of the unfolding cosmic yarn according to your own desires. Your mastery over the illusion that serves as creation's tissue is nearly complete. Only a few final threads of figment elude you.

So you retreat from all the competing stories of the world, fading into the illusion, becoming a part of it. When next you take a step, you do not emerge as a discrete entity only feet away from your previous position. Instead, your body and mind leap into a thousand different stories in a thousand different times and places. You seek to become part of the underlying story, the first story, the parable that precedes all others. In so doing, you hope to promote yourself above all others. No longer will you be a character in the story, but the storyteller.

Parable Features

As if Illusion (21st level): Whenever you move, you ignore difficult terrain.

Never Really There (24th level): You never take damage from a missed attack.

JASON ENGLE



Life's Illusion (30th level): Once per day, when you die, you can return to life at maximum hit points 10 squares away from the space where you died. In fact, you only seemed to die—your enemy killed a perfect illusion of you, while you stood a short distance away.

Parable Power

Figment Step — Parable Utility 26

The attack, the creature, and even your own physical form are not real. Change the story, and you change reality.

Encounter ✦ Arcane, Illusion
Immediate Interrupt **Personal**
Trigger: An enemy hits you with an attack
Effect: The triggering enemy's attack does not occur. You disappear from your space and reappear 5 squares away in a space of your choosing. The triggering enemy loses the action taken to make the attack, but retains the power used for the attack.

Sage of Ages

Knowledge is power. Once that fact is understood, the power of the gods themselves becomes something knowable.

Prerequisites: 21st level, any arcane class

Knowledge is power, freedom, life, and love. With the proper information, you can unravel the secrets of the universe and be the master of your own fate. You have always believed this. Your curiosity about all things is legendary. Even as a child, you asked "why?" more often than any other question. As you matured, you sought knowledge about harder-to-reach places, traveling first the world, then other planes of existence. Knowledge is your solace, your hope, and your support. Faith might be fine for others, but you see it as a shallow edifice. Only objective study and the knowledge gained thereby allows one to see things as they truly are.

The petty bickering of kings and nobles holds less and less interest for you, and as you learn more and more about the facade of flesh that mortals wear to hide their souls, even earthly delights begin to lose their flavor. All else pales before the pursuit of pure knowledge.

Immortality?

When you complete your final quest, you make your plans to withdraw from the world. You have accumulated so much knowledge that you have become a force of nature itself. As one of a select few who have earned the title Sage of Ages, you take up the lonely task of a keeper of secrets, history, and unfettered knowledge.

When the time is right, you retreat to a secret place only you know of, a place where you find knowledge within the natural bends and crevices in space and time. You begin to observe a river of events and store them away in your mind. Age, cares, and the needs of the flesh flow around you, not through you. You are a fountainhead of knowledge that other creatures, sometimes even gods, seek out because of your perfect enlightenment.



Sage of Ages Features

Paragon of Learning (21st level): You gain a +6 bonus to Arcana checks, Dungeoneering checks, History checks, Nature checks, and Religion checks.

Keeper's Prescience (24th level): At the start of each of your turns, roll a d20. You can use the result of that roll in place of any one d20 roll you make before the start of your next turn.

Reverse Time (30th level): Once per day, when an attack would normally drop you to 0 hit points or fewer or kill you, you do not die. Instead, you regain maximum hit points and move your place in the initiative order to directly after the creature that made the attack.

Sage of Ages Power

Trick of Knowledge — Sage of Ages Utility 26

Your vast learning grants you different insightful advantages in different situations.

Encounter ✦ Arcane
Minor Action — **Personal**

Effect: You make an Arcana check and gain a benefit based on your check result until the end of the encounter.

30 or lower: No effect
31-35: +5 bonus to saving throws
36-40: +2 bonus to all defenses
41-45: +2 bonus to attack rolls with arcane powers
46-50: Make saving throws at the start of your turn instead of the end of your turn
51-55: Pick two benefits you can gain from a roll of 31 through 50
56-60: Pick three benefits you can gain from a roll of 31 through 50
61 or higher: Gain all four benefits you can gain from a roll of 31 through 50

MAGIC ITEMS: TOME

A tome is a thick book packed with knowledge about casting a spell. The materials that make up the cover of a tome range from leather and thin wood to heavy pieces of metal. The pages of a book can be paper, leather, thin pieces of metal, or other flexible materials. You can't make melee attacks with a tome.

If you can wield a tome as an implement, you can add its enhancement bonus to the attack rolls and the damage rolls of implement powers you use through the tome, and you can use its properties and powers. Otherwise, you gain no benefit from wielding a tome.

TOMES

Lvl	Name	Price (gp)
1	Magic tome +1	360
2	Tome of the replenishing flame +1	520
3	Tome of forty steps +1	680
3	Tome of the north wind +1	680
4	Tome of arrest +1	840
5	Book of undeniable fire +1	1,000
5	Summoner's tome +1	1,000
6	Magic tome +2	1,800
7	Tome of the replenishing flame +2	2,600
8	Tome of forty steps +2	3,400
8	Tome of the north wind +2	3,400
9	Tome of arrest +2	4,200
10	Book of undeniable fire +2	5,000
10	Summoner's tome +2	5,000
11	Magic tome +3	9,000
12	Tome of the replenishing flame +3	13,000
13	Tome of forty steps +3	17,000
13	Tome of the north wind +3	17,000
14	Tome of arrest +3	21,000
15	Book of undeniable fire +3	25,000
15	Summoner's tome +3	25,000
16	Magic tome +4	45,000
17	Tome of the replenishing flame +4	65,000
18	Tome of forty steps +4	85,000
18	Tome of the north wind +4	85,000
19	Tome of arrest +4	105,000
20	Book of undeniable fire +4	125,000
20	Summoner's tome +4	125,000
21	Magic tome +5	225,000
22	Tome of the replenishing flame +5	325,000
23	Tome of forty steps +5	425,000
23	Tome of the north wind +5	425,000
24	Tome of arrest +5	525,000
25	Book of undeniable fire +5	625,000
25	Summoner's tome +5	625,000
26	Magic tome +6	1,125,000
27	Tome of the replenishing flame +6	1,625,000
28	Tome of forty steps +6	2,125,000
28	Tome of the north wind +6	2,125,000
29	Timeless tome +6	2,625,000
29	Tome of arrest +6	2,625,000
30	Book of undeniable fire +6	3,125,000
30	Summoner's tome +6	3,125,000

Book of Undeniable Fire — Level 5+

The pages of this tome have scorch marks along the edges.

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

Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 fire damage per plus
Property: When you use a wizard fire power through this tome, the target's resistance to fire (if any) against that attack is reduced by 10.
Level 15 or 20: The resistance is reduced by 20.
Level 25 or 30: The resistance is reduced by 30.
Property: This tome contains two wizard daily fire powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
Power (Daily ✦ Arcane, Fire, Implement): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

Magic Tome — Level 1+

A simple tome, enchanted to channel arcane energy.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus

Summoner's Tome — Level 5+

Outlines of creatures are burnt into the cured-hide cover of this book, which holds many summoning secrets.

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

Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you hit with an opportunity attack using a conjuration or summoning wizard power through this tome, the target takes extra damage equal to this tome's enhancement bonus.
Property: This tome contains two wizard daily summoning powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
Power (Daily ✦ Arcane, Implement, Summoning): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.



Timeless Tome — Level 29

This tome enables you to further manipulate the boundaries of time.

Lvl 29 +6 2,625,000 gp
Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: When you use the *time stop* power, you gain three extra standard actions instead of two. (You still can't use these actions to attack other creatures.)
Power (Daily): Free Action. You expend an unused wizard utility power of level 22 or higher and gain the use of the *time stop* power during this encounter. The power is lost if you do not use it before the end of the encounter.

Tome of Arrest — Level 4+

This tome's cover is emblazoned with the symbol of a golden clenched fist.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
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

Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 force damage per plus
Property: When you use a wizard power that immobilizes an enemy through this tome, that enemy also takes extra damage equal to your Constitution modifier.
Power (Daily): Free Action. *Trigger:* You use a wizard summoning power. *Effect:* Until the end of the encounter or until the summoned creature is dismissed, creatures that shift provoke opportunity attacks from the summoned creature when moving out of a square adjacent to the summoned creature.

Tome of Forty Steps — Level 3+

Included within this curious tome are a number of arcane formulas for manipulating speed and time.

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 (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d6 damage per plus
Property: Your summoned creatures gain a +1 item bonus to speed.
Power (Daily): Free Action. *Trigger:* You use a wizard summoning power. *Effect:* Each round while the summoned creature exists, you gain an additional move action that you can use only to command the creature.

Tome of the North Wind — Level 3+

Covered in a thin patina of frost even in blazing heat, this tome unlocks the secrets of ice magic.

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 (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d8 cold damage per plus
Property: When you use a wizard cold power through this tome, and the target of the power is slowed, that target takes damage equal to your Constitution modifier if it moves while slowed.
Property: This tome contains two wizard daily cold powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
Power (Daily ✦ Arcane, Cold, Implement): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

ZOLTAN BOROS & GABOR SZIKSZAI

Tome of the Replenishing Flame — Level 2+

This tome's copper binding is pleasantly warm to the touch.

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

Implement (Tome)
Enhancement: Attack rolls and damage rolls
Critical: +1d10 fire damage per plus
Property: When you use a wizard fire power that can be sustained through this tome, you regain hit points equal to the tome's enhancement bonus each round that you sustain the power while bloodied. For example, if you used the *flaming sphere* power with a *tome of the replenishing flame* +2, you would regain 2 hit points each round you sustain the *flaming sphere* while you are bloodied.
Property: This tome contains two wizard daily fire powers. Both powers must be of a level equal to or lower than that of the tome. Choose these powers when you acquire the tome; they cannot be changed later. You can add these powers to your spellbook.
Power (Daily ✦ Arcane, Fire, Implement): Free Action. Choose a power contained in this tome and expend an unused wizard daily attack power of an equal or higher level. You gain the use of the chosen power during this encounter. The power is lost if you do not use it before the end of the encounter.

NEW RITUALS

The world is flush with sacraments, rites, ceremonies, and other procedures that wring incredible effects from an input of time, components, and learning. These disparate workings are known collectively as rituals. See Chapter 10 of the *Player's Handbook* for instructions on how to use a ritual in the D&D game.

RITUALS BY LEVEL

Lvl	Ritual	Key Skill
1	Purify Water	Arcana, Nature, or Religion
1	Unseen Servant	Arcana
2	Lower Water	Nature
3	Fool's Gold	Arcana
4	Beast Growth	Nature
4	Call of Friendship	Diplomacy
5	Object Reading	Arcana
6	Preserve Flame	Arcana
6	Shrink	Arcana
8	Anthem of Unity	Diplomacy
9	Detect Treasure	Arcana
9	Magic Map	Arcana
11	History Revealed	Arcana
12	Arcane Barrier	Arcana
14	Telepathic Bond	Arcana
14	Whispers of the Edifice	Arcana
16	Farsight	Arcana
18	Guards and Wards	Arcana
28	Imprisonment	Arcana

The rituals in this section are listed on the table below.

Anthem of Unity

The anthem's invigorating notes fill the audience with pride and single-minded purpose.

Level: 8
Category: Binding
Time: 10 minutes
Duration: 1 day
Prerequisite: Bard
Component Cost: 135 gp, plus a focus worth 680 gp
Market Price: 680 gp
Key Skill: Diplomacy

When you perform the Anthem of Unity for a crowd of ordinary people—peasants, commoners, artisans, and the like—you unite them behind a single cause. Only creatures whose level is at least 2 lower than yours are affected by this ritual.

The crowd must not be hostile to you and must be able to see and hear you for the entire performance. At the end of the ritual, you can request a single service from the crowd, to which the members of the audience respond as if you were a trusted friend. You can request anything that doesn't involve violence, put the listeners at inordinate risk or imperil their friends or family, or place them in financial ruin. For example, you might ask the listeners to help put out a fire raging in the city, hide you and your allies from searching guards, or provide you with shelter or food. A Diplomacy check made at the end of this ritual determines what sort of help you can request.

Diplomacy Check Result	Effect
19 or lower	The listeners perform an action that lasts up to 1 hour and that benefits them in at least some small way.
20–29	The listeners perform a task that lasts up to 1 hour and that poses no risk or reward to them.
30–39	The listeners perform a task that lasts up to 6 hours and that poses a mild risk but at least some benefit to them.
40 or higher	The listeners perform a task that lasts up to 1 day and that poses a mild risk without any benefit to them.

The number of individuals affected extends to anyone who witnesses the entire performance, so the larger the venue, the more people you can affect.

Focus: A musical instrument you play as part of performing the ritual.

Arcane Barrier

You create a tough, translucent wall that blocks a passageway or covers a doorway.

Level: 12
Category: Warding
Time: 10 minutes
Duration: 4 hours
Component Cost: 1,000 gp
Market Price: 3,200 gp
Key Skill: Arcana

You create a magical barrier of force that is 2 squares long and 2 squares tall. It is large enough to block a standard doorway or seal off a hallway. The obstruction is invisible from more than 10 squares away, but if viewed from closer than that, it is discernible as a translucent, shimmering, paper-thin wall.

When you perform the ritual, you allow for certain other creatures or types of creature to pass through the barrier, ignoring its effects, in the same manner as for Arcane Lock (*Player's Handbook*, page 301). Your Arcana check, with a +5 bonus, sets the DC for the ward to be defeated by rituals such as Knock. The DC to break through the barrier with a Strength check is 5 higher than that.

If you spend 4 hours and four times the component cost to perform this ritual, the duration becomes permanent. A ritual caster who performs a ritual, such as Knock, to pass through a permanent Arcane Barrier can choose to bring the Arcane Barrier down temporarily (in which case it seals again after 5 minutes) or to destroy it.

Beast Growth

The beast grows to incredible size and exhibits tremendous strength.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: 8 hours
Component Cost: 70 gp
Market Price: 175 gp
Key Skill: Nature (no check)

A nonhostile Small or larger natural beast, such as a dog, horse, camel, or elephant, must remain within 5 squares of you while you perform this ritual. Upon the ritual's completion, the creature's size increases by one category. This change does not alter the beast's statistics, though its Strength is considered 8 higher for the purpose of determining how much the creature can carry, drag, or lift. In addition, the beast gains a +4 power bonus to Strength checks (but not to attack rolls or damage rolls).

The ritual's effect ends if the beast dies, at which point it reverts to its normal size.

Call of Friendship

Your song calls to a person's heart, filling it with feelings of kinship, affection, and perhaps even love.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: Special
Prerequisite: Bard
Component Cost: 50 gp, plus a focus worth 50 gp
Market Price: 215 gp
Key Skill: Diplomacy

You target one nonhostile natural humanoid creature that is at least 2 levels lower than you. The target must remain within 10 squares of you and hear the entire performance. Once you complete the ritual, make a Diplomacy check to determine the effect it has on the target. Once the ritual's duration expires, the target's attitude returns to normal. The ritual does not affect the target's memory in any way.

Diplomacy Check Result	Effect
19 or lower	The target acts as a friend for 1 hour, assisting you as he can, but he takes no actions that put him at any risk or that require an expense of more than 5 gp.
20–29	The target acts as a friend for 1 hour, assisting you as he can, but he takes no actions that put him at any risk or that require an expense of more than 25 gp.
30–39	The target acts as a friend for 6 hours, assisting you as he can, but he takes no actions that put him at any risk or that require an expense of more than 50 gp.
40 or higher	The target acts as a friend for 1 day, assisting you as he can, but he takes no actions that put him at any risk or that require an expense of more than 500 gp.

Focus: A musical instrument you play as part of performing the ritual.

Detect Treasure

You use a gold rod to indicate where nearby treasure is found. After a moment, the rod begins to vibrate, pulling you toward a large cache of loot.

Level: 9
Category: Exploration
Time: 10 minutes
Duration: 5 minutes
Component Cost: 325 gp plus a focus worth 1,000 gp
Market Price: 800 gp
Key Skill: Arcana

You hold out a gold rod while you focus your mind on finding nearby treasure. The rod pulls in your hands, pointing toward the most valuable concentration of wealth within a number of squares determined by your Arcana check result. You can reduce the range if you choose.

Arcana Check Result	Maximum Range
9 or lower	10 squares
10-19	20 squares
20-29	50 squares
30-39	100 squares
40 or higher	200 squares

When you finish performing the ritual, you can command the rod to detect only valuables within certain categories: metals, gems, other (art objects, maps, ritual components, and so on), or any combination of the above.

Focus: A gold rod you use in the performance of the ritual.

Farsight

You extend your senses to the horizon when you will it.

Level: 16
Category: Scrying
Time: 10 minutes
Duration: Special
Component Cost: 3,600 gp, plus a focus worth 2,500 gp
Market Price: 9,000 gp
Key Skill: Arcana

Farsight functions as the Wizard's Sight ritual (*Player's Handbook*, page 315), but you can place your scrying sensor in any square you can see. You can see and hear as if you were standing in that square, and you have darkvision through the sensor. Your Perception skill determines whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor. You cannot place the scrying sensor in a location you can see only by using a scrying sensor.

Your Arcana check result determines how long the sensor lasts.

Arcana Check Result	Duration
19 or lower	2 rounds
20-24	3 rounds
25-29	4 rounds
30-39	5 rounds
40 or higher	6 rounds

The ritual creates a scrying sensor—a shimmer in the air—that watchful creatures might notice. Creatures must succeed on a Perception check (DC 10 + your level) to notice the sensor. They can't disrupt or interact with the sensor in any way.

Sufficiently powerful warding magic, such as the Forbiddance ritual (*Player's Handbook*, page 305), can block Farsight. If the location is warded in such a manner, you learn that fact as soon as you begin the ritual, so you can interrupt the ritual and not expend any components.

Focus: A mirror or a crystal ball that conveys what you see and hear.

Fool's Gold

You turn a pile of base metal or lesser coins into a mound of gold.

Level: 3
Category: Deception
Time: 1 minute
Duration: Special
Component Cost: Varies
Market Price: 125 gp
Key Skill: Arcana

You create an amount of illusory gold that vanishes after a certain amount of time. The gold looks, feels, and smells like real gold and weighs as much as real gold. You create an amount of false gold equal to the amount you spend as the ritual's component cost times a multiplier based on your Arcana check result. Your Arcana check result also determines how long the illusory gold exists. For example, if you expend 100 gp as the component cost and you achieve a result of 25 on your Arcana check, you crdeate 1,000 gp worth of illusory gold that lasts for 4 hours.

Arcana Check Result	Duration/Multiplier
9 or lower	1 hour/×2 multiplier
10-19	2 hours/×5 multiplier
20-29	4 hours/×10 multiplier
30-39	8 hours/×20 multiplier
40 or higher	24 hours/×100 multiplier

Any creature can discern the true nature of the illusory gold by succeeding on a Perception check or Arcana check against a DC equal to your Arcana check result.

Guards and Wards

You fill your castle with dense areas of fog, arcane locks, and false portals to hinder and confuse intruders.

Level: 18
Category: Warding
Time: 1 hour
Duration: 24 hours (special)
Component Cost: 5,000 gp, plus 5 healing surges
Market Price: 17,000 gp
Key Skill: Arcana

You layer enchanted defenses over an area you own or inhabit no larger than 30 squares by 30 squares and 100 feet (20 squares) in height.

The area fills with dense fog that makes the area heavily obscured. You and any creature you invite into the area can see through the fog as if the fog was not there. You can grant a creature a temporary invitation of any set length or revoke an invitation if you are in the presence of the invited creature or in the area of the ritual's effect.

All doors, windows, and other sealable nonmagical portals are locked using Arcane Lock (*Player's Handbook*, page 301). You create a number of hallucinatory items as per the ritual of the same name (*Player's Handbook*, page 306) equal to one-fifth of your Arcana check result. The

hallucinatory items created most often are false doors and false walls. Consult the Arcane Lock and Hallucinatory Item rituals for their effects, and use your Arcana check result to determine their properties.

The warding effect lasts for 24 hours, but you can extend this duration by spending a healing surge every 24 hours to sustain it. You do not need to be in the same area or even on the same plane to sustain the effect. If the ritual's effect is sustained without interruption for a year and a day, the effect becomes permanent.

History Revealed

You touch the disgraced general, conjuring images in your mind of a lavish masquerade ball, a military coup, and a horrible massacre.

Level: 11
Category: Divination
Time: 10 minutes
Duration: 5 minutes
Component Cost: 600 gp
Market Price: 2,900 gp
Key Skill: Arcana

When you complete the ritual, you touch a willing or helpless creature and see the most defining moments of the creature's life. The images appear in order from the most important to the least. Your Arcana check determines the number of past scenes you see. The scenes you view are those most pivotal to the creature's history and are not chosen by any agency. Performing this ritual more than once on the same creature invariably displays the same scenes unless the creature has experienced defining moments since the last time you performed the ritual.

Arcana Check Result	Number of Scenes
9 or lower	1 scene
10-19	2 scenes
20-29	3 scenes
30-39	4 scenes
40 or higher	5 scenes

Imprisonment

You inscribe runes upon your foe, and it falls into a space beyond the normal bounds of the cosmos from which it might never return.

Level: 28
Category: Warding
Time: 1 hour
Duration: Permanent
Component Cost: 170,000 gp, plus 5 healing surges
Market Price: 500,000 gp
Key Skill: Arcana (no check)

You imprison a creature within a demiplane created by this ritual. The creature to be imprisoned must be either helpless or willing, and it must be present for the entire performance of the ritual. When the ritual is complete, an invisible magical field envelops the creature, putting it into suspended animation, and the



creature falls into a space beyond the normal bounds of the cosmos. Only divination rituals performed by creatures of your level or higher can determine the location of the imprisoned creature.

You must set one or more possible conditions that release the creature, should they come to pass. You can set an imprisoned creature free by performing a ritual of release that has no component cost and takes 1 hour. A freed creature has no memory of the events that occurred during its imprisonment, and it appears in the world on the ground closest to where it was imprisoned.

Lower Water

The water vanishes into the ground as if it fears your presence and power.

Level: 2
Category: Exploration
Time: 10 minutes
Duration: 1 hour
Component Cost: 25 gp
Market Price: 100 gp
Key Skill: Nature

You cause a body of water to reduce in depth. Your Nature check determines how many squares the water lowers. The space of water you can affect has sides equal to your level in squares. For example, if you are level 12, you affect a space that is 12 squares on a side. If you lower the water to ground level or lower, the affected area becomes dry. In large bodies of water, the water outside the area is unaffected by the void you create. To an observer, the sides of the area appear to be walls of water. At the end of the ritual's duration, water returns to fill the volume it previously occupied.

Nature Check Result	Depth
19 or lower	2 squares
20–29	4 squares
30–39	8 squares
40 or higher	16 squares

Magic Map

You swing a crystal focus in circles above a map until it stops, hovering over a particular spot that indicates where your quarry is located. As you watch, the crystal focus moves across the map, tracing the route taken by your quarry.

Level: 9
Category: Divination
Time: 10 minutes
Duration: Special
Component Cost: 325 gp, plus a focus worth 100 gp
Market Price: 800 gp
Key Skill: Arcana

When you perform this ritual, choose a specific creature. You must have an object that is tied to the creature, such as a bit of hair, a favorite scarf, or a personal weapon. You hold the object in one hand and suspend the focus from the other hand, holding it above a map representing a region no larger than 50 by 50 miles. If the creature is in the area, the focus is drawn to the creature's exact location as depicted on the map. As you watch, the focus follows the creature's movement.

Your Arcana check determines the duration of the time during which you can pinpoint the creature's location. This ritual is only as accurate as the map that is used.

Arcana Check Result	Duration
19 or lower	1 round
20-29	10 rounds
30-39	10 minutes
40 or higher	1 hour

Focus: A crystal plumb bob worth at least 100 gp, and a body part or personal object of the creature.

Object Reading

You touch the mysterious object and see images in your mind of its history.

Level: 5
Category: Divination
Time: 1 hour
Duration: 5 minutes
Component Cost: 25 gp
Market Price: 250 gp
Key Skill: Arcana

You see images you wish to see related to an object you hold at the completion of the ritual. Your Arcana check result determines the number of images you see that are associated with the object's past. You might choose to see a sword's last owner, the creature that forged it, and the last creature it killed.

Arcana Check Result	Images Displayed
9 or lower	1 image
10-19	2 images
20-29	3 images
30 or higher	5 images

Preserve Flame

Under winter rain or the ocean's depths, this flame burns just as well as in the dry heat of midsummer.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: 8 hours
Component Cost: 75 gp
Market Price: 360 gp
Key Skill: Arcana (no check)

You alter one fire within 5 squares of you that is the size of a bonfire or smaller. No amount of water or effort can douse the flame until the ritual's duration expires.

You can voluntarily end this effect as a minor action.

Purify Water

The lake, tainted by a now-dead demon that laired in its depths, becomes crystal clear and refreshing to drink.

Level: 1
Category: Exploration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana, Nature, or Religion

You purify a volume of water. The amount of water you can purify is determined by the result of your Arcana check, Nature check, or Religion check.

Skill Check Result	Amount of Water
9 or lower	1 square
10-19	2 squares
20-34	4 squares
35 or higher	10 squares

Shrink

With a final flourish, you shrink the statue down to a much smaller size. The guards will never notice it hidden in your boot.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 50 gp
Market Price: 360 gp
Key Skill: Arcana

You shrink an object. Your Arcana check result determines how small the item becomes and how long the effect of the ritual lasts.

Arcana Check Result	Size/Duration
9 or lower	75% of true size/1 hour
10-19	50% of true size /6 hours
20-29	25% of true size /12 hours
30 or higher	10% of true size /24 hours

Telepathic Bond

You link hands with your allies, joining your minds with a psychic bond. Now, no matter where you each are, you can speak mind to mind.

Level: 14
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 1,100 gp
Market Price: 4,200 gp
Key Skill: Arcana

For the duration of the ritual, you and up to eight allies can communicate telepathically. You do not need to share a common language to communicate telepathically. Your Arcana check result determines the duration of the ritual.

Arcana Check Result	Duration
9 or lower	10 minutes
10-19	30 minutes
20-29	1 hour
30-39	3 hours
40 or higher	8 hours

Unseen Servant

Why bother with real servants when magical ones are so much more obedient?

Level: 1
Category: Creation
Time: 10 minutes
Duration: Until your next extended rest or until you dismiss the servant
Component Cost: 20 gp, plus a focus worth at least 25 gp
Market Price: 50 gp
Key Skill: Arcana (no check)

You conjure a Medium unseen servant of invisible force. It obeys your commands, moves at your speed, can lift up to 100 pounds, and performs basic functions and repetitive tasks, such as cleaning, making camp, and moving, holding, or carrying objects.

An unseen servant never tires. It cannot move more than 20 squares from your space. It does not occupy any space and cannot attack or be attacked. Each unseen servant you currently control doubles the component cost to create the next.

Focus: A ceramic hand. The person who holds this focus is empowered to command any unseen servants summoned with it. If the focus is broken or not in anyone's possession for a minute or longer, all unseen servants bound to it disappear.

Whispers of the Edifice

You speak to the essence of a place, and the room reveals its darkest secrets and exposes its hidden skeletons.

Level: 14
Category: Exploration
Time: 10 minutes
Duration: 5 minutes
Component Cost: 800 gp
Market Price: 4,200 gp
Key Skill: Arcana

You ask questions of and receive verbal answers from a single room or area. Your Arcana check result determines the number of questions you can ask. The room or area can be no larger than four times your level in square feet. The room knows what has happened inside it for its entire existence, but it is incapable of making any judgments or analysis.

Arcana Check Result	Questions Allowed
9 or lower	None
10-19	1 question
20-29	2 questions
30-39	3 questions
40 or higher	4 questions

ARCANE BACKGROUNDS

The background section in Chapter 3 of *Player's Handbook 2* fleshes out the basics of character generation. It provides story hooks for a character's background and adds game benefits that reflect who you were before you became an adventurer.

Here are five backgrounds you can use or adapt to your arcane character. After choosing your background elements, you can (with your DM's consent) select one of the following background benefits.

- Gain a +2 bonus to checks with a skill associated with your background.
- Add a skill associated with your background to your class's skills list before you choose your trained skills.
- Choose one language connected to your background. You can speak, read, and write that language fluently.
- If you are using a campaign setting that offers regional benefits (such as the FORGOTTEN REALMS setting), gain a regional benefit.

ARCANE AGENT

You are a member of a secret arcane society. The public believes that your secret society is composed of thieves and assassins, and it has been outlawed. Your society believes that your particular tradition of magic is unduly prosecuted in the area where you reside. Whether this belief is correct or not, you are an avid supporter of your society, and you look forward to the rare times when you receive secret communiques from other members of your society. Sometimes these messages take the form of magical sendings; others are inked on parchments that are magically treated to flash into ash upon being read. Most are of the "keep the faith" variety, though a few instruct you to undertake minor quests for the society. So far, none of these missions have taxed you or put you in a precarious moral situation.

Associated Skills: Stealth, Streetwise

ARCANE MERCENARY

You work for pay. You'll take coin if that's all your patron has to offer, but you prefer to be paid in magic. Magic items, magical lore, magical secrets—you value these more than gold.

More than any other form of payment, you want an artifact. Gaining an artifact is your goal. You might even have a specific artifact in mind.

You recognize that artifacts, as magical quasi-entities with temperaments and goals all their own, cannot be bought and sold by gold. That knowledge only stokes your burning desire to possess one.

Associated Skills: Diplomacy, History

ARCANE REFUGEE

A great conflagration of magic enveloped your home when you were a child. Your family fled, and your parents became bitter, angry people who denounced spells and those who worked them.

Your family never explained to you the nature of the magical disaster that destroyed your home (and perhaps even the city or region where you lived as a child). This event stirred a great curiosity in you because of a strange red scar you have on the back of your hand—a remnant of your flight from the disaster. Some nights, the scar glimmers with its own light.

You began secretly exploring arcane magic. Your study was enhanced when you found an old locked chest in your surviving parents' chamber. It was filled with dusty, old books describing arcane fields of study. Before long, you were working basic spells on your own—but then your parents found out. You were banished and commanded never to return.

You wander now, looking for ways to increase your arcane knowledge and trying to discover more about the magical disaster that overshadows your life.

Associated Skills: Arcana, History

ARCANE SENTINEL

A great secret has been entrusted to you, and you are that secret's sentinel. Your secret might be your guardianship of a tome containing dire and wondrous prophecies, the location of a magical shrine or planar gate, or your identity as the heir of some arcane tradition hunted to extinction except for the last few who cling to their allegiance to the order.

You are not completely alone. A few others share your burden. Sometimes you note the secret sign of your sentinel affiliation scribed in magical runes on the side of a building, written on a dungeon wall, or whispered in a dream. Until the next gathering of your fellow sentinels, reading these secret signposts is the safest way to maintain contact with your fellows without betraying your secret trust.

Associated Skill: Arcana

ARCANE TRACKER

You are on the trail of a wondrous thing. It might be a manifestation that appears only under a full moon or an eclipse, a spellwarped beast whose rampages lash into the world from another plane, a lich assassin who killed your master and stole relics meant for you, or a demon child who rides an albino serpent through the dreams of its hapless victims. You pledged yourself to this hunt, knowing full well that the nature of your quarry could lead you far across the world and perhaps even beyond it. You know that when you finally catch what you are chasing, a great trove of arcane knowledge will be yours for the taking.

Associated Skills: Dungeoneering, Nature



Cast a Deadly Spell

You are a master of magic, a wielder and shaper of raw arcane power. Armed with your favorite staff, sword, or other implement, you stand ready to crush the forces arrayed against you.

This Dungeons & Dragons® supplement presents new powers, feats, paragon paths, and epic destinies designed for the bard, sorcerer, swordmage, warlock, and wizard classes. It also includes the vestige pact for warlocks, rules for familiars, a new kind of implement (tomes), and new builds and class features that allow you to play new versions of your favorite arcane classes–from the prescient bard or storm sorcerer to the illusionist wizard or summoner wizard.

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