

## Jinx Shot

Your expert shot renders your foe unaccountably clumsy.

Arcane, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

## Firemetal Shot

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

Arcane, Fire, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Focused Sound

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

Arcane, Implement, Thunder

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Prophesied Strike

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

Arcane, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Prophetic Action

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Thunder's Calling

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

Arcane, Implement, Thunder

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Arrow of Warning

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

Arcane, Weapon

KEYWORDS

Imm. Interrupt		Ranged weapon
ACTION		RANGE
CHA vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy within range makes an attack roll against an ally  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Echoing Roar

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

Arcane, Implement, Thunder

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Malevolent Mischief

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.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Saga of Rivalry

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.

**Arcane, Weapon**

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	1

**DAILY POWER**

## Satire of Fortune

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

**Arcane, Implement, Psychic**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	1

**DAILY POWER**

## Moment of Escape

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

**Arcane**

KEYWORDS

Move		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** One ally  
**Effect:** You slide the target 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	UTILITY	2

**UTILITY POWER**

## Canon of Avoidance

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

**Arcane**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	UTILITY	2

**UTILITY POWER**

## Clockwork Precision

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

**Arcane**

KEYWORDS

Standard		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	UTILITY	2

**UTILITY POWER**

## Concerted Effort

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

**Arcane**

KEYWORDS

Standard		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	UTILITY	2

**UTILITY POWER**

## Words of Protective Fate

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

**Arcane**

KEYWORDS

Standard		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	UTILITY	2

**UTILITY POWER**

## Cruel Fate

Fate has nothing kind in store for your enemies.

**Arcane, Weapon**

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	3

**ENCOUNTER POWER**

## Entangling Opening

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

**Arcane, Psychic, Weapon**

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	3


**ENCOUNTER POWER**

### Recitation of Foreknowledge

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

**Arcane, Implement, Psychic**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will	One creature	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	3


**ENCOUNTER POWER**

### Rhyme of the Blood-Seeking Blade

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

**Arcane, Weapon**

KEYWORDS

Imm. Interrupt		Ranged weapon
ACTION		RANGE
CHA vs Reflex	The target of the triggering ally's attack	
ATTACK	DEFENSE	TARGET

**Trigger:** An ally misses with a melee attack  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	3


**ENCOUNTER POWER**

### Song of the New Dawn

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

**Arcane, Implement, Radiant**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Charisma modifier radiant damage. Each ally adjacent to the target makes a saving throw, rolling twice and using the higher result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	3

**ENCOUNTER POWER**

### Arrow of Ill Omen

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

**Arcane, Weapon**

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC	One creature	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	5


**DAILY POWER**

### Compulsion

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

**Arcane, Charm, Implement, Psychic**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will	One creature	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	5

**DAILY POWER**

### Rhyme of Fire

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

**Arcane, Fire, Implement**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort	One creature	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	5


**DAILY POWER**

### Strictures of Fortune

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

**Arcane, Implement, Psychic**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will	One creature	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	5


**DAILY POWER**

### Vigorous Cadence

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

**Arcane, Healing, Implement**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort	One creature	
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Charisma modifier damage.  
**Miss:** Half damage.  
**Effect:** Until the end of the encounter, the first time the target makes an attack roll, your ally nearest to it regains hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	ATTACK	5


**DAILY POWER**

### Chord of Resilience

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

**Arcane**

KEYWORDS

Imm. Interrupt		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
BAR	UTILITY	6

**UTILITY POWER**

### Dramatic Shift

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

Arcane  
KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You and each ally in burst  
**Effect:** Until the end of your next turn, each target can shift as a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

### Song of Speed

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

Arcane  
KEYWORDS

Minor		Ranged 10
ACTION	↗	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

### Glimpse the Future

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

Arcane  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

### Synchronicity

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

Arcane  
KEYWORDS

No Action		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** You and each ally in burst  
**Trigger:** You roll initiative  
**Effect:** Each target gains a +5 bonus to initiative during this encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

### Chillsong Stroke

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

Arcane, Cold, Weapon  
KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

### Insightful Shot

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

Arcane, Weapon  
KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

### Rewrite the Future

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

Arcane, Weapon  
KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

### Song of Duplicitous Allure

*The soft tones of your voice draw your foe closer.*

Arcane, Charm, Implement, Psychic  
KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

### Theft of Life

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

Arcane, Healing, Implement  
KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

## Timely Distraction

'Look! An owlbear!'

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Charisma modifier psychic damage, and the target grants combat advantage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

## Counterpoint

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

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Rain of Starlight

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

Arcane, Radiant, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Saga of Vengeance

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

Arcane, Healing, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Symphony of Misfortune

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

Arcane, Implement, Psychic, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
CHA vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Wail of Anguish

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

Arcane, Implement

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Mantle of Unity

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

Arcane

KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input checked="" type="checkbox"/> ENCOUNTER <input type="checkbox"/> DAILY		

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Break Enchantment

Your arcane poem frees your allies' minds.

Arcane, Implement

KEYWORDS

Minor		Area burst 1 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY		

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Chant of Accuracy

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

Arcane

KEYWORDS

Minor		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY		

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Idyll of Calm

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

**Arcane, Zone**

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> BARD	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 10
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**UTILITY POWER**

## Illuminating Stars

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

**Arcane**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> BARD	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 10
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**UTILITY POWER**

## Savior's Song

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

**Arcane**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> BARD	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 10
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**UTILITY POWER**

## Couplet of Deceptive Weakness

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

**Arcane, Weapon**

KEYWORDS

Imm. Reaction	↓	Melee weapon
ACTION		RANGE
CHA vs AC	The triggering enemy	
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy moves into a square adjacent to you  
**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.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> BARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 13
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**ENCOUNTER POWER**

## Enduring Struggle

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

**Arcane, Healing, Weapon**

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
CHA vs AC	One creature	
ATTACK	DEFENSE	TARGET

**Hit:** 3[W] + Charisma modifier damage, and each ally within 3 squares of the target regains hit points equal to your Charisma modifier.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> BARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 13
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**ENCOUNTER POWER**

## Insult of Passivity

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

**Arcane, Fear, Implement, Psychic**

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Will	One creature	
ATTACK	DEFENSE	TARGET

**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.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> BARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 13
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**ENCOUNTER POWER**

## Sharp Retort

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

**Arcane, Implement, Psychic**

KEYWORDS

Imm. Interrupt	↗	Ranged 10
ACTION		RANGE
CHA vs Will	The triggering enemy	
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy rolls a saving throw  
**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.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> BARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 13
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**ENCOUNTER POWER**

## Slippery Feet

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

**Arcane, Cold, Implement**

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

**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.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> BARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 13
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**ENCOUNTER POWER**

## Fated Vulnerability

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

**Arcane, Weapon**

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
CHA vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

**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.

L&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> BARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 15
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**DAILY POWER**

## Hole in the Mind

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 15

DAILY POWER

## Iceshard Shot

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

Arcane, Cold, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 15

DAILY POWER

## Satire of Evasion

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

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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 d10 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 15

DAILY POWER

## Wall of Sound

A shimmering, pounding wall of thunder rumbles into existence.

Arcane, Conjunction, Implement, Thunder

KEYWORDS

Standard		Area wall 6 within 10 squares
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 15

DAILY POWER

## Wracking Radiance

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.

Arcane, Healing, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 15

DAILY POWER

## Allied Rhythm

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

Arcane

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 16

UTILITY POWER

## Chorus of Vitality

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

Arcane, Healing

KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 16

UTILITY POWER

## Haste

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

Arcane

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** You or an ally  
**Effect:** The target gains and immediately uses a standard action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 16

UTILITY POWER

## Heroic Interjection

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

Arcane

KEYWORDS

Imm. Reaction		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** You or an ally  
**Trigger:** An enemy within 10 squares of you spends an action point  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 16

UTILITY POWER

## Balance of Fortune

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

### Arcane, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Inescapable Fate

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

### Arcane, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Resounding War Cry

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

### Arcane, Implement, Thunder

KEYWORDS

Standard		Close blast 5
ACTION		RANGE
CHA vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Strings of Fate

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

### Arcane, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

**Hit:** 1[W] + Charisma modifier damage. Until the end of your next turn, attacks against the target's AC instead target its Reflex.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Turning the Tide

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

### Arcane, Healing, Implement

KEYWORDS

Standard		Close blast 3
ACTION		RANGE
CHA vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Corralling Song

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

### Arcane, Implement, Psychic

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Linked Fortunes

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

### Arcane, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Mocking Epigram

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

### Arcane, Charm, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Saga of the Harrying Foe

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

### Arcane, Psychic, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 19

DAILY POWER



## Shockwave Strike

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

Arcane, Implement, Thunder

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
CHA vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Spring to Action

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

Arcane, Implement, Teleportation, Zone

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION	✳	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Assured Recovery

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

Arcane

KEYWORDS

Imm. Interrupt		Ranged 10
ACTION	↷	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** The triggering ally  
**Trigger:** An ally fails a saving throw  
**Effect:** The target rerolls the saving throw with a bonus equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Note of Aggression

A shouted verse of battle rage spurs an unexpected attack.

Arcane

KEYWORDS

Minor		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You or one ally in burst  
**Effect:** The target can charge or make a melee basic attack as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Climactic Chord

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

Arcane

KEYWORDS

Minor		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Ode to the Daring

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

Arcane, Healing

KEYWORDS

Minor		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Chant of Bad Fortune

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Mind Game

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

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	↷	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Reverberating Shot

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

Arcane, Thunder, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION	↷	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Sound Strike

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

Arcane, Thunder, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

## Intimidating Visage

*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.*

Arcane, Fear, Implement, Psychic

KEYWORDS

Standard		Close burst 10
ACTION		RANGE
CHA vs Will		Each enemy in burst that is adjacent to you or an ally
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Live It Dead

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

Arcane, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Sculpt Fate

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION		RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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 10 squares of you to replace an attack roll or a saving throw with one of your rolls. You can use each roll only once.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Virtuoso of Misfortune

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION		RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Binding Rhyme

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

Arcane, Force, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Crescendo of Victory

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

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 3[W] + Charisma modifier damage. Until the end of your next turn, you and your allies gain a +1 power bonus to attack rolls against the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Pounding Rhythm

*Your allies' attack fall like drumbeats, pummeling your foes.*

Arcane, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION		RANGE
CHA vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Second Chances

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Strike from Legend



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

### Arcane, Healing, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 27

ENCOUNTER POWER

## Arrow of Destiny



Whhat this arrow pierces soon falls.

### Arcane, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

## Horrorifying Truth



Your cruel pronouncement becomes truer with every strike.

### Arcane, Implement

KEYWORDS

Standard	↔	Close blast 5
ACTION		RANGE
CHA vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

## Saga of Foretold Doom



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

### Arcane, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BARD | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

## Blazing Starfall

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

Arcane, Fire, Implement, Radiant, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE

CHA vs Reflex	Each creature in burst
ATTACK DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

## Lightning Strike

Lightning strikes your foe and then ricochets to another enemy.

Arcane, Implement, Lightning

KEYWORDS

Standard		Ranged 10
ACTION	⚡	RANGE

CHA vs Reflex	One creature
ATTACK DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 1

AT-WILL POWER

## Mists of Disarray

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE

CHA vs Will	Each creature in burst
ATTACK DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Pinning Bolt

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

Arcane, Implement, lightning

KEYWORDS

Standard		Ranged 10
ACTION	⚡	RANGE

CHA vs Reflex	One creature
ATTACK DEFENSE	TARGET

**Hit:** 2d6 + Charisma modifier lightning damage, you knock the target prone, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Ray of the Moon

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

Arcane, Cold, Implement

KEYWORDS

Standard		Ranged 10
ACTION	⚡	RANGE

CHA vs Will	One creature
ATTACK DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Tearing Claws

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

Arcane, Implement

KEYWORDS

Standard		Close burst 1
ACTION	⬅	RANGE

CHA vs Reflex	Each enemy in burst
ATTACK DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Thundering Roar

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

Arcane, Fear, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION	⬅	RANGE

CHA vs Fort	Each creature in blast
ATTACK DEFENSE	TARGET

**Hit:** 2d6 + Charisma modifier thunder damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Whirlwind

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

Arcane, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE

CHA vs Fort	Each creature in burst
ATTACK DEFENSE	TARGET

**Hit:** 1d10 + Charisma modifier damage, and you knock the target prone.

**Storm Magic:** You can choose not to target a creature in the origin square of the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

## Blinding Bolt

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.

Arcane, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION	⚡	RANGE

CHA vs Reflex	One creature
ATTACK DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Cosmos Call

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Charisma modifier psychic damage. Roll a d6 to determine the attack's additional 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 1

DAILY POWER

## Howling Tempest

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

Arcane, Implement, Thunder, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

**Storm Magic:** You can choose not to target a creature in the origin square of the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 1

DAILY POWER

## Ice Javelins

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

Arcane, Cold, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Charisma modifier cold damage and ongoing 5 cold damage (save ends).

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 1

DAILY POWER

## Shocking Magnetism

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

Arcane, Implement, lightning

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 1

DAILY POWER

## Focused Chaos

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.

Arcane

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 2

UTILITY POWER

## Sorcerous Sirocco

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

Arcane

KEYWORDS

Standard		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 2

UTILITY POWER

## Spatial Trip

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

Arcane, Teleportation

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** You teleport a number of squares equal to half your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 2

UTILITY POWER

## Absorb Storm

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

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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 +1 bonus to the attack roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 2

UTILITY POWER

## Deep Shroud

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

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 2

UTILITY POWER

## Acid Claw

*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.*

**Arcane, Acid, Implement**

KEYWORDS

Standard	Ranged 10	
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Fort	One creature	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SORCERER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 3
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**ENCOUNTER POWER**

## Essence Prism

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

**Arcane, Force, Implement**

KEYWORDS

Standard	Ranged 10	
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Reflex	One creature	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SORCERER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 3
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**ENCOUNTER POWER**

## Searing Sands

*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.*

**Arcane, Implement**

KEYWORDS

Standard	Close blast 3	
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Reflex	Each creature in blast	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**Hit:** 2d6 + Charisma modifier damage. Until the end of your next turn, you have concealment.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SORCERER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 3
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**ENCOUNTER POWER**

## Swirling Stars

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

**Arcane, Cold, Implement, Thunder**

KEYWORDS

Standard	Area burst 1 within 10 squares	
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Reflex	Each creature in burst	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**Hit:** 2d8 + Charisma modifier cold and thunder damage.

**Cosmic Magic:** You can choose not to target a creature in the origin square of the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SORCERER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 3
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**ENCOUNTER POWER**

## Thundering Gust

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

**Arcane, Implement, Thunder**

KEYWORDS

Standard	Close blast 3	
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Fort	Each creature in blast	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SORCERER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 3
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**ENCOUNTER POWER**

## Corruption Orb

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

**Arcane, Acid, Implement, Poison**

KEYWORDS

Standard	Ranged 10	
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Fort	One creature	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**Effect:** The target takes ongoing 5 acid damage (save ends).

**Hit:** 2d10 + Charisma modifier poison damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SORCERER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 5
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**DAILY POWER**

## Glacial Armor

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

**Arcane, Cold, Implement**

KEYWORDS

Standard	Close burst 1	
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Fort	Each creature in burst	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SORCERER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 5
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**DAILY POWER**

## Moon and Stars

*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.*

**Arcane, Implement; Varies**

KEYWORDS

Standard	Ranged 10	
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Reflex	One or two creatures	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SORCERER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 5
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**DAILY POWER**

## Slaad's Gambit

*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.*

**Arcane, Implement, Psychic, Teleportation**

KEYWORDS

Imm. Interrupt	Ranged 5	
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Will	The triggering enemy	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**Trigger:** An enemy within 5 squares of you hits you

**Effect:** Before the attack, you teleport your speed.

**Hit:** 2d10 + Charisma modifier psychic damage.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SORCERER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 5
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**DAILY POWER**

## Sun's Illumination

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

Arcane, Implement, Radiant, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

## Fate's Chaos

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

Arcane

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

## Lightning Shift

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

Arcane

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** You shift your speed. You ignore difficult terrain during the shift.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

## Chaotic Defense

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.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

## Extinguishing Rain

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

Arcane, Implement

KEYWORDS

Standard		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

## Subtlety of the Green Wurm

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

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** You gain a +5 power bonus to Diplomacy checks, Insight checks, and Intimidate checks until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

## Blazing Bolts

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

Arcane, Fire, Implement, Lightning

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
CHA vs Reflex		Two creatures
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + Charisma modifier lightning damage, and the target and each creature adjacent to it take fire damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## Chaos Ray

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

Arcane, Implement, Psychic, Teleportation

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Charisma modifier psychic damage, and the target swaps positions with a creature within 3 squares of it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## Spark Form

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

Arcane, Implement, Lightning

KEYWORDS

Standard		Melee 1
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Effect:** You shift your speed +2. During the shift, you can move through enemies' spaces. When you leave any creature's space, make the following attack against that creature. Whenever you use this power, you can make the attack against a creature only once.  
**Target:** One creature  
**Attack:** Charisma vs. Reflex  
**Hit:** 1d6 + Charisma modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## Thunder Bomb

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

Arcane, Implement, Thunder

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE
CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

## Thunder Wynn's Jaws

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

Arcane, Implement, Thunder

KEYWORDS

Standard		Ranged 10
ACTION	✦	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 + Charisma modifier thunder damage. You gain temporary hit points equal to 1d6 + your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

## Bounding Bolt

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

Arcane, Implement, Lightning

KEYWORDS

Standard		Ranged 10
ACTION	✦	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Charisma 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 + Charisma modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Howling Hurricane

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

Arcane, Implement, Thunder, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE
CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Ice Stalagmites

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

Arcane, Cold, Conjuraton, Implement

KEYWORDS

Standard		Ranged 10
ACTION	✦	RANGE
CHA vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Season's Malaise

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✦	RANGE
CHA vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Winds of Change

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

Arcane, Implement

KEYWORDS

Standard		Close burst 3
ACTION	✦	RANGE
CHA vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Fog Form

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

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Trigger:** You are hit by an attack  
**Effect:** You become insubstantial until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Spirit's Eclipse

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

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE UTILITY LEVEL 10

UTILITY POWER



## Dragon's Resolve

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

**Arcane**  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 10

**UTILITY POWER**

## Sorcerous Pulse

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

**Arcane**  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 10

**UTILITY POWER**

## Storm of Energy

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

**Arcane**  
KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** Each enemy in burst that is taking ongoing damage  
**Effect:** Each instance of ongoing damage that each target is taking increases by 10.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: UTILITY | LEVEL: 10

**UTILITY POWER**

## Cyclone Pull

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

**Arcane, Implement**  
KEYWORDS

Standard		Area burst 3 within 10 squares
ACTION		RANGE
CHA vs Fort		One, two, or three creatures in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d6 + Charisma modifier damage, and you slide the target 2 squares closer to the origin square of the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 13

**ENCOUNTER POWER**

## Dazzling Starlight

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

**Arcane, Implement, Psychic**  
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 13

**ENCOUNTER POWER**

## Downbeat of Wings

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.

**Arcane, Implement**  
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 13

**ENCOUNTER POWER**

## Moon Cage

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.

**Arcane, Cold, Implement**  
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 13

**ENCOUNTER POWER**

## Primordial Storm

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

**Arcane, Cold, Fire, Implement, Lightning, Thunder**  
KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**Storm Magic:** You can choose not to target a creature in the origin square of the burst.  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 13

**ENCOUNTER POWER**

## Day and Night

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

**Arcane, Cold, Implement Radiant**  
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SORCERER | POWER TYPE: ATTACK | LEVEL: 15

**DAILY POWER**

## Gale Burst

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

**Arcane, Implement, Thunder**

KEYWORDS

Standard ACTION		Close burst 3 RANGE
CHA vs Fort	←	Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 15
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**DAILY POWER**

## Lightning Daggers

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

**Arcane, Implement, Lightning**

KEYWORDS

Standard ACTION		Ranged 10 RANGE
CHA vs Reflex	↗	One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 15
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**DAILY POWER**

## Prismatic Lightning

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

**Arcane, Acid, Cold, Implement, Lightning, Psychic**

KEYWORDS

Standard ACTION		Area burst 2 within 10 squares RANGE
CHA vs Fort	↖	Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 15
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**DAILY POWER**

## Dominant Winds

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

**Arcane**

KEYWORDS

Move ACTION		Close burst 5 RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE UTILITY	LEVEL 16
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**UTILITY POWER**

## Avatars of Chaos

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

**Arcane, Conjunction, Fire, Force, Lightning, Psychic**

KEYWORDS

Minor ACTION		Personal RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE UTILITY	LEVEL 16
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**UTILITY POWER**

## Breath of Potency

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

**Arcane**

KEYWORDS

Standard ACTION		Personal RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE UTILITY	LEVEL 16
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**UTILITY POWER**

## Thunder Buffer

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

**Arcane**

KEYWORDS

Minor ACTION		Personal RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE UTILITY	LEVEL 16
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**UTILITY POWER**

## Acid Shackles

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

**Arcane, Acid, Implement**

KEYWORDS

Standard ACTION		Area burst 1 within 10 squares RANGE
CHA vs Reflex	✱	Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 17
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**ENCOUNTER POWER**

## Azure Talons

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

**Arcane, Implement, Lightning**

KEYWORDS

Standard ACTION		Close burst 2 RANGE
CHA vs Reflex	←	Each enemy in burst
ATTACK	DEFENSE	TARGET

**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 Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER	POWER TYPE ATTACK	LEVEL 17
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**ENCOUNTER POWER**

## Searing Radiance

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

Arcane, Healing, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Stalking Frost

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.

Arcane, Cold, Implement

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Thunderstroke

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

Arcane, Implement, Lightning, Thunder

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION	✦	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Charisma modifier thunder damage. If the target is in the burst's origin square, it takes 3d8 extra lightning damage.  
**Storm Magic:** A target hit by this power is also knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Aspect of the Dragon

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.

Arcane, Fire, Implement

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
CHA vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Crashing Winds

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

Arcane, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
CHA vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Primordial Slime

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.

Arcane, Acid, Implement, Polymorph

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Radiant Wings

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

Arcane, Fire, Implement, Radiant

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.  
**Hit:** 3d8 + Charisma modifier fire and radiant damage.  
**Sustain Minor:** When you sustain this power, repeat the effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Storm Body

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

Arcane, Lightning

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Crown of Flames

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

Arcane, Fire

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE UTILITY LEVEL 22

UTILITY POWER

## Flight of Dragons

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

**Arcane**  
KEYWORDS

Standard		Close burst 2.
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	UTILITY	22

**UTILITY POWER**

## Ultimate Resistance

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

**Arcane**  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	UTILITY	22

**UTILITY POWER**

## Rumbling Storm Bolt

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

**Arcane, Implement, Lightning, Thunder**  
KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	23

**ENCOUNTER POWER**

## Storm Arc

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

**Arcane, Implement, Lightning**  
KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION	✦	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	23

**ENCOUNTER POWER**

## Sun and Stars

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

**Arcane, Implement, Psychic, Radiant**  
KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	23

**ENCOUNTER POWER**

## Wildrift Burst

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

**Arcane, Implement, Psychic, Teleportation**  
KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
CHA vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	23

**ENCOUNTER POWER**

## Wyrmblight

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

**Arcane, Fire, Implement, Poison**  
KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
CHA vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 4d6 + Charisma modifier fire and poison damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	23

**ENCOUNTER POWER**

## Acid Typhoon

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

**Arcane, Acid, Implement, Thunder**  
KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✦	RANGE
CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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).  
**Storm Magic:** You can choose not to target a creature in the origin square of the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	25

**DAILY POWER**

## Cloak of Winter Storm

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

**Arcane, Cold, Implement, Zone**  
KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SORCERER	ATTACK	25

**DAILY POWER**

## Fury of Dragotha

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

Arcane, Implement, Necrotic

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
CHA vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Leaping Lightning

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

Arcane, Implement, Lightning

KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Wrathful Vapors

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

Arcane, Acid, Cold, Implement, Lightning, Thunder

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✦	RANGE
CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Chaos Infusion

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

Arcane, Fire, Force, Implement, Lightning, Psychic

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✦	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Moonstruck

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

Arcane, Cold, Implement

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION	✦	RANGE
CHA vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Mother Claw

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

Arcane, Force, Implement

KEYWORDS

Imm. Reaction	↓	Melee 1
ACTION		RANGE
CHA vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy hits or misses you with a melee attack

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Overpowering Lightning

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

Arcane, Implement, Lightning

KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Charisma modifier lightning damage, and the target is stunned until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Thunderous Might

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

Arcane, Implement, Thunder

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION	✦	RANGE
CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Cosmic Vengeance

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

Arcane, Implement; Varies

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Doom of Chaos



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

Arcane, Implement, Psychic

KEYWORDS

Standard			Ranged 20
ACTION			RANGE
CHA vs Will			One creature
ATTACK	DEFENSE		TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Hellish Firestorm



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

Arcane, Fire, Implement, Thunder

KEYWORDS

Standard			Area burst 2 with 20 squares
ACTION			RANGE
CHA vs Fort			Each creature in burst
ATTACK	DEFENSE		TARGET

**Hit:** 3d10 + Charisma modifier thunder damage, and ongoing 10 fire damage (save ends).

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

**Storm Magic:** You can choose not to target a creature in the origin square of the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Mind Tide



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.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard			Ranged 20
ACTION			RANGE
CHA vs Will			One creature
ATTACK	DEFENSE		TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Wyrm Form



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

Arcane, Implement, Polymorph; Varies

KEYWORDS

Minor			Personal
ACTION			RANGE
vs			
ATTACK	DEFENSE		TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SORCERER POWER TYPE ATTACK LEVEL 29

DAILY POWER

## Aegis of Ensnarement

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

**Arcane, Teleportation**

KEYWORDS

Minor		Close burst 2
ACTION	←	RANGE
INT	vs AC	One creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE FEATURE	LEVEL 1
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**AT-WILL POWER**

## Luring Strike

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

**Arcane, Weapon**

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
INT	vs AC	One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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**AT-WILL POWER**

## Blazing Pursuit

*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.*

**Arcane, Fire, Teleportation, Weapon**

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
INT	vs AC	One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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**ENCOUNTER POWER**

## Crackling Burst

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

**Arcane, Implement, Lightning**

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
INT	vs Reflex	Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 lightning damage. If the target moves during its next turn, it takes lightning damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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**ENCOUNTER POWER**

## Falcon's Mark

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

**Arcane, Force, Weapon**

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
INT	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

**Requirement:** You must throw your melee weapon at the target.  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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**ENCOUNTER POWER**

## Fox's Feint

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

**Arcane, Teleportation, Weapon**

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
INT	vs AC	One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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**ENCOUNTER POWER**

## Sword of Sigils

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

**Arcane, Force, Weapon**

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
INT	vs AC	Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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**ENCOUNTER POWER**

## Dance of the Sword

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

**Arcane, Charm, Implement, Psychic**

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
INT	vs Will	Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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**DAILY POWER**

## Dragon's Teeth

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

**Arcane, Force, Implement**

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
INT	vs Reflex	Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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**DAILY POWER**

## Lashing Asp

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

**Arcane, Poison, Stance**

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	1

**DAILY POWER**

## Sweeping Frostblade

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

**Arcane, Cold, Weapon**

KEYWORDS

Standard		Close burst 1
ACTION		RANGE
INT	vs AC	Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	1

**DAILY POWER**

## Channeling Shield

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

**Arcane**

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** The creature hit by the triggering attack  
**Trigger:** An attack hits you or an ally within 10 squares of you  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	2

**UTILITY POWER**

## Arcane Transport

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

**Arcane, Teleportation**

KEYWORDS

Free		Close burst 2
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** One ally in burst  
**Trigger:** You teleport using a swordmage power  
**Effect:** The target teleports to a space adjacent to the space you teleport to.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	2

**UTILITY POWER**

## Ghost Step

Like a ghost, you glide unharmed through the battlefield.

**Arcane, Stance**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** Until the stance ends, whenever you shift, you can shift 1 additional square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	2

**UTILITY POWER**

## Host of Shields

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

**Arcane, Stance**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** Until the stance ends, you gain a +2 power bonus to AC and Reflex.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	2

**UTILITY POWER**

## Ward of Brilliance

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

**Arcane**

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	2

**UTILITY POWER**

## Blazing Lunge

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

**Arcane, Fire, Weapon**

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
INT	vs Reflex	One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	3

**ENCOUNTER POWER**

## Dimensional Vortex

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

**Arcane, Implement, Teleportation**

KEYWORDS

Imm. Interrupt		Ranged 10
ACTION		RANGE
INT	vs Will	The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy hits an ally with a melee attack  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	3

**ENCOUNTER POWER**



## Dual Lightning Strike

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

Arcane, Lightning, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
3

ENCOUNTER POWER

## Shadow Snake Lunge

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

Arcane, Poison, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
3

ENCOUNTER POWER

## Unseen Gauntlet

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

Arcane, Force, Implement

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
3

ENCOUNTER POWER

## Dimensional Bond

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

Arcane, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
5

DAILY POWER

## Energy Theft

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

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
5

DAILY POWER

## Enervating Slash

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

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2[W] + Intelligence modifier damage.  
**Effect:** The target's attacks deal half damage to your allies (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
5

DAILY POWER

## Mark of the Hound

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

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
5

DAILY POWER

## Purifying Wound

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

Arcane, Fire, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
5

DAILY POWER

## Quickling Stride

You move through the battlefield in a blur.

Arcane

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** You move 12 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
UTILITY

LEVEL  
6

UTILITY POWER

## Zephyr of the Barren Sands


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

**Arcane**

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** You fly a number of squares equal to your speed.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	6

**UTILITY POWER**

## Swordmage's Decree

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

**Arcane**

KEYWORDS

Minor		Close blast 3
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	6

**UTILITY POWER**

## Unicorn's Touch

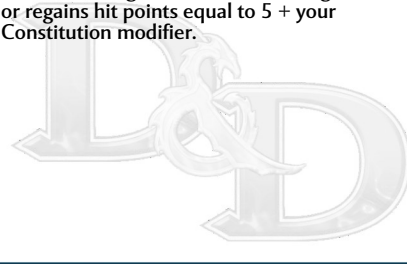
Your blade briefly adopts the appearance of a unicorn horn, sending out a focused pulse of curative energy.

**Arcane, Healing**

KEYWORDS

Minor		Close burst 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	6

**UTILITY POWER**

## Dazing Rebuke

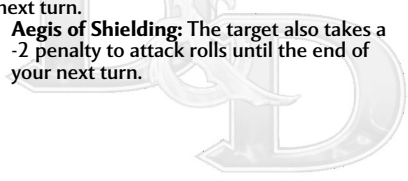
Your sword swing unleashes a barrage of nettling darts of force that punish a foe for attacking one of your allies.

**Arcane, Force, Implement**

KEYWORDS

Imm. Reaction		Ranged 5
ACTION		RANGE
INT vs Will		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy within 5 squares of you hits or misses an ally  
**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	7

**ENCOUNTER POWER**

## Rejuvenating Strike

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

**Arcane, Healing, Weapon**

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	7

**ENCOUNTER POWER**

## Shatterblade

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

**Arcane, Weapon**

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	7

**ENCOUNTER POWER**

## Thunderclap Strike

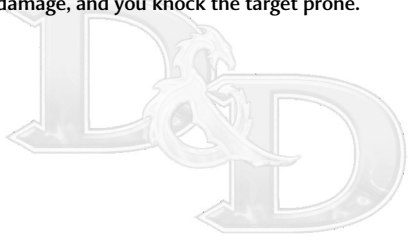
Raising your blade, you send out a clap of thunder that sends your foes sprawling as noise cascades over them.

**Arcane, Implement, Thunder**

KEYWORDS

Standard		Close burst 1
ACTION		RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Intelligence modifier thunder damage, and you knock the target prone.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	7

**ENCOUNTER POWER**

## Watchful Strike

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

**Arcane, Weapon**

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	7

**ENCOUNTER POWER**

## Arcane Deflection

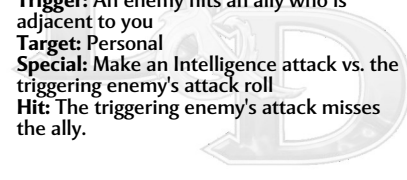
Your blade weaves in a pattern that deflects attacks directed at your nearby allies.

**Arcane, Stance, Weapon**

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2[W] + Intelligence modifier damage.  
**Effect:** Until the stance ends, you can make the following weapon attack.  
**Immediate Interrupt**  
**Trigger:** An enemy hits an ally who is adjacent to you  
**Target:** Personal  
**Special:** Make an Intelligence attack vs. the triggering enemy's attack roll  
**Hit:** The triggering enemy's attack misses the ally.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	9

**DAILY POWER**

## Blade Bolt

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

Arcane, Lightning, Weapon

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Requirement:** You must throw your melee weapon at the target.  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

## Forceful Dismissal

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

Arcane, Force, Implement

KEYWORDS

Standard		Close blast 3
ACTION		RANGE
INT vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

## Hellspike Assault

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

Arcane, Fire, Teleportation, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

## Troll Rampage

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

Arcane, Healing, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 9

DAILY POWER

## Like a Feather

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

Arcane

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Trigger:** You are knocked prone or fall  
**Effect:** You take no falling damage, and you are not knocked prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

## Spider's Leap

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

Arcane

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

## Feywild Grace

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

Arcane, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

## Unerring Vision

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

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: UTILITY | LEVEL: 10

UTILITY POWER

## Binding Light

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

Arcane, Radiant, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 13

ENCOUNTER POWER

## Ensnaring Bolts

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

Arcane, Implement, Lightning

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
INT vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
13

ENCOUNTER POWER

## Fist of Force

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

Arcane, Force, Implement

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
13

ENCOUNTER POWER

## Hypnotic Swordplay

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

Arcane, Implement, Psychic

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
13

ENCOUNTER POWER

## Silverlight Strike

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

Arcane, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
13

ENCOUNTER POWER

## Assault of Fiery Cuts

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

Arcane, Fire, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
15

DAILY POWER

## Burning Mantle

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

Arcane, Fire, Reliable, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
15

DAILY POWER

## Death's Blade

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

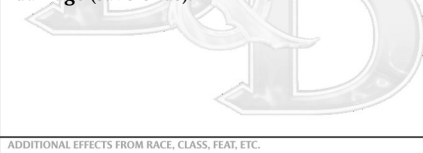
Arcane, Necrotic, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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).



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
15

DAILY POWER

## Eldritch Chains

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

Arcane, Force, Implement

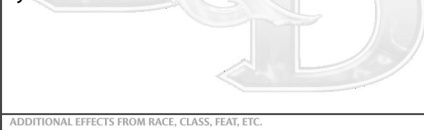
KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
INT vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
15

DAILY POWER

## Hunter's Pursuit

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

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORDMAGE

POWER TYPE  
ATTACK

LEVEL  
15

DAILY POWER

### Aegis of Lost Souls

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

**Arcane**  
KEYWORDS

Free		Area burst 2 centered on the triggering enemy
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** Each enemy in burst  
**Trigger:** An enemy within 10 squares of you drops to 0 hit points  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	16

**UTILITY POWER**

### Borrowed Confidence

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

**Arcane**  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	16

**UTILITY POWER**

### Unerring Parry

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

**Arcane**  
KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Trigger:** A melee attack damages you  
**Effect:** The triggering attack deals half damage to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	16

**UTILITY POWER**

### Shared Fortune

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

**Arcane**  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	16

**UTILITY POWER**

### Shield of the Besieged Tower

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

**Arcane, Stance**  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	UTILITY	16

**UTILITY POWER**

### Dazzling Display

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

**Arcane, Weapon**  
KEYWORDS

Standard		Close burst 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

INT vs Reflex  
 ATTACK DEFENSE TARGET  
 Each enemy in burst

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	17

**ENCOUNTER POWER**

### Firelasher's Lunge

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

**Arcane, Fire, Weapon**  
KEYWORDS

Standard		Melee weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

INT vs AC  
 ATTACK DEFENSE TARGET  
 One creature

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	17

**ENCOUNTER POWER**

### Snake Strike

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

**Arcane, Implement, Poison**  
KEYWORDS

Standard		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

INT vs Fort  
 ATTACK DEFENSE TARGET  
 One creature

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	17

**ENCOUNTER POWER**

### Surprising Transposition

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

**Arcane, Implement, Teleportation**  
KEYWORDS

Imm. Interrupt		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

INT vs Fort  
 ATTACK DEFENSE 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.  
**Trigger:** An enemy within 10 squares of you hits an ally with a melee attack  
**Hit:** The target swaps positions with the ally, and the target is subject to the triggering enemy's attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	17

**ENCOUNTER POWER**

## Thundering Vortex

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

Arcane, Implement, Thunder

KEYWORDS

Standard		Close burst 3
ACTION	←	RANGE
INT vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

## Forceful Rebuke

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

Arcane, Force, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
INT vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

## Marksman's Vision

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

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

**Hit:** 3[W] + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

## Planar Shock

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

Arcane, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

## Ward of Scales

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

Arcane, Lightning, Implement

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION	←	RANGE
INT vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy hits an ally within 5 squares of you.

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

## Whirling Threat

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

Arcane, Stance, Teleportation, Weapon

KEYWORDS

Standard		Close burst 1
ACTION	←	RANGE
INT vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Effect:** Before the attack, you teleport 10 squares.

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

## Ghost Walk

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

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** You become insubstantial and gain phasing until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: UTILITY LEVEL: 21

UTILITY POWER

## Borrowed Ascension

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

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

## Boundless

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

Arcane

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

## Oni's Gift

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

**Arcane, Illusion**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** You are invisible until the end 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

## Aegis Bolt

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

**Arcane, Force, Implement**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Blink Assault

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

**Arcane, Teleportation, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.  
**Hit:** 3[W] + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Bravado Strike

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

**Arcane, Healing, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Freezing Swordburst

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

**Arcane, Cold, Implement, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Lightning Bolt Charge

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

**Arcane, Lightning, Teleportation, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Radiant Shield

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

**Arcane, Implement, Radiant**

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✱	RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Darksword Bolt

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.

**Arcane, Lightning, Necrotic, Weapon**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Requirement:** You must throw your melee weapon at the target.  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

## Invincible Rampage

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

**Arcane, Healing, Weapon**

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

## Mindsap Maneuver

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

Arcane, Charm, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Sword Duel

An arcane bond connects you to your foe. If the enemy does not face you in battle, your magical pOwer will erode its life.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Waves of Languor

With a sweep of your sword, you unleash a flood of energy that pacifies your foes, making them weak and sleepy.

Arcane, Implement, Psychic, Sleep

KEYWORDS

Standard	←	Close burst 2
ACTION		RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

## Slash and Burn

Brandishing your sword in one hand, you slash at your enemy while striking it with a flaming fist that leaves it reeling.

Arcane, Fire, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Steel Tempest

The air erupts with blades around your foe, cutting any enemy that tries to move through them.

Arcane, Weapon, Zone

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Sword Chaser Assault

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.

Arcane, Teleportation, Weapon

KEYWORDS

Imm. Interrupt	↗	Ranged 5
ACTION		RANGE
INT vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

**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.  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Thundering Burst

You slam your sword into the ground and send a sonorous boom outward.

Arcane, Thunder, Weapon

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Wrath of the Arctic Wind

Your blade unleashes a freezing gale that numbs your foe and sends it tumbling.

Arcane, Cold, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

## Constrictor's Strike

You exhibit your mastery of the battlefield as you harry your foe and control its movements, making it unable to escape your blade.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 29

DAILY POWER



## Mirrorblade Army



From your image reflected in your blade, you conjure an army of duplicates to help assault your foes anywhere on the battlefield.

### Arcane, Conjunction

KEYWORDS

Standard			Ranged 10
ACTION			RANGE
vs			
ATTACK	DEFENSE	TARGET	

**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. Otherwise, the conjuration lasts until the end of your next turn.

**Sustain Minor:** The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	29

DAILY POWER

## Silver Lightning Assault



Your body streaks like silver lightning to a foe, even one you can't see. Reappearing, your lightning-charged weapon sears your foe.

### Arcane, Lightning, Teleportation, Weapon

KEYWORDS

Standard			Melee weapon
ACTION			RANGE
INT	vs	AC	One creature
ATTACK	DEFENSE	TARGET	

**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.

**Hit:** 6[W] + Intelligence modifier lightning damage, and you can then teleport back to your original position.

**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	29

DAILY POWER

## Sword of Soul Rot



The strike of your blade injures and debilitates your enemy, leaving it unable to heal or replenish itself.

### Arcane, Necrotic, Weapon

KEYWORDS

Standard			Melee weapon
ACTION			RANGE
INT	vs	Fort	One creature
ATTACK	DEFENSE	TARGET	

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORDMAGE	ATTACK	29

DAILY POWER

## Eyes of the Vestige

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.

Arcane, Implement, Psychic; Varies

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CON vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

AT-WILL POWER

## Arms of Hadar

You call upon Hadar, the Ebon Hunger. Black tendrils erupt from your body and batter nearby creatures, pushing them from you.

Arcane, Implement

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
CON vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

## Chains of Levistus

Spectral chains of ice leap from your hands and lash around your enemy. They pulse with cold each time your enemy moves.

Arcane, Cold, Implement

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CON vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

## Clarion Call

You invoke Yuri the Hunter, and the sound of his bellowing horn blasts your enemies into submission while inspiring you.

Arcane, Implement, Thunder

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
CON vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

## Darkworm Feast

You speak a single forbidden word, summoning shadowy worms that burrow into your enemy's body.

Arcane, Implement, Necrotic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Charisma modifier necrotic damage, and the target is slowed until the end of your next turn.

**Dark Pact:** Dark target takes extra necrotic damage equal to your Intelligence modifier at the start of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

## Life Bind

You call upon arcane power to wither your foe's flesh and cut its connection to life.

Arcane, Implement, Necrotic

KEYWORDS

Standard		Ranged 10
ACTION	↗	RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

## Sprite War Call

An army of sprites flickers into existence, loosing a barrage of miniature arrows that stings your enemy and induces lethargy in it.

Arcane, Implement

KEYWORDS

Standard		Ranged 5
ACTION	↗	RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + Charisma modifier damage. Until the end of your next turn, the target is slowed and grants combat advantage to you.

**Fey Pact:** The power's range is 10 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

## Decree of Khirad

A pale blue flame appears above your brow as you utter a condemnation that makes foes mistake allies for enemies.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Close blast 3
ACTION	←	RANGE
CHA vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

**Effect:** Before the attack, you slide the target 2 squares.

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

## Fortune's Reversal

With a single word of power, you reverse a creature's luck, turning fortune and happiness into misfortune and sorrow.

Arcane, Implement, Psychic

KEYWORDS

Imm. Reaction		Ranged 10
ACTION	↗	RANGE
CHA vs Will		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy within 10 squares of you scores a critical hit or saves

**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:** Dark 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

## Tyranny of Flame

Burned by the fires of the Nine Hells, your enemy grovels, begging for mercy.

**Arcane, Fire, Implement**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 1

**DAILY POWER**

## Vestige of Khaeleth

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.

**Arcane, Implement**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 1

**DAILY POWER**

## Vestige of Mount Vaelis

You tell of the victory of the primordials against the divine army at Mount Vaelis, conjuring the thunderous echoes of their success.

**Arcane, Implement, Thunder**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 1

**DAILY POWER**

## Caiphon's Leap

You call upon Caiphon the Dream Whisperer, and with his aid, you move out of harm's way.

**Arcane, Teleportation**

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 2

**UTILITY POWER**

## Devil's Trade

You call on infernal powers to trade a sliver of your soul for temporary relief.

**Arcane**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 2

**UTILITY POWER**

## Fey Bargain

You gain good luck now in exchange for bad luck later.

**Arcane**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** You gain a +2 bonus to your next attack roll, but automatically fail your next saving throw before the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 2

**UTILITY POWER**

## Eyes of the Spider Queen

A cluster of dull black eyes appears on your forehead, giving you enhanced sight in darkness and the power to see the unseen.

**Arcane**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** Until the end of the encounter, you gain darkvision and can see invisible objects and creatures that are adjacent to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 2

**UTILITY POWER**

## Cloud of Flies

You breathe out a cloud of acidic black flies that streak across the battlefield, swarming your foe and attempting to enter its body.

**Arcane, Acid, Implement**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 3

**ENCOUNTER POWER**

## Delban's Deadly Attention

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.

**Arcane, Implement, Necrotic**

KEYWORDS

Imm. Interrupt		Close burst 4
ACTION		RANGE
CHA vs Will		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy in burst hits you with a melee attack  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 3

**ENCOUNTER POWER**

## Fortune Binding

You create ethereal black ropes that bind you to your enemy. As the ropes twist your luck improves and your enemy's falters.

Arcane, Psychic, Implement

KEYWORDS

Standard		Ranged 10
ACTION	☞	RANGE
CON vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Pipes of Winter

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.

Arcane, Cold, Implement

KEYWORDS

Standard		Ranged 5
ACTION	☞	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Shared Agony

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.

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	☞	RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d12 + Charisma modifier psychic damage.  
**Miss:** You can take 10 psychic damage to reroll the attack roll.  
**Dark Pact:** Dark you reroll the attack roll and hit, reduce the psychic damage you take by your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Vestiges' Calamity

With a single word, you submerge your enemy in a deluge of chaotic energy.

Arcane, Cold, Fire, Implement, Lightning, Thunder

KEYWORDS

Standard		Ranged 10
ACTION	☞	RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Crackling Fire

An eldritch storm of fire and lightning erupts from you to scour your foes, leaving them vulnerable to future attacks.

Arcane, Fire, Implement, Lightning

KEYWORDS

Standard		Close blast 3
ACTION	☞	RANGE
CHA vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Lure of Gibbeth

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.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	☞	RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Tyrannical Threat

You speak, and each syllable is a deadly insinuation; each utterance a dangerous threat; each sentence, a dire curse.

Arcane, Fear, Implement, Psychic

KEYWORDS

Standard		Close burst 3
ACTION	☞	RANGE
CON vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Venomous Webs

Sticky webs slick with acid burn your foe, poisonin, its flesh with each step it takes.

Arcane, Acid, Implement, Poison

KEYWORDS

Standard		Ranged 10
ACTION	☞	RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Vestige of Ugar

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.

Arcane, Fire, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	☞	RANGE
CON vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Vestige of Xandor

*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.*

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 5

DAILY POWER

## Life Siphon

*It's not pretty, it's not kind, but sometimes you need to draw power from an ally's pain.*

Arcane, Healing

KEYWORDS

Imm. Reaction		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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:** Dark regain hit points equal to your Charisma modifier.

**Infernal Pact:** You gain temporary hit points equal to twice your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

## Racing Fire of Ulban

*You move with the swiftness of Ulban, whose burning glory sometimes flashes across the sky in a fiery streak of blue and white.*

Arcane

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** You move twice your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

## Mercurial Form

*Your form flows and shimmers, allowing you to slip through cracks, escape an enemy's claws, and evade even the most persistent hunter.*

Arcane, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

## Spider Queen's Caress

*You whisper to those who dwell in the darkness of your undying love and loyalty and in return you gain the gift of stealth.*

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** Until the end of the encounter, you gain a +2 power bonus to saving throws and Stealth checks.

**Dark Pact:** Dark Shadow Walk grants concealment to you after you move 2 squares instead of 3.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 6

UTILITY POWER

## Acrid Decay

*You extend your hand, and two sickly green bolts spiral out from your fingers, burning and devouring your enemy.*

Arcane, Acid, Implement, Necrotic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Fort		One or two creatures
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## All the Sand, All the Stars

*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.*

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Close blast 3
ACTION		RANGE
CHA vs Will		Each creature in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## Hero's Arrow

*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.*

Arcane, Healing, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## Mordant Rains of Dis

*You open a portal to Dis above your foe's head, releasing a caustic rain upon your enemy.*

Arcane, Acid, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 7

ENCOUNTER POWER

## Nypacian Serpents

You create semblances of the serpents of the Nypacian Outlands to attack an enemy.

Arcane, Implement, Poison

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

## Shadow Strangler

A wraithlike creature appears behind your enemy and attempts to strangle it. With each of your foe's attacks, the specter's grip tightens.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Charisma modifier damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.  
**Dark Pact:** Dark the end of your next turn, whenever the target makes an attack roll, it takes damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 7

ENCOUNTER POWER

## Feast of Souls

Souls trapped in the Nine Hells are hungry for life. Opening a temporary rift, you give them a taste of your foes' vitality.

Arcane

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
CON vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 9

ENCOUNTER POWER

## Horrifying Hatching

Spider eggs hatch inside your enemy's flesh, unleashing a deadly poison and causing the creature to thrash in panic.

Arcane, Implement, Poison

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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:** Dark 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Storm Countess's Kiss

You sarcastically blow a kiss at your enemy, creatin, a swirling gale that lifts your foe off the ground and then tosses it aside.

Arcane, Cold, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Hit:** Charisma modifier cold damage, and the target is held restrained 10 feet (2 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Vestige of Ilmeth

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.

Arcane, Implement, Psychic, Teleportation

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Vestige of Shax

Shax the Devastator is a dead primordial of the sea. With a wave of your hand, you summon a fragment of his power.

Arcane, Implement

KEYWORDS

Standard		Close blast 3
ACTION		RANGE
CON vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

**Effect:** You knock the target prone.  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 9

DAILY POWER

## Curse of Nessus

You transform your bad luck into your enemy's misfortune.

Arcane

KEYWORDS

Free		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** The enemy you missed  
**Trigger:** You miss an enemy with an attack  
**Effect:** The target takes a -5 penalty to saving throws until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

## Destiny Inversion

You untangle the threads of fate, rearranging them to suit your whims.

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: UTILITY LEVEL: 10

UTILITY POWER

## Bond of Brotherhood

*An ancient enclave of eladrin shared in each other's triumphs and pain; you borrow their magic to benefit from your ally's healing.*

**Arcane, Healing**

KEYWORDS

Imm. Reaction		Personal
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE UTILITY	LEVEL 10
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**UTILITY POWER**

## Transcendent Dance

*For a moment, your mind and body are in harmony, and you achieve the pinnacle of grace and speed.*

**Arcane**

KEYWORDS

Minor		Personal
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** Until the end of the encounter, you gain a bonus to speed and saving throws equal to your Intelligence modifier (minimum 1).

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE UTILITY	LEVEL 10
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**UTILITY POWER**

## Dark Reach of Xevut

*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.*

**Arcane, Implement, Psychic**

KEYWORDS

Imm. Reaction		Ranged 10
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CHA vs Will		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy within 10 squares of you saves against an effect  
**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.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Killing Flames

*You use an enemy's recent injury to fuel infernal flames and sear the foe.*

**Arcane, Fire, Implement**

KEYWORDS

Imm. Reaction		Ranged 10
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CON vs Fort		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy within 10 squares of you becomes bloodied  
**Hit:** 3d8 + Constitution modifier fire damage.  
**Infernal Pact:** The damage ignores resistance to fire.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Korred's Tune

*The songs of the korred inspire a dance that can destroy one's mind if ignored.*

**Arcane, Charm, Implement, Psychic**

KEYWORDS

Standard		Ranged 10
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Skirmisher's Volley

*You fire arcane bolts at your enemies before moving away.*

**Arcane, Implement**

KEYWORDS

Standard		Ranged 10
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CON vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

**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.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Wraith's Shadow

*The shadows congeal and smother your foe in a sickly mass of debilitating darkness.*

**Arcane, Implement, Necrotic**

KEYWORDS

Standard		Ranged 10
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Charisma modifier necrotic damage, and the target is weakened until the end of your next turn.  
**Dark Pact:** Dark can choose to deal no damage with this attack and instead make the target immobilized and weakened until the end of your next turn.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 13
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**ENCOUNTER POWER**

## Caution of Dispater

*Dispater remains in control of his part of Hell through cunning and by beating rivals into submission. You borrow a pgaе from his book.*

**Arcane, Charm, Implement, Psychic**

KEYWORDS

Standard		Ranged 10
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CON vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 15
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**DAILY POWER**

## Dark Rain of Mutuz-Vot

*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.*

**Arcane, Implement, Necrotic, Zone**

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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:** Dark ignore the zone's effect.  
**Sustain Minor:** The zone persists.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 15
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**DAILY POWER**

## Plague of Frogs

You summon hundreds of carnivorous frogs that bite and harry creatures around them.

Arcane, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION		RANGE
CHA vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

## Vestige of Leraje

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.

Arcane, Implement, Poison

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

## Vestige of Solis

A fallina star soars downward, burning bright as it strikes your foe in a deafening explosion.

Arcane, Fire, Implement, Thunder

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 15

DAILY POWER

## Hero's Defense

Your hasty spell draws on your greatest strength to cover your weaknesses.

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

## Painful Transference

You transform your debilitation into an ally's pain.

Arcane

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

## Warp Space

Using incomprehensible logic from beyond the stars, you rearrange the battlefield.

Arcane, Teleportation

KEYWORDS

Standard		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You and two allies in burst  
**Effect:** Each target teleports to a space within the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

## Amaan's Continuance

Invoking the remnant of a dead god you borrow its lingering power to act when you would normally lie on the ground, bleeding.

Arcane

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

## Claws of the Magpie

A flock of spectral black and white birds flies through your enemy, tearing out pieces of the creature's essence and power.

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 17

ENCOUNTER POWER

## Despair of Zhudun

You manifest an aspect of the blank face of dead Zhudun, causing your foe to collapse in fear.

Arcane, Fear, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 17

ENCOUNTER POWER



## Devouring Death

A bolt of black vitriol splashes over your foe, leaving it vulnerable to further acid attacks and to your magic of death and decay.

Arcane, Acid, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort	One creature	
ATTACK	DEFENSE	TARGET

**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:** Dark target loses any resistance to acid or resistance to necrotic until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

## Life Force Reclaimed

Your bolt of arcane energy draws vitality from your foe.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Fort	One creature	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

## Sea Tyrant's Fury

Arcane waves sweep your foes to the ground as you harness the rage of the ancient Sea Tyrant.

Arcane, Implement

KEYWORDS

Standard		Close blast 5
ACTION		RANGE
CON vs Reflex	Each creature in blast	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

## Force of Nature

Your magic creates a primordial force that hurls your foe through the air.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort	One creature	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

## Maelstrom of Despair

You trap your foe in a crushing vortex of despair, wracking its mind with each passing moment of affliction.

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will	One creature	
ATTACK	DEFENSE	TARGET

**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:** Dark 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

## Vestige of Amaan

Your magic recalls Kaestelaria's enslavement by the dead god Amaan, imposing similar shackles upon your foe.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Fort	One creature	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

## Vestige of the Burned Emperors

The Burned Emperors ruled a region torn by strife. Once defeated, they became a shadowy entity, which you now call upon.

Arcane, Implement, Teleportation

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

## Void Star

You summon a fragment of a dark star and hurl it at your foe, causing the creature's flesh to slough away.

Arcane, Healing, Implement, Necrotic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

## Walk of the Kantakaran

Your spell of peace borrows a lesson from the vestige of the Kantakaran monks, an order of mystics that espoused neutrality.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** Until the end of your next turn, you cannot use an attack power or be attacked.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: UTILITY LEVEL: 22

UTILITY POWER

## Ascension of the Elder

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.

**Arcane, Teleportation**

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

## Wakeman's Invocation

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.

**Arcane, Teleportation**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

## Wall of Inky Night

You pull an oily blackness out of the ether to consume your enemies in darkness.

**Arcane, Conjuraction**

KEYWORDS

Minor		Area wall 8 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 22

UTILITY POWER

## Arrow of Arcane Light

Drawing a bow made of radiant energy, you become like one of King Elidyr's elite archers.

**Arcane, Implement, Radiant**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Awaken the Dragon

You rouse the soul of a long-dead dragon, calling down its necrotic breath upon your foes.

**Arcane, Implement, Necrotic**

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
CON vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Maddening Whispers

Your foe clasps its hands over its ears shrieking in panic as it is overcome by terror.

**Arcane, Fear, Implement, Psychic**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Swarm of Fangs

High-pitched, shrieking laughter echoes around your foe as a horde of tiny, needle-toothed, winged fey descends upon it.

**Arcane, Implement**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 23

ENCOUNTER POWER

## Infernal Chains

Flames dance along the red-hot chains that you summon to enwrap your opponent.

**Arcane, Fire, Implement**

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

## Instruction in Darkness

You lower a black veil over your foe and show the creature what darkness truly means.

**Arcane, Implement, Necrotic**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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 1** 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)

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

## The Prince's Horde

Thousands of tiny, insectlike warriors assault and confuse your enemy.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

## Vestige of Land's Soul

Your call causes the earth to rise up and crush your foe while bestowing life on you.

Arcane, Healing, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

## Vestige of the Queen of Namhar

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.

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 25

DAILY POWER

## Manipulating Thunderbolt

With a clap of your hands, your enemy is struck by a clawlike thunderbolt, which picks up the creature and flings it aside.

Arcane, Implement, Lightning, Thunder

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 27

ENCOUNTER POWER

## Shattering of the Sword

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.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 27

ENCOUNTER POWER

## Soul of the Treant

You awaken the spirit of a long-dead treant, which possesses your enemy's body and makes the creature lash out against its allies.

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 27

ENCOUNTER POWER

## Zutwa's Incandescence

You shine with the light of Zutwa's life force, which overwhelms your foes' vision.

Arcane, Implement, Radiant

KEYWORDS

Standard		Close burst 2
ACTION		RANGE
CON vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 27

ENCOUNTER POWER

## Arrangement of Disorder

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.

Arcane, Implement, Teleportation

KEYWORDS

Standard		Close burst 5
ACTION		RANGE
CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 29

DAILY POWER

## Eyes of the Victim

From magic, you craft an ancient contagion to eat away your foes' sight.

Arcane, Implement, Necrotic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 29


DAILY POWER

## Forbiddance of the Ninth

A wall of black flame rises from the floor at your behest. It protects you while unleashing gouts of fire on foes.

Arcane, Conjunction, Implement, Fire

KEYWORDS

Standard		Area wall 3 within 1 square
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

## Vestige of the Master of the Hidden Flame

You call on the vestige of the spellcaster called the Master of the Hidden Flame. Through him, you burn foes by force of will.

Arcane, Fire, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

## Vestige of Zuriel

As you attack, you scream a war cry to Zuriel, a forgotten deity dedicated to wars of justice.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

## Illusory Ambush

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

**Arcane, Illusion, Implement, Psychic**

KEYWORDS

Standard	Ranged 10	
<small>ACTION</small>	<small>RANGE</small>	
INT vs Will	One creature	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> WIZARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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**AT-WILL POWER**

## Phantom Bolt

*You wave your hand, and your foe sees a bolt of fire streaking toward it. The enemy dives away from the imagined threat.*

**Arcane, Illusion, Implement, Psychic**

KEYWORDS

Standard	Ranged 10	
<small>ACTION</small>	<small>RANGE</small>	
INT vs Will	One creature	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**Hit:** 1d8 + Intelligence modifier psychic damage, and you slide the target 1 square.  
**Level 21:** 2d8 + Intelligence modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> WIZARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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**AT-WILL POWER**

## Storm Pillar

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

**Arcane, Conjunction, Implement, Lightning**

KEYWORDS

Standard	Ranged 10	
<small>ACTION</small>	<small>RANGE</small>	
vs		
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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 on its turn takes 1d6 + your Intelligence modifier lightning damage.  
**Level 21:** 2d6 + Intelligence modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> WIZARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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**AT-WILL POWER**

## Astral Wasp

*A crystalline wasp with gossamer wings appears next to your foe and stings it, then buzzes about, waiting for another opening to attack.*

**Arcane, Conjunction, Implement**

KEYWORDS

Standard	Ranged 10	
<small>ACTION</small>	<small>RANGE</small>	
INT vs Fort	One creature	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> WIZARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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**ENCOUNTER POWER**

## Empowering Lightning

*Green and yellow lightning twines around your wand, then flashes toward your enemy and explodes in a shower of sparks.*

**Arcane, Implement, Lightning**

KEYWORDS

Standard	Ranged 20	
<small>ACTION</small>	<small>RANGE</small>	
INT vs Reflex	One creature	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> WIZARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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**ENCOUNTER POWER**

## Grasping Shadows

*At your command, shadows reach out, grab hold of your foes, and wreath the area in darkness.*

**Arcane, Illusion, Implement, Psychic, Zone**

KEYWORDS

Standard	Area burst 1 within 10 squares	
<small>ACTION</small>	<small>RANGE</small>	
INT vs Will	Each creature in burst	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**Hit:** 1d8 + 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> WIZARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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**ENCOUNTER POWER**

## Orbmaster's Incendiary Detonation

*Gouts of flame pulse from your orb and explode amid your enemies, setting the area alight and roasting them as they attempt to escape.*

**Arcane, Fire, Force, Implement, Zone**

KEYWORDS

Standard	Area burst 1 within 10 squares	
<small>ACTION</small>	<small>RANGE</small>	
INT vs Reflex	Each creature in burst	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> WIZARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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**ENCOUNTER POWER**

## Staffstrike Corrosion

*You tap your staff on the ground, and acid boils up to envelop your target in a caustic haze.*

**Arcane, Acid, Implement**

KEYWORDS

Standard	Ranged 10	
<small>ACTION</small>	<small>RANGE</small>	
INT vs Reflex	One creature	
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> WIZARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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**ENCOUNTER POWER**

## Grease

*Slippery oil floods the ground under your foes, sending them tumbling to the ground.*

**Arcane, Implement, Zone**

KEYWORDS

Standard	Area burst 2 within 10 squares	
<small>ACTION</small>	<small>RANGE</small>	
vs		
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> WIZARD	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 1
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**DAILY POWER**

## Horrid Whispers

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.

Arcane, Illusion Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Phantom Chasm

You create the image of a bottomless chasm that opens beneath your foes, convincing them that they are plummeting to their deaths.

Arcane, Illusion, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION	✱	RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Rolling Thunder

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

Arcane, Conjuraton, Implement, Thunder

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
INT vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Summon Fire Warrior

A soldier of flame strides through a planar veil. It lifts a shimmering axe above its head as it moves to attack.

Arcane, Fire, Implement, Summoning

KEYWORDS

Minor	↗	Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 1

DAILY POWER

## Daunting Presence

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.

Arcane, Fear

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Float

You rise a few inches above the ground and glide over minor hindrances.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Guardian Blades

Three spectral blades appear around you, floating in a ring that wards away your foes.

Arcane, Force

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Phantasmal Terrain

You make already treacherous terrain even more difficult for your enemies to traverse.

Arcane, Illusion, Zone

KEYWORDS

Standard	✱	Area burst 2 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Summon Shadow Serpent

Shadows flicker at your feet, swirl before you, and coalesce into the form of a black serpent.

Arcane, Implement, Summoning

KEYWORDS

Minor	↗	Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 2

UTILITY POWER

## Chill Claws

Skeletal hands appear around your targets, ripping into them with icy claws and sapping their will to fight.

Arcane, Cold, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + Intelligence modifier cold damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Hypnotic Pattern

A swirling pattern of colors appears before your foes. Their eyes glaze over as the pattern enralls them and lures them closer.

Arcane, Conjunction, Illusion, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Maze of Mirrors

You envelop your enemies in an illusory labyrinth made of mirrors, which conceals the world around them.

Arcane, Illusion, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** Until the end of your next turn, the target is immobilized and takes a penalty to attack rolls equal to your Intelligence modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Pinioning Vortex

A miniature tornado roars forth to batter your enemy and lift it into the air.

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Shock Beetle Swarm

A sudden mass of insects limned with lightning crawls over your foes. Energy arcs between your enemies as the swarm feasts on their flesh.

Arcane, Conjunction, Implement, Lightning

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

## Acid Mire

You transform the ground beneath your enemies' feet to hellish slime that eats away at flesh and bone.

Arcane, Acid, Implement, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Glitterdust

You call forth a flash of brilliant light that leaves golden dust on all nearby creatures. The dust sparkles with a supernatural luster.

Arcane, Implement, Radiant

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION		RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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).



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Phantasmal Assailant

You craft an elaborate image of a deadly assassin whose blade cuts deeply into your foe.

Arcane, Illusion, Implement, Psychic

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Intelligence modifier psychic damage.

**Effect:** The target takes ongoing 5 psychic damage and grants combat advantage to your allies (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 5

DAILY POWER

## Summon Abyssal Maw

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.

Arcane, Implement, Summoning

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 5

DAILY POWER

### Visions of Avarice

The illusion of a fabulous treasure appears out of thin air. Your enemies throw aside caution to seize it.

Arcane, Illusion, Implement, Zone

KEYWORDS

Standard		Area 1 square within 10 squares
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 5

DAILY POWER

### Emerald Eye

A mote of green energy appears above you. A glaring, alien eye peers from it, giving you insight into your foe's true nature.

Arcane

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 6

UTILITY POWER

### Wizard's Escape

With a flash, you are gone.

Arcane, Teleportation

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

**Trigger:** An enemy hits you with a melee attack  
**Effect:** You teleport 5 squares to a space that is not adjacent to an enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 6

UTILITY POWER

### Fire Shield

You are swathed in rippling flames that turn away both fire and chill but scorch anyone who strikes you.

Arcane, Fire

KEYWORDS

Minor		Personal
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 6

UTILITY POWER

### Spectral Hound

You call the ghostly image of a powerful mastiff that follows you protectively.

Arcane

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 6

UTILITY POWER

### Summon Iron Cohort

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.

Arcane, Implement, Summoning

KEYWORDS

Minor		Close burst 2
ACTION		RANGE
AT-WILL	ENCOUNTER	DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 6

UTILITY POWER

### Concussive Echo

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.

Arcane, Charm, Implement, Thunder

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

### Enemies Abound

You weave a veil of illusion over the eyes of your enemies, causing them to view their own allies as threats.

Arcane, Illusion, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION		RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

### Tomebound Ooze

Your foe is engulfed by an acidic, jellylike mass that continues to eat at it when that foe tries to attack.

Arcane, Acid, Conjunction, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.  
**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.  
**Tomé 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER



## Twist of Space

You bend and fold the fabric of space, scattering your enemies across the battlefield.

Arcane, Implement, Teleportation

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✳️	RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 1d6 + Intelligence modifier damage, and the target is teleported 3 squares and slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

## Worms of Minauros

You drop a mass of writhing maggots onto your enemy. The horrors feast on its flesh, dissolving it with acidic drool.

Arcane, Acid, Conjuraton, Implement

KEYWORDS

Standard	🐛	Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Intelligence modifier acid damage. If the target ends its turn within 2 squares of the worms, it takes 10 acid damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

## Face of Death

You create a vision of the reaper of souls before your foes' eyes, and they freeze in terror of their impending death.

Arcane, Fear, Illusion, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✳️	RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Mordenkainen's Guardian Hound

The ghostly form of a snarling wolfhound appears before you and leaps into the fray.

Arcane, Conjuraton, Implement

KEYWORDS

Standard	🐕	Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Summon Arrowhawk

With a mighty shriek, a four-winged creature of the Elemental Chaos appears above your foes and swoops in to attack.

Arcane, Implement, Summoning

KEYWORDS

Minor	🦅	Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Taunting Phantoms

Your foes are beset by tormenting images that dart among them, daring them to attack and driving them to lash out with reckless abandon.

Arcane, Illusion, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✳️	RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Visions of Ruin

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.

Arcane, Fear, Illusion, Implement, Psychic, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✳️	RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 9

DAILY POWER

## Illusory Wall

A seemingly solid wall materializes before your foes, dividing the battlefield with your convincing illusion.

Arcane, Illusion, Implement

KEYWORDS

Standard		Area wall 8 within 20 squares
ACTION	✳️	RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY		

**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, and it lasts until the end of your next turn. 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 10

UTILITY POWER

## Mass Resistance

You wrap arcane strands about yourself and all your allies, insulating all against a particular type of damage.

Arcane

KEYWORDS

Minor		Close burst 10
ACTION	⬅️	RANGE
<input type="checkbox"/> AT-WILL <input type="checkbox"/> ENCOUNTER <input checked="" type="checkbox"/> DAILY		

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 10

UTILITY POWER

### Summon Hammerfist Crusher

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.

Arcane, Implement, Summoning

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	UTILITY	10

UTILITY POWER

### True Seeing

Your eyes glow with arcane light, letting nothing escape your sight.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** Until the end of the encounter, you gain darkvision, and you can see invisible creatures and objects within 10 squares of you that are within your line of sight. You also gain a +5 power bonus to Insight checks and Perception checks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	UTILITY	10

UTILITY POWER

### Earth Brute

The ground creaks and moans, and a creature of rock and earth emerges to smash your foes.

Arcane, Conjunction, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	13

ENCOUNTER POWER

### Entangling Force

A burst of force erupts around your enemies, knocking them off balance and impeding their movement.

Arcane, Force, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION		RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	13

ENCOUNTER POWER

### Illusory Assailant

You produce a lifelike illusion of a warrior that attacks your enemies and aids your allies.

Arcane, Illusion, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	13

ENCOUNTER POWER

### Mirror Sphere

Illusory barriers surround your foe, causing it phantom pain when it attacks you and your allies.

Arcane, Illusion, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	13

ENCOUNTER POWER

### Orbmaster's Umbral Assault

A shroud of roiling shadows coalesces around your orb. Your enemies see a globe of utter blackness flare out to engulf them.

Arcane, Illusion, Implement, Necrotic, Zone

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION		RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	13

ENCOUNTER POWER

### Ball Lightning

A coruscating globe of lightning flashes forth and flies about, lashing out with tendrils of electricity.

Arcane, Conjunction, Implement, Lightning

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	15

DAILY POWER

### Evard's Dreadful Mist

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.

Arcane, Fear, Implement, Psychic, Zone

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION		RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	15

DAILY POWER

## Stonewrack

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.

Arcane, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	15

DAILY POWER

## Summon Chainbearer

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.

Arcane, Implement, Summoning

KEYWORDS

Minor		Ranged 20
ACTION	✱	RANGE
	vs	
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	15

DAILY POWER

## Vertigo

Your enemies stagger and flail their arms as the world seems to spin furiously around them.

Arcane, Illusion, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	15

DAILY POWER

## Clever Escape

As your foes close in for the kill, you buy time for escape with a cunningly crafted duplicate of yourself.

Arcane, Illusion, Teleportation

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	UTILITY	16

UTILITY POWER

## Phantom Mask

With a gesture, you enable you and your allies to take on a nearly impenetrable disguise.

Arcane, Illusion

KEYWORDS

Minor		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	UTILITY	16

UTILITY POWER

## Phase Shift

You whisper an arcane phrase and transform your body into a mere phantom.

Arcane, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** You become insubstantial and gain phasing until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	UTILITY	16

UTILITY POWER

## Spectral Vision

Your surroundings shimmer and change. What was once a squalid cave is now an opulent throne room.

Arcane, Illusion

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	UTILITY	16

UTILITY POWER

## Summon Diamond Falcon

A great bird of prey with gleaming white feathers appears from a planar portal and whisks you or an ally to safety.

Arcane, Implement, Summoning

KEYWORDS

Minor		Ranged 5
ACTION	✱	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	UTILITY	16

UTILITY POWER

## Dancing Bolts

Snapping blue arcs of lightning erupt from the ground, leaping from one foe to another.

Arcane, Implement, Lightning

KEYWORDS

Standard		Ranged 20
ACTION	✱	RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	17

ENCOUNTER POWER

## Furnace of Sand

You create a powerful storm of desert winds and red-hot sand.

Arcane, Fire, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION		RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Gripping Chains

You speak a ringing word of doleful power, enmeshing your foes in spectral bonds.

Arcane, Force, Implement

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION		RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Phantasmal Horror

Your enemy is assailed by an imaginary monster ripped from its nightmares, frightening it into a catatonic state.

Arcane, Fear, Illusion, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Shard of the Endless Avalanche

You conjure a massive boulder from the Elemental Chaos that smashes through your enemies' ranks, then shatters and dissipates.

Arcane, Conjunction, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 17

ENCOUNTER POWER

## Evard's Ebon Bindings

With incantations of imprisonment, you trap your foe in writhing black runes that seem almost alive, forcing it to obey your command.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Oppressive Force

A massive barrage of arcane energy slams your foe to the ground and grinds it into the dirt.

Arcane, Force, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Plague of Illusions

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.

Arcane, Illusion, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Summon Black Devourer

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.

Arcane, Implement, Summoning

KEYWORDS

Minor		Ranged 20
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 19

DAILY POWER

## Globe of Invulnerability

A transparent bubble of force appears around you, preventing anything from getting in or out.

Arcane, Conjunction, Force

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE UTILITY LEVEL 22

UTILITY POWER

### Mordenkainen's Lucubration

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.

**Arcane**  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WIZARD | POWER TYPE: UTILITY | LEVEL: 22

**UTILITY POWER**

### Phantom Legion

A dozen illusory forms appear around you, creating a sprawling scene to deceive your enemies.

**Arcane, Illusion**  
KEYWORDS

Minor		Ranged 30
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WIZARD | POWER TYPE: UTILITY | LEVEL: 22

**UTILITY POWER**

### Wall of Force

A transparent barrier of force springs up where you command.

**Arcane, Conjunction, Force**  
KEYWORDS

Standard		Area wall 12 within 20 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WIZARD | POWER TYPE: UTILITY | LEVEL: 22

**UTILITY POWER**

### Astral Claw

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.

**Arcane, Conjunction, Implement**  
KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WIZARD | POWER TYPE: ATTACK | LEVEL: 23

**ENCOUNTER POWER**

### Deceptive Shadows

Darkness swirls around your foes, distracting them and cloaking you and your allies from view.

**Arcane, Illusion, Implement**  
KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION		RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WIZARD | POWER TYPE: ATTACK | LEVEL: 23

**ENCOUNTER POWER**

### Freezing Bolts

A thin layer of ice coats your wand, unleashing frigid waves as unstoppable as winter itself.

**Arcane, Cold, Implement**  
KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WIZARD | POWER TYPE: ATTACK | LEVEL: 23

**ENCOUNTER POWER**

### Orbmaster's Insuperable Lethargy

A blood-red sphere of arcane power emanates from your orb to surround your foes, sinking into them and sapping their energy.

**Arcane, Implement**  
KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION		RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WIZARD | POWER TYPE: ATTACK | LEVEL: 23

**ENCOUNTER POWER**

### Staffstrike Shock

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.

**Arcane, Implement, Lightning**  
KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WIZARD | POWER TYPE: ATTACK | LEVEL: 23

**ENCOUNTER POWER**

### Bubbling Acid

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.

**Arcane, Acid, Implement, Zone**  
KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION		RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WIZARD | POWER TYPE: ATTACK | LEVEL: 25

**DAILY POWER**

## Cinder Storm

A spinning cloud of flaming ash surrounds your enemies, burning them and blinding their allies.

Arcane, Fire, Implement, Zone

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
INT vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Orbmaster's Prismatic Sphere

Your orb swirls with a rainbow of colors that flash out and cloak your foes in a scintillating globe.

Arcane, Fire, Implement, Poison

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Phantom Reality

You create an intricate illusion in your enemy's mind, convincing it that friends are foes and leading it where you desire.

Arcane, Illusion, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Summon Abyssal Horde

Three horrid creatures, little more than living toothy mouths, appear around your foes to devour them.

Arcane, Implement, Summoning

KEYWORDS

Minor		Ranged 20
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 25

DAILY POWER

## Lost in the Mists

You create a phantom world around your enemy and mimic reality so closely that you manipulate the foe as if it were a puppet.

Arcane, Charm, Illusion, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Sequestering Force

Your spell rips apart the planar boundaries, battering your enemies and trapping them in a fold of buckled space.

Arcane, Force, Implement

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Soul Fire

You crook your hand in a mystical gesture, and your foes shriek in agony as their souls are consumed by hidden flame.

Arcane, Fire, Implement, Necrotic

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 3d8 + Intelligence modifier fire and necrotic damage, and the target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Steal Time

You divert the river of time, stealing a moment from your enemy for your own use.

Arcane, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**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 from this stunned condition.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Tomebound Bloodbeast

Prom your tome springs a writhing, formless creature covered with long spikes that drinks your foes' blood and transfers their vigor to you.

Arcane, Conjuration, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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 blood beast 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WIZARD POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

## Miasma of Enfeeblement

Black dust whirls up around your foes, sapping their strength and clouding their vision.

Arcane, Implement, Necrotic, Zone

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	29

DAILY POWER

## Prismatic Wall

You draw your hands apart to form a mystic rainbow, which grows into a wall of shimmering colors.

Arcane, Conjunction, Fire, Implement, Poison

KEYWORDS

Standard		Area wall 10 within 10 squares
ACTION	✱	RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	29

DAILY POWER

## Summon Living Mountain

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.

Arcane, Implement, Summoning

KEYWORDS

Minor		Ranged 20
ACTION	☞	RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	29

DAILY POWER

## Visions of Wrath

With blood-curdling cries, your enemies fall upon each other.

Arcane, Illusion, Implement

KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	✱	RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WIZARD	ATTACK	29

DAILY POWER

## Aegis Sigil

*You etch the air with sigils of power. The runes linger for a moment and then burn into a struck foe.*

**Arcane, Weapon**

KEYWORDS

Standard	⚔	Melee weapon
<small>ACTION</small>	<small>RANGE</small>	
INT vs AC		One creature
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SIGIL CARVER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 11
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**ENCOUNTER POWER**

## Arrow of Cacophony

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

**Arcane, Thunder, Weapon**

KEYWORDS

Standard	🔊	Ranged weapon
<small>ACTION</small>	<small>RANGE</small>	
CHA vs AC		One creature
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**Hit:** 2[W] + Charisma modifier thunder damage, and the target is deafened and dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> EUPHONIC BOW	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 11
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**ENCOUNTER POWER**

## Celestial Sigil

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

**Arcane, Implement; Varies**

KEYWORDS

Standard	🌟	Ranged 20
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Will		One creature
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> CELESTIAL SCHOLAR	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 11
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**ENCOUNTER POWER**

## Deadly Judgment

*The pain your enemy suffers from your attack is also felt by its allies.*

**Arcane, Implement, Necrotic**

KEYWORDS

Standard	👁	Ranged 10
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Reflex		One creature
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**Hit:** 2d8 + Charisma modifier necrotic damage. Each enemy within 2 squares of the target takes necrotic damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> DARK RECKONER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 11
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**ENCOUNTER POWER**

## Deific Decay

*You harness the necrotic power of a dead god's corpse, and you hurl it at an unsuspecting foe.*

**Arcane, Implement, Necrotic**

KEYWORDS

Standard	👁	Ranged 10
<small>ACTION</small>	<small>RANGE</small>	
CON vs Fort		One creature
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**Hit:** 2d12 + Constitution modifier necrotic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> GOD FRAGMENT	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 11
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**ENCOUNTER POWER**

## Doomsday Portent

*You prophesize the demise of your enemy, filling it with horrifying visions of its death.*

**Arcane, Fear, Implement**

KEYWORDS

Standard	👁	Ranged 10
<small>ACTION</small>	<small>RANGE</small>	
CON vs Will		One creature
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**Hit:** The target is dazed and weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> SEA TYRANT ORACLE	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 11
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**ENCOUNTER POWER**

## Emissary's Onslaught

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

**Arcane, Thunder, Weapon**

KEYWORDS

Standard	⚔	Melee weapon
<small>ACTION</small>	<small>RANGE</small>	
CHA vs AC		One creature
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> HALF-ELF EMISSARY	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 11
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**ENCOUNTER POWER**

## Entropic Reshuffling

*You distort probability with ripples of randomness that flow through your enemies, causing them to behave unpredictably.*

**Arcane, Implement**

KEYWORDS

Standard	↔	Close blast 5
<small>ACTION</small>	<small>RANGE</small>	
INT vs Will		Each creature in blast
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> WEAVER OF CHANCE	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 11
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**ENCOUNTER POWER**

## Essence of Arcane Blood

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

**Arcane, Implement; Varies**

KEYWORDS

Standard	🌟	Ranged 20
<small>ACTION</small>	<small>RANGE</small>	
CHA vs Reflex		One creature
<small>ATTACK</small>	<small>DEFENSE</small>	<small>TARGET</small>

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ESSENCE MAGE	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 11
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**ENCOUNTER POWER**



## Exploit Weakness

Your arcane insight guides you to an enemy's weakness, letting you exploit that vulnerability.

### Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 3[W] + Intelligence modifier damage. This attack deals extra damage equal to the target's highest vulnerability.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
ARCANE HUNTER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Foe Binder

You slash at two nearby foes, and your attacks bind them to you.

### Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		Two creatures
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SAGE OF FATE'S BONDS

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Furious Bolts

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

### Arcane, Implement, Lightning

KEYWORDS

Standard	↗	Ranged 20
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
LIGHTNING FURY

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Ghost Sword

Your attack cuts through all planes of existence, ensuring that even ghostly forms suffer your wrath.

### Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
GHOST BLADE

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Guardian's Breath

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

### Arcane, Implement

KEYWORDS

Standard	←	Close blast 3
ACTION		RANGE
CHA vs Reflex		Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
DRAGON GUARDIAN

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Hammerfall Step

You transport both enemies and allies. Your allies experience a pleasant trip to safety; your enemies end up in jeopardy.

### Arcane, Implement, Teleportation

KEYWORDS

Standard	↔	Close blast 5
ACTION		RANGE
INT vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

**Hit:** 2d6 + Intelligence modifier damage, and you teleport the target 3 squares.

**Effect:** You teleport each ally in the blast 3 squares.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
ARCANE WAYFARER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Hekiah's Trance

Your foe becomes lost in your eyes, shuffling in the direction of your gaze.

### Arcane, Charm, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
ENTRANCING MYSTIC

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Hexblast

You scream an eerie curse that harms your enemies' minds more than their ears.

### Arcane, Implement, Psychic

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
CHA or CON vs Will		Each enemy in blast
ATTACK	DEFENSE	TARGET

**Effect:** You can place your Warlock's Curse on the target.

**Hit:** 1d8 + Charisma or Constitution modifier psychic damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
HEXER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Judgment of the Storm

You unleash bolts of lightning upon those who offend you, smiting them with your power.

### Arcane, Implement, Lightning

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

**Hit:** 1d10 + Charisma modifier + Intelligence modifier lightning damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
STORM SCOURGE

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Karmic Wound

Your foe will pay for the injury it causes another.

Arcane, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
KARMIC SHAPER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Lying Lights

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

Arcane, Illusion, Implement, Radiant

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
CUNNING PREVARICATOR

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Pacifying Voice

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

Arcane, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
LIFE SINGER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Pillar of Power

You call up a pillar of fire that rises from the bowels of the Hells and incinerates your foe.

Arcane, Fire, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 2d8 + Constitution modifier fire damage. Each creature adjacent to the target takes fire damage equal to half the damage dealt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
HELLBRINGER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Planar Gateway

You create a rift between the planes, drawing raw power through it that tumbles your enemies about like skittles.

Arcane, Conjunction, Implement

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

**Opportunity Action** Close burst 1

**Trigger:** A creature starts its turn adjacent to 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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
BONDED SUMMONER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Primordial Rage

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

Arcane, Implement; Varies

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
PRIMORDIAL CHANNELER

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Psychic Detonations

You tap on the floor, and three illusory traps are set under the feet of your enemies.

Arcane, Illusion, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
HERMETIC SABOTEUR

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Spell Strike

Your maaic infuses a normal weapon attack with arcane power that might scorch, freeze, rot, poison, shock, or blast your foe.

Arcane, Weapon; Varies

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 1[W] + Intelligence modifier plus 2d6 + Strength modifier acid, cold, fire, lightning, necrotic, poison, radiant, or thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
SWORD OF ASSAULT

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

## Stellar Debris

Brilliant stellar debris explodes outward from you, burning your enemies.

Arcane, Fire, Implement, Radiant

KEYWORDS

Standard		Close blast 5
ACTION		RANGE
CON vs Reflex		Each creature in blast
ATTACK	DEFENSE	TARGET

**Hit:** 1d8 + Constitution modifier radiant and fire damage. Until the end of your next turn, the target treats all creatures as having concealment.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS  
MASTER OF THE STARRY NIGHT

POWER TYPE  
ATTACK

LEVEL  
11

ENCOUNTER POWER

### Vanishing Act

You strike, and in the wink of an eye, are gone.

Arcane, Illusion, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
INT vs Will		One creature
ATTACK	DEFENSE	TARGET

**Hit:** 3d6 + Intelligence modifier psychic damage.  
**Effect:** You become invisible until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UNSEEN MAGE | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

### Visions of Doom

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Will		One creature that has your deathmark
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GRAVE CALLER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

### Wall of Winter

Issuing words of Primordial from frost-covered lips, you conjure an unstable wall of elemental ice and wind.

Arcane, Cold, Conjuraton, Implement

KEYWORDS

Standard		Area wall 5 within 20 squares
ACTION		RANGE
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RIMETONGUE CALLER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

### Ward Force Assault

You swing at your foe and craft your warding into a blunt force that flattens your enemy when you hit.

Arcane, Force, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARD GUARDIAN | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

### Winter's Clutch

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

Arcane, Cold, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLIZZARD MAGE | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

### Aegis Reserve

In the heat of battle, sometimes one aegis is not enough. Luckily, you know a spell that allows you to bestow another.

Arcane

KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORD OF ASSAULT | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Agency of Chance

You are shrouded by the essence of chance, which distorts every spell you cast.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WEAVER OF CHANCE | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Celestial Resistance

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

Arcane

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CELESTIAL SCHOLAR | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

### Cloak of Sound

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

Arcane, Illusion

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** Until the end of your next turn, you are invisible to a creature that has your deathmark.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GRAVE CALLER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

## Enduring Summons

You call on the power of the planes to surge through your summoned creature, ensuring its survival.

**Arcane, Healing**

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** One creature you summoned  
**Effect:** The target regains hit points equal to your healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BONDED SUMMONER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Essence Form

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

**Arcane**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ESSENCE MAGE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Icy Calling

You infuse your summoning with the essence of an ice mote of the Primordial Chaos.

**Arcane, Cold**

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS RIMETONGUE CALLER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Minor Gift of Foresight

You can see the doom of your enemies, and that foresight lets you benefit from your boon.

**Arcane**

KEYWORDS

Free		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MASTER OF THE STARRY NIGHT	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Sabotage Trap

Sometimes the wrong person triggers the trap. Fortunately, you have an answer for that.

**Arcane, Teleportation**

KEYWORDS

Imm. Interrupt		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** The triggering creature  
**Trigger:** A creature triggers a trap within range  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HERMETIC SABOTEUR	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Shadow Slip

Speaking a sinister word whispered only in the blackest parts of the Underdark, you disappear from the sight of those you have cursed.

**Arcane**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** Until the end of your next turn, you are invisible to each creature cursed by you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DARK RECKONER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Sigil of Safety

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.

**Arcane, Teleportation**

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** The ally who was hit  
**Trigger:** An attack hits an ally within 5 squares of you  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SIGIL CARVER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Trickery's Reward

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

**Arcane, Healing**

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** The ally that was hit by the triggering attack  
**Trigger:** An attack hits an ally within 10 squares of you  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CUNNING PREVARICATOR	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Vengeful Hex

You balefully eye the enemy who shot you. The creature might think itself beyond your reach, but it's wrong.

**Arcane**

KEYWORDS

Imm. Reaction		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** The triggering enemy  
**Trigger:** An enemy hits or misses you with a ranged or area attack  
**Effect:** You place your Warlock's Curse on the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HEXER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Cloak of Freezing Wind

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

**Arcane, Cold**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLIZZARD MAGE    POWER TYPE: UTILITY    LEVEL: 12

UTILITY POWER

## Deific Doom

You borrow the remnants of power from a dead god, instilling your presence with an overwhelming sense of loss and regret.

**Arcane, Zone**

KEYWORDS

Minor		Close burst 2
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GOD FRAGMENT    POWER TYPE: UTILITY    LEVEL: 12

UTILITY POWER

## Elemental Stance

You speak a few words of an ancient spell, instilling your attacks with the power to bestow vulnerability on a foe.

**Arcane, Stance**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARCANES HUNTER    POWER TYPE: UTILITY    LEVEL: 12

UTILITY POWER

## Emissary's Gambit

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

**Arcane**

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HALF-ELF EMISSARY    POWER TYPE: UTILITY    LEVEL: 12

UTILITY POWER

## Gates of Hell

You open a gate through Hell to connect points on the battlefield. Your allies can pass through it unharmed, but your foes cannot.

**Arcane, Fire**

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HELLBRINGER    POWER TYPE: UTILITY    LEVEL: 12

UTILITY POWER

## Guillaume's Veil

You make a series of mystical passes, and you and your companions fade from view.

**Arcane, Illusion, Zone**

KEYWORDS

Minor		Close burst 2
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UNSEEN MAGE    POWER TYPE: UTILITY    LEVEL: 12

UTILITY POWER

## Inspired Solutions

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

**Arcane**

KEYWORDS

Standard		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: LIFE SINGER    POWER TYPE: UTILITY    LEVEL: 12

UTILITY POWER

## Lightning Dance

Lightning crackles around you, striking any enemy that hits you and allowing you to close with it.

**Arcane, Lightning, Teleportation**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STORM SCOURGE    POWER TYPE: UTILITY    LEVEL: 12

UTILITY POWER

## Lightning in the Blood

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

**Arcane, Lightning**

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.)

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: LIGHTNING FURY    POWER TYPE: UTILITY    LEVEL: 12

UTILITY POWER

### Phase Evasion

Your foe might have thought to get the better of you, but before its attack, you wink out and attempt to dodge the assault.

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GHOST BLADE      POWER TYPE: UTILITY      LEVEL: 12

UTILITY POWER

### Prepared by Fate

Using your powers of foresight, you anticipate a conflict and are ready for it.

Arcane

KEYWORDS

No Action		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Trigger:** You roll initiative  
**Effect:** You gain a +20 bonus to the initiative check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SEA TYRANT ORACLE      POWER TYPE: UTILITY      LEVEL: 12

UTILITY POWER

### Primordial Boon

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

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** You gain resist 15 cold, resist 15 fire, resist 15 lightning, and resist 15 thunder until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PRIMORDIAL CHANNELER      POWER TYPE: UTILITY      LEVEL: 12

UTILITY POWER

### Protective Bond

You raise a magical ward over one of your allies, allowing you to summon that individual to your side and offer protection.

Arcane, Teleportation

KEYWORDS

Minor		Close burst 10
ACTION	←	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SAGE OF FATE'S BONDS      POWER TYPE: UTILITY      LEVEL: 12

UTILITY POWER

### Sheltering Ward

With intense concentration and magical power, you expand your warding to include those around you.

Arcane

KEYWORDS

Standard		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARD GUARDIAN      POWER TYPE: UTILITY      LEVEL: 12

UTILITY POWER

### Shield of Dragon Might

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

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRAGON GUARDIAN      POWER TYPE: UTILITY      LEVEL: 12

UTILITY POWER

### Shroud of Adeptus

Your enemy moves to strike you, but you stare into its eyes and rob the creature of its will.

Arcane, Charm

KEYWORDS

Imm. Reaction	↗	Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** The triggering enemy  
**Trigger:** An enemy within 5 squares of you misses you with an attack  
**Effect:** The target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ENTRANCING MYSTIC      POWER TYPE: UTILITY      LEVEL: 12

UTILITY POWER

### Song of Sonic Striking

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

Arcane, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** Until the stance ends, your attacks with a bow ignore cover and concealment, including superior cover but not total concealment.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: EUPHONIC BOW      POWER TYPE: UTILITY      LEVEL: 12

UTILITY POWER

### Warp Karma

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

Arcane

KEYWORDS

Imm. Interrupt	←	Close burst 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Target:** The triggering ally and one enemy in burst  
**Trigger:** An ally in burst misses with an attack  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KARMIC SHAPER      POWER TYPE: UTILITY      LEVEL: 12

UTILITY POWER

## Wayfarer's Evasion

*As your foe's weapon falls upon you, you suddenly whisk away.*

Arcane, Teleportation

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Trigger:** You are hit or missed by an attack  
**Effect:** You teleport 10 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ARCANE WAYFARER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

## Anthem of Antagonism

*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.*

Arcane, Thunder, Weapon

KEYWORDS

Standard		Ranged weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS EUPHONIC BOW	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## Army of the Emissary

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

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
CHA vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HALF-ELF EMISSARY	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## Blizzard

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

Arcane, Cold, Implement

KEYWORDS

Standard		Close burst 10
ACTION		RANGE
CHA vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLIZZARD MAGE	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## Bolt of Power

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

Arcane, Implement, Lightning

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LIGHTNING FURY	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## Celestial Seal

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

Arcane, Implement; Varies

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CELESTIAL SCHOLAR	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## Cursing Vengeance

*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.*

Arcane, Implement, Necrotic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DARK RECKONER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## Deadly Ensnarement

*An enemy might have thought to ignore you, but when you show up behind it and unleash a deadly attack, you teach it otherwise.*

Arcane, Teleportation, Weapon

KEYWORDS

Imm. Reaction		Melee weapon
ACTION		RANGE
INT vs AC		The triggering enemy
ATTACK	DEFENSE	TARGET

**Trigger:** An enemy marked by you and within 10 squares of you hits or misses an ally  
**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.  
**Hit:** 5[W] + Intelligence modifier damage.  
**Miss:** Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SAGE OF FATE'S BONDS	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## End of Luck

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

Arcane, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KARMIC SHAPER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

## Fire and Thunder

Your weapon thrums with fire and thunder, which explode across your foe and leave the creature aflame and senseless.

Arcane, Fire, Thunder, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORD OF ASSAULT  
POWER TYPE: ATTACK  
LEVEL: 20

DAILY POWER

## Flaw Seeking Strike

You recognize a flaw in a creature's defenses, and you focus your attacks on that weakness.

Arcane, Weapon; Varies

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs. AC vs		One creature
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARCANER HUNTER  
POWER TYPE: ATTACK  
LEVEL: 20

DAILY POWER

## Hex of Abandonment

Your foe imagines that you and your allies are manifestations of its worst nightmare that have come to torment and murder it.

Arcane, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA or CON vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HEXER  
POWER TYPE: ATTACK  
LEVEL: 20

DAILY POWER

## Inevitability of the Grave

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

Arcane, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Fort		One creature that has your deathmark
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GRAVE CALLER  
POWER TYPE: ATTACK  
LEVEL: 20

DAILY POWER

## Lasting Breath

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

Arcane, Implement; Variable

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
CHA vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DRAGON GUARDIAN  
POWER TYPE: ATTACK  
LEVEL: 20

DAILY POWER

## Nimbus of Falsehood

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

Arcane, Illusion, Implement, Psychic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CUNNING PREVARICATOR  
POWER TYPE: ATTACK  
LEVEL: 20

DAILY POWER

## Omnipresent Assault

You step across dimensional boundaries, seeming to be everywhere on the battlefield at once, unleashing an attack against each foe.

Arcane, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		Each enemy you can see when you first use the power
ATTACK	DEFENSE	TARGET

**Requirement:** You must be phasing or insubstantial.  
**Effect:** Before each attack, you teleport to a space that must be adjacent to the target.  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GHOST BLADE  
POWER TYPE: ATTACK  
LEVEL: 20

DAILY POWER

## Primordial Rift

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

Arcane, Cold, Fire, Implement, Lightning, Thunder

KEYWORDS

Standard	←	Close burst 2d6
ACTION		RANGE
CHA vs Fort		Each enemy in blast
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PRIMORDIAL CHANNELER  
POWER TYPE: ATTACK  
LEVEL: 20

DAILY POWER

## Protective Essence

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

Arcane, Force, Implement

KEYWORDS

Standard	←	Close burst 2
ACTION		RANGE
CHA vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ESSENCE MAGE  
POWER TYPE: ATTACK  
LEVEL: 20

DAILY POWER



## Random Spell

You tap into the random forces of the cosmos to make something happen. What that might be, not even you know.

Arcane, Implement; Varies

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**Effect:** You gain a single use of one of the following wizard powers from the list below. 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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WEAVER OF CHANCE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Saboteur's Ward

You have a punishing response to those who are foolish enough to attack you.

Arcane, Implement, Psychic, Zone

KEYWORDS

Standard		Close burst 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HERMETIC SABOTEUR | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Shooting Star

You release a starlike spear of light that impales your enemy and enables you to further afflict it with every successful attack you make.

Arcane, Implement, Radiant

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
vs		
CHA	Reflex	One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MASTER OF THE STARRY NIGHT | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Sigil of Enmity

Your rune-enhanced weapon strike marks a foe as the nemesis of you and your allies, making attacks against it more potent.

Arcane, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
vs		
INT	AC	One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SIGIL CARVER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Soothing Song

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.

Arcane, Healing, Implement

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
vs		
CHA	Will	Each enemy in burst
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: LIFE SINGER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Summon Bonded Protector

You call a massive humanoid-shaped statue of metal and stone that pounds your foes and forces them away from you.

Arcane, Implement, Summoning, Teleportation

KEYWORDS

Minor		Ranged 20
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BONDED SUMMONER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Summon Rimefire Brute

A giant of carved ice and frostfire strides from an elemental gateway, and your enemies tremble with cold and fear.

Arcane, Cold, Implement, Summoning

KEYWORDS

Minor		Ranged 20
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: RIMETONGUE CALLER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Terrifying Journey

You send your enemies... elsewhere. Somewhere terrible.

Arcane, Implement, Teleportation

KEYWORDS

Standard		Area burst 1 within 20 squares
ACTION		RANGE
vs		
INT	Will	Each creature in burst
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARCANE WAYFARER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Ultimatum of the Third Order

You speak in a secret tongue, assaulting the minds of your foes and presenting them with a mental dilemma.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Close burst 5
ACTION		RANGE
vs		
CHA	Will	Each enemy in burst
ATTACK	DEFENSE	TARGET

**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).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ENTRANCING MYSTIC | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Unleash the Inferno



You call up an earth-shaking column of fire, which burns and knocks down your foes.

Arcane, Fire, Implement

KEYWORDS

Standard		Close burst 10
ACTION	←	RANGE
CON vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

**Hit:** 2d10 + Constitution modifier fire damage, and you knock the target prone.  
**Miss:** Half damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HELLBRINGER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Unseen Entanglement



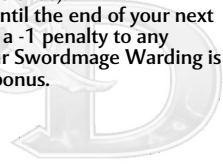
As you swing, you shape the protective power of your warding into an entangling thread that thwarts your foe's defenses.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARD GUARDIAN | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Vanishing Legion



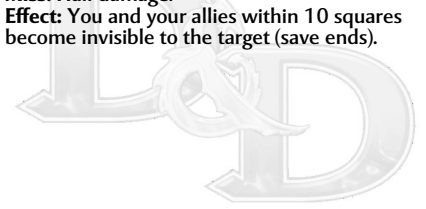
You sweep your hands and lash your enemies with a devastating attack, then collect its residual energy to cloak your allies.

Arcane, Illusion, Implement, Psychic

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✳	RANGE
INT vs Will		Each creature in burst
ATTACK	DEFENSE	TARGET

**Hit:** 3d10 + Intelligence modifier psychic damage.  
**Miss:** Half damage.  
**Effect:** You and your allies within 10 squares become invisible to the target (save ends).



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UNSEEN MAGE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Vestige of Karmath



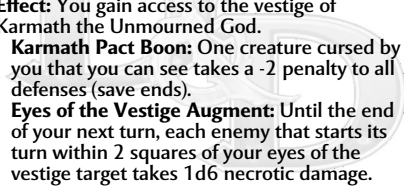
You overwhelm an enemy's mind with a fragment of Karmath the Unmourned God, giving you control over the creature's body.

Arcane, Charm, Implement, Necrotic

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CON vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GOD FRAGMENT | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Vestige of the Sea Tyrant



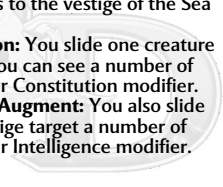
Your magic evokes the wrath of the Sea Tyrant, sweeping your foes away.

Arcane, Implement

KEYWORDS

Standard	←	Close blast 5
ACTION		RANGE
CON vs Fort		Each creature in blast
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SEA TYRANT ORACLE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Wrath of the Clouds



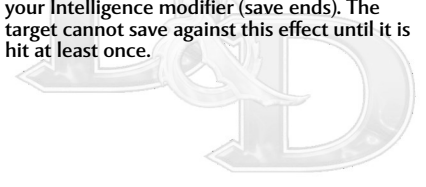
Lightning leaps around your enemy, lashing the creature whenever it is distracted by another attack.

Arcane, Implement, Lightning

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA vs Reflex		One creature
ATTACK	DEFENSE	TARGET

**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.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STORM SCOURGE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

## Channel the Signature

*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.*

Arcane  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Effect:** You gain resist 15 to all damage until the end of the encounter or until you use your Signature Spell.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARCHSPELL      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Figment Step

*The attack, the creature, and even your own physical form are not real. Change the story, and you change reality.*

Arcane, Illusion  
KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PARABLE      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Mass Aegis

*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.*

Arcane  
KEYWORDS

Minor		Close burst 1
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** Each enemy in burst  
**Effect:** Each target is marked by your Swordmage Aegis power until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARCANE SWORD      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Shields of the Eladrin Host

*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.*

Arcane, Teleportation  
KEYWORDS

Imm. Interrupt		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**Target:** You and each ally in burst  
**Trigger:** An attack hits you or an ally within 5 squares of you  
**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: FEYLIEGE      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Trick of Knowledge

*Your vast learning grants you different insightful advantages in different situations.*

Arcane  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SAGE OF AGES      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Vary Resistance

*With a passing thought, you tune the energy of your body to resist a new form of damage.*

Arcane  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: IMMANENCE      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Archlich Potency

*Fell spells resonate more fluidly within your animated mind.*

Arcane  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARCHLICH      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Golden Mean

*You show your power over fate, and let the balance reign over enemies and allies alike.*

Arcane, Zone  
KEYWORDS

Minor		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: LORD OF FATE      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Magister's Key

*You renew the magical potential of an already used magic item with a touch.*

Arcane  
KEYWORDS

Minor		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

**Effect:** You regain the use of an expended daily power of any single magic item in your possession.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MAGISTER      POWER TYPE: UTILITY      LEVEL: 26

UTILITY POWER

## Eyes of the Vestige



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.

Arcane, Implement, Psychic; Varies

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CON vs Will		One creature
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK POWER TYPE: FEAT LEVEL:

ENCOUNTER POWER

## Shielding Familiar



Your familiar leaps to deflect an attack, sacrificing itself to save you.

Arcane

KEYWORDS

Imm. Interrupt		Personal
ACTION		RANGE
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: POWER TYPE: FEAT LEVEL:

DAILY POWER

## Spellseer Familiar



Your familiar attracts your fruitlessly expended arcane energy, channeling power back to you to allow you to make another attempt.

Arcane

KEYWORDS

Free		Personal
ACTION		RANGE
ATTACK	DEFENSE	TARGET

**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.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: POWER TYPE: FEAT LEVEL:

DAILY POWER

## Purify Water



The lake, tainted by a now-dead demon that laired in its depths, becomes crystal clear and refreshing to drink.

10 minutes		Instantaneous
TIME		DURATION
10 gp	50 gp	Arcana, Nature, or Religion
COMP. COST	PRICE	KEY SKILL

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.

9 or lower: 1 square  
10-19: 2 squares  
20-34: 4 squares  
35 or higher: 10 squares

CATEGORY  
EXPLORATION

LEVEL  
1

RITUAL

## Unseen Servant



Why bother with real servants when magical ones are so much more obedient?

10 minutes		Until your next extended rest, or until you dismiss the servant
TIME		DURATION
20 gp	50 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

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 worth at least 25 gp. 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.

CATEGORY  
CREATION

LEVEL  
1

RITUAL

## Lower Water



The water vanishes into the wound as if it fears your presence and power.

10 minutes		1 hour
TIME		DURATION
25 gp	100 gp	Nature
COMP. COST	PRICE	KEY SKILL

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.

19 or lower: 2 squares  
20-29: 4 squares  
30-39: 8 squares  
40 or higher: 16 squares

CATEGORY  
EXPLORATION

LEVEL  
2

RITUAL

## Fool's Gold



You turn a pile of base metal or lesser coins into a mound of gold.

1 minute		Special
TIME		DURATION
Varies	125 gp	Arcana
COMP. COST	PRICE	KEY SKILL

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 create 1,000 gp worth of illusory gold that lasts for 4 hours.

9 or lower: 1 hour/x2 multiplier  
10-19: 2 hours/x5 multiplier  
20-29: 4 hours/x10 multiplier  
30-39: 8 hours/x20 multiplier  
40 or higher: 24 hours/x100 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.

CATEGORY  
DECEPTION

LEVEL  
3

RITUAL

## Beast Growth



The beast grows to incredible size and exhibits tremendous strength.

10 minutes		8 hours
TIME		DURATION
70 gp	175 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

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.

CATEGORY  
EXPLORATION

LEVEL  
4

RITUAL

## Object Reading



You touch the mysterious object and see images in your mind of its history.

1 hour		5 minutes
TIME		DURATION
25 gp	250 gp	Arcana
COMP. COST	PRICE	KEY SKILL

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.

9 or lower: 1 image  
10-19: 2 images  
20-29: 3 images  
30 or higher: 5 images

CATEGORY  
DIVINATION

LEVEL  
5

RITUAL

## Preserve Flame



Under winter rain or the ocean's depths, this flame burns just as well as in the dry heat of midsummer.

10 minutes		8 hours
TIME		DURATION
75 gp	360 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

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.

CATEGORY  
EXPLORATION

LEVEL  
6

RITUAL

## 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.

10 minutes		Special
TIME		DURATION
50 gp	360 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You shrink an object. Your Arcana check result determines how small the item becomes and how long the effect of the ritual lasts.

9 or lower: 75% of true size/1 hour  
10-19: 50% of true size/6 hours  
20-29: 15% of true size/12 hours  
30 or higher: 10% of true size/24 hours

CATEGORY  
EXPLORATION

LEVEL  
6

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.

10 minutes		5 minutes
TIME		DURATION
325 gp	800 gp	Arcana
COMP. COST	PRICE	KEY SKILL

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.

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 worth at least 1,000 gp that you use in the performance of the ritual.

CATEGORY  
EXPLORATION

LEVEL  
9

RITUAL

## 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.

10 minutes		Special
TIME		DURATION
325 gp	800 gp	Arcana
COMP. COST	PRICE	KEY SKILL

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.

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.

CATEGORY  
DIVINATION

LEVEL  
9

RITEAL

## History Revealed



You touch the disgraced general, conjuring images in your mind of a living masquerade ball, a military coup, and a horrible murder.

10 minutes		5 minutes
TIME		DURATION
600 gp	2,900 gp	Arcana
COMP. COST	PRICE	KEY SKILL

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.

9 or lower: 1 scene  
10-19: 2 scenes  
20-29: 3 scenes  
30-39: 4 scenes  
40 or higher: 5 scenes

CATEGORY  
DIVINATION

LEVEL  
11

RITEAL

## Arcane Barrier



You create a tough, translucent wall that blocks a passageway or covers a doorway.

10 minutes		4 hours
TIME		DURATION
1,000 gp	3,200 gp	Arcana
COMP. COST	PRICE	KEY SKILL

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.

CATEGORY  
WARDING

LEVEL  
12

RITEAL

## 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.

10 minutes		Special
TIME		DURATION
1,100 gp	4,200 gp	Arcana
COMP. COST	PRICE	KEY SKILL

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.

9 or lower: 10 minutes  
10-19: 30 minutes  
20-29: 1 hour  
30-39: 3 hours  
40 or higher: 8 hours

CATEGORY  
EXPLORATION

LEVEL  
14

RITEAL

## Whispers of the Edifice



You speak to the essence of a place, and the room reveals its darkest secrets and exposes its hidden skeletons.

10 minutes		5 minutes
TIME		DURATION
800 gp	4,200 gp	Arcana
COMP. COST	PRICE	KEY SKILL

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 your level in squares on a side. The room knows what has happened inside it for its entire existence, but it is incapable of making any judgments or analysis.

9 or lower: None  
10-19: 1 question  
20-29: 2 questions  
30-39: 3 questions  
40 or higher: 4 questions

CATEGORY  
EXPLORATION

LEVEL  
14

RITEAL

## Farsight



You extend your senses to the horizon when you will it.

10 minutes		Special
TIME		DURATION
3,600 gp	9,000 gp	Arcana
COMP. COST	PRICE	KEY SKILL

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.

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 worth at least 2,500 gp that conveys what you see and hear.

CATEGORY  
SCRYING

LEVEL  
16

RITEAL

## Guards and Wards



You fill your castle with dense areas of fog, arcane locks, and false portals to hinder and confuse intruders.

1 hour		24 hours (special)
TIME		DURATION
5,000 gp, 5 healing surges		Arcana
COMP. COST	PRICE	KEY SKILL

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.

CATEGORY  
WARDING

LEVEL  
18

RITEAL

## 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.

1 hour		Permanent
TIME		DURATION
170,000 gp, 5 healing surges	500,000 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

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.

CATEGORY  
WARDING

LEVEL  
28

RITEAL