

Healing Infusion: Curative Admixture

You use the magic of your infusion to heal the wounds of your target.

Arcane, Healing

KEYWORDS

Minor		Close burst 5 (10 at 11th level, 15 at 21st level)
ACTION	←	RANGE
INT	vs	AC
ATTACK	DEFENSE	TARGET

You or one ally in burst

Effect: The target regains hit points equal to its healing surge value + your Wisdom modifier, and you expend an infusion crafted with your Healing Infusion class feature.
 Level 6: Healing surge value + your Wisdom modifier +2.
 Level 11: Healing surge value + your Wisdom modifier +4.
 Level 16: Healing surge value + your Wisdom modifier +6.
 Level 21: Healing surge value + your Wisdom modifier +8.
 Level 26: Healing surge value + your Wisdom modifier +10.
Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER | POWER TYPE: FEATURE | LEVEL: 1

ENCOUNTER POWER

Healing Infusion: Resistive Formula

You channel the energy of your infusion into your target's armor, providing lasting protection.

Arcane

KEYWORDS

Minor		Close burst 5 (10 at 11th level, 15 at 21st level)
ACTION	←	RANGE
INT	vs	AC
ATTACK	DEFENSE	TARGET

You or one ally in burst

Effect: The target gains a +1 power bonus to AC until the end of the encounter, and you expend an infusion crafted with your Healing Infusion class feature. The target can end the bonus as a free action to gain temporary hit points equal to its healing surge value + your Constitution modifier.
 Level 11: Temporary hit points equal to the target's healing surge value + twice your Constitution modifier.
 Level 21: Temporary hit points equal to the target's healing surge value + three times your Constitution modifier.
Special: You can use two Healing Infusion powers per encounter, but only one per round. At 16th level, you can use three Healing Infusion powers per encounter, but only one per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER | POWER TYPE: FEATURE | LEVEL: 1

ENCOUNTER POWER

Aggravating Force

When your infused weapon strikes an enemy, the weapon unleashes a force that rattles the foe.

Arcane, Force, Weapon

KEYWORDS

Standard	↕ ↗	Melee or Ranged weapon
ACTION		RANGE
INT	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Hit: 1[W] + Intelligence modifier force damage, and the next ally to attack the target before the end of your next turn gains a +2 power bonus to the attack roll.
 Level 21: 2[W] + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

AT-WILL POWER

Magic Weapon

Your attack issues a burst of magical energy that enhances the weapons of allies close to you.

Arcane, Weapon

KEYWORDS

Standard	↕ ↗	Melee or Ranged weapon
ACTION		RANGE
INT +1	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Hit: 1[W] + Intelligence modifier damage, and each ally adjacent to you gains a +1 power bonus to attack rolls and a power bonus to damage rolls equal to your Constitution or your Wisdom modifier until the end of your next turn.
 Level 21: 2[W] + Intelligence modifier damage, and a +2 power bonus to attack rolls.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

AT-WILL POWER

Static Shock

You imbue your opponent with a crackling arcane charge, hindering the potency of its next attack.

Arcane, Implement, Lightning

KEYWORDS

Standard	↕ ↗	Melee or Ranged 5
ACTION		RANGE
INT	vs	Reflex
ATTACK	DEFENSE	TARGET

One creature

Hit: 1d8 + Intelligence modifier lightning damage. The next attack the target makes before the end of your next turn takes a penalty to the damage roll equal your Constitution modifier.
 Level 21: 2d8 + Intelligence modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

AT-WILL POWER

Thundering Armor

Thunder ripples outward from your implement, coalescing around you or an ally before focusing its might on a nearby enemy.

Arcane, Implement, Thunder

KEYWORDS

Standard	↕ ↗	Close burst 10
ACTION	←	RANGE
INT	vs	AC
ATTACK	DEFENSE	TARGET

You or one ally in burst

Effect: The primary target gains a +1 power bonus to AC until the end of your next turn. Make an attack.
Secondary Target: One creature adjacent to the primary target in burst
Secondary Attack: Intelligence vs. Fortitude
Hit: 1d8 + Intelligence modifier thunder damage, and you push the secondary target 1 square away from the primary target.
 Level 21: 2d8 + Intelligence modifier thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

AT-WILL POWER

Burning Weapons

Flames dance across the weapons that you and your comrades wield.

Arcane, Fire, Weapon

KEYWORDS

Standard	↕ ↗	Melee or Ranged weapon
ACTION		RANGE
INT	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Hit: 1[W] + Intelligence modifier fire damage. Until the end of your next turn, you and any ally within 2 squares of you deals extra fire damage equal to your Constitution modifier with weapon or fire attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Scouring Weapon

You infuse your weapon with acid, momentarily corroding your opponent's defenses.

Arcane, Acid, Weapon

KEYWORDS

Standard	↕ ↗	Melee or Ranged weapon
ACTION		RANGE
INT	vs	AC
ATTACK	DEFENSE	TARGET

One creature

Hit: 2[W] + Intelligence modifier acid damage, and the target takes a -2 penalty to AC until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Shielding Cube

You direct a minute cube covered in runes into the fray. Although small, the cube contains a force that bashes foes and shields allies.

Arcane, Force, Implement

KEYWORDS

Standard	↕ ↗	Ranged 10
ACTION		RANGE
INT	vs	Reflex
ATTACK	DEFENSE	TARGET

One creature

Hit: 2d6 + Intelligence modifier force damage.
Effect: Until the end of your next turn, any ally gains a +1 power bonus to AC while adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Spike Wire

You throw a bundle of barbed wire that bites into your enemy's flesh, digging deeper and deeper.

Arcane, Force, Implement

KEYWORDS

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

Hit: 1d8 + Intelligence modifier force damage. Until the end of your next turn, any attack deals extra damage to the target equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Caustic Rampart

You spill some liquid and infuse it with energy, creating a defensive wall of acidic fumes.

Arcane, Acid, Conjuration, Implement

KEYWORDS

Standard		Area wall 5 within 10 squares
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a wall of acidic fumes. The wall can be up to 2 squares high and must rest on a solid surface, and it lasts until the end of your next turn. The wall is difficult terrain, and its squares are lightly obscured. Any creature that starts its turn within the wall or adjacent to it takes acid damage equal to 1d6 + your Intelligence modifier.

Sustain Minor: The wall persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Icebound Sigil

By etching an arcane sigil upon a weapon, you infuse it with icy cold, giving it the power to freeze foes.

Arcane, Cold

KEYWORDS

Minor		Melee touch
ACTION		RANGE
vs		One weapon or implement
ATTACK	DEFENSE	TARGET

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals extra cold damage equal to your Constitution modifier. As a free action, the target's wielder can end the effect when he or she hits a creature. That creature is then immobilized (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Life-Tapping Darts

You launch magical darts at an ally and a foe. The dart that strikes the foe transfers vitality to your comrade in a golden flash.

Arcane, Implement

KEYWORDS

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

Hit: 2d10 + Intelligence modifier damage, and one ally within 10 squares of you gains 10 temporary hit points.

Miss: Half damage, and one ally within 10 squares of you gains 5 temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Obedient Servant

You infuse a construct with an elemental animus and then throw it into the fray to aid your allies.

Arcane, Implement, Summoning

KEYWORDS

Minor		Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You create a Medium obedient servant in an unoccupied square within range. The servant has speed 6. Any marked enemy that starts its turn adjacent to the servant takes damage equal to your Wisdom modifier. You can give the obedient servant the following special commands.

- ♦ **Standard Action:** Melee 1 or Ranged 5 targets one creature Intelligence +2 vs. AC 1d10 + Intelligence modifier damage.
- ♦ **Opportunity Attack:** Melee 1 targets one creature Intelligence +2 vs. AC 1d10 + Intelligence modifier damage, and the target is marked until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Swift Mender

You empower a tiny construct to zoom to an ally's aid.

Arcane

KEYWORDS

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

Target: You or one ally

Effect: The target makes a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Arcane Springboard

Infusing a small square of prepared cloth with arcane energy, you create a bouncy surface that launches any who step on it.

Arcane, Conjuration

KEYWORDS

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

Effect: You conjure an arcane springboard in a square within range. The springboard lasts until the end of your next turn. You or any ally who enters the square can jump a number of squares equal to your Wisdom modifier. The distance jumped does not count toward a character's movement. A character can benefit from this conjuration's effect only once per turn.

Sustain Minor: The conjuration persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Bolster Armor

You touch some armor, causing it to glow as you enhance its defenses.

Arcane

KEYWORDS

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

Target: You or one ally

Effect: The target gains a +1 power bonus to AC until the end of the encounter. When hit by an attack, the target can end this bonus as a free action to gain a +4 bonus to AC against that attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Reinforced Minion

You send energy to bolster one of your artifices, helping it to evade an attack that might otherwise have damaged it.

Arcane

KEYWORDS

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

Trigger: One of your summoned creatures within 5 squares of you is hit by an attack

Effect: The triggering attack misses the summoned creature.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Restorative Infusion

You infuse a comrade with a restorative compound. That ally can then redirect excess vitality to your other allies.

Arcane
KEYWORDS

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

Target: You or one ally
Effect: The target gains 20 temporary hit points. As a minor action, the target can transfer any number of these temporary hit points to an ally within 5 squares of him or her.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	UTILITY	2

UTILITY POWER

Use Magic Item

Your knowledge unlocks the power in a magic item without expending your own energy.

Arcane
KEYWORDS

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

Effect: The next magic item daily power you use before the end of your next turn does not count toward your limit of magic item daily power uses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	UTILITY	2

UTILITY POWER

Altered Luck

Your magic blasts an enemy and transfers its luck to a nearby ally.

Arcane, Implement
KEYWORDS

Standard	⚔	Area burst 2 within 10 squares
ACTION		RANGE
INT vs Will		One creature in burst
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier damage, and the target takes a -2 penalty to saving throws until the end of your next turn.
Effect: One ally within the burst gains temporary hit points equal to 5 + your Wisdom modifier and a +2 bonus to an attack roll, a skill check, an ability check, or a saving throw before the end of your next turn. The ally can use the bonus after determining the result of a roll.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	3

ENCOUNTER POWER

Force Infusion

Your attack binds energy within your foe's form. The magic reacts with concussive force each time you or an ally strikes the creature.

Arcane, Force, Weapon
KEYWORDS

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

Hit: 1[W] + Intelligence modifier + Constitution modifier force damage.
Effect: Until the end of your next turn, whenever any ally hits the target with a melee attack, that ally pushes the target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	3

ENCOUNTER POWER

Lightning Sphere

The small metal ball you roll at your enemies bursts apart in an explosion of lightning.

Arcane, Implement, Lightning
KEYWORDS

Standard	⚔	Area burst 1 within 10 squares
ACTION		RANGE
INT vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	3

ENCOUNTER POWER

Repulsion Strike

You empower your weapon to create afield of resistance around your enemy, hindering your foe's attacks.

Arcane, Force, Weapon
KEYWORDS

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

Hit: 2[W] + Intelligence modifier force damage, and the target takes a penalty to melee attack rolls equal to your Constitution modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	3

ENCOUNTER POWER

Corrosive Sigil

Your sigil imbues a weapon or an implement with arcane acid.

Arcane, Acid
KEYWORDS

Minor	⚔	Melee touch
ACTION		RANGE
vs		One weapon
ATTACK	DEFENSE	TARGET

Effect: Until the end of the encounter, any attack that uses the target as a weapon deals ongoing 5 acid damage (save ends). As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to give that creature a penalty to AC equal to your Constitution modifier (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	5

DAILY POWER

Dancing Weapon

Your weapon flies from your hand and harries one of your enemies.

Arcane, Summoning, Weapon
KEYWORDS

Minor	⚔	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You throw a melee weapon you are holding into an unoccupied square within range. The weapon has speed 0 and fly 6 (hover). The weapon is considered to be a Small creature. When the dancing weapon drops to 0 hit points, it is not destroyed, and you don't lose a healing surge. Instead, the weapon returns to your hand. The dancing weapon cannot open or close a door or container, or pick up or drop an item. You can give the dancing weapon the following special commands.
 ♦ **Minor Action:** Melee 1 targets one creature Intelligence vs. AC 1[W] + Intelligence modifier damage.
 ♦ **Opportunity Attack:** Melee 1 targets one creature Intelligence vs. AC 1[W] + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	5

DAILY POWER

Flameheart Defender

You infuse a small construct with a volatile heart of elemental fire.

Arcane, Fire, Implement, Summoning
KEYWORDS

Standard	⚔	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You create a Small flameheart defender in an unoccupied square within range. The flameheart defender has speed 6. Any enemy adjacent to the flameheart defender at the start of your turn is marked by it. You can give the flameheart defender the following special commands.
 ♦ **Standard Action:** Melee 1 or Ranged 5 targets one creature Intelligence + 2 vs. AC 2d6 + Intelligence modifier fire damage.
 ♦ **Opportunity Attack:** Melee 1 targets one creature Intelligence + 2 vs. AC 2d6 + Intelligence modifier fire damage.
 ♦ **No Action:** When the flameheart defender drops to 0 hit points, it must make the following attack: Close burst 2 targets each creature in burst Intelligence vs. Reflex 1d8 + Wisdom modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	5

DAILY POWER

Predatory Shards

On impact, your rune-inscribed projectile creates a cloud of magical shards to aggravate your enemies.

Arcane, Force, Weapon, Zone

KEYWORDS

Standard		Area burst 1 within weapon range
ACTION	✳️	RANGE
INT vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Intelligence modifier damage.
Miss: Half damage.
Effect: The burst creates a zone of magical shards that lasts until the end of the encounter. Any enemy that starts its turn within the zone takes 5 force damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Animate Helper

You've crafted the perfect assistant for your task.

Arcane

KEYWORDS

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

Effect: You gain a bonus to your next skill check before the end of your turn equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Healing Reserve

You channel arcane energy to assist an ally's healing.

Arcane, Healing

KEYWORDS

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

Target: The triggering ally
Trigger: An ally within 10 squares of you spends a healing surge to regain hit points
Effect: The target does not expend the healing surge but still gains its benefit. The target regains additional hit points equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Phantom Structure

By arranging small objects in your hand, you create an ephemeral structure made of magical force.

Arcane, Conjunction

KEYWORDS

Standard		Ranged 20
ACTION	↗️	RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Choose a square within range and another square within range and within 2 + your Intelligence modifier squares of the chosen square. You create a phantasmal bridge between the two squares that lasts until the end of your next turn. The bridge connects the two chosen squares by the shortest path. The bridge has no height, and a creature can pass through a square containing the bridge as though it were normal terrain, even if it normally contains no terrain, difficult terrain, challenging terrain, or hindering terrain.
Sustain Minor: The bridge persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Regeneration Infusion

You imbue an ally's equipment with a steady flow of arcane energy, which restores your friend's vigor.

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 or one ally in burst; target must be bloodied
Effect: The target gains regeneration equal to your Constitution modifier until the end of the encounter. As a minor action, the target can end the effect to spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Gale-Force Infusion

You infuse an ally's armor with the power of a violent windstorm.

Arcane, Implement

KEYWORDS

Standard		Area burst 2 centered on an ally within 10 squares of you
ACTION	✳️	RANGE
INT vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Intelligence modifier damage, and you slide the target 2 squares.
Effect: The ally in the attack's origin square gains a power bonus to AC equal to 2 + your Constitution modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Icy Weapons

An icy wind imbues your weapon with frost.

Arcane, Cold, Weapon

KEYWORDS

Standard		Melee or Ranged weapon
ACTION	⬇️ ↗️	RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.
Effect: You and each ally adjacent to you deal extra cold damage equal to your Constitution modifier with weapon or cold attacks until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Runic Resistance

Using your implement, you hurl a sigil-scribed sphere that blasts your foes and shields your allies.

Arcane, Implement; Varies

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✳️	RANGE
INT vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence modifier damage. Choose a damage type: acid, cold, fire, or lightning. The attack deals damage of that type to each target.
Effect: Choose a damage type: acid, cold, fire, or lightning. Each ally in the burst gains resistance equal to 5 + your Wisdom modifier to that type until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Vampiric Weapons

You imbue your weapon with the power to drain life from your enemies and transfer it to the weapons of your allies.

Arcane, Healing, Necrotic, Weapon

KEYWORDS

Standard		Melee or Ranged weapon
ACTION	⬇️ ↗️	RANGE
INT vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Intelligence modifier necrotic damage. Each ally within 5 squares of you who deals damage with a weapon attack before the end of your next turn regains hit points equal to 1d6 + your Constitution modifier. An ally regains these hit points only once for each use of this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Brittle-Skin Missile

Your rune-scribed projectile calcifies flesh and causes your foe to falter.

Arcane, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier damage, and the target is slowed and gains vulnerable 5 to melee attacks (save ends both).
Miss: Half damage, and the target is slowed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Lightning Motes

Channeling arcane energy into a cloud of dust, you create lightning that ripples across your foes.

Arcane, Implement, Lightning

KEYWORDS

Standard	↔	Close burst 3
ACTION		RANGE
INT vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence modifier lightning damage, and the target is dazed (save ends).
Each Failed Saving Throw: The target takes 5 lightning damage.
Aftereffect: The target takes ongoing 5 lightning damage (save ends).
Miss: Half damage, and ongoing 5 lightning damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Radiant Sigil

Brilliant light streams from the weaponry you imbue with radiant might and healing power.

Arcane, Healing, Radiant

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
vs		One weapon or implement
ATTACK	DEFENSE	TARGET

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals radiant damage. Whenever any attack power using the target hits, the target's wielder regains hit points equal to your Constitution modifier.
 As a free action, the target's wielder can end the effect when he or she hits a creature. That creature is then dazed (save ends). In addition, the wielder can spend a healing surge and regain additional hit points equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Relentless Harrier

You grant animation to a nimble construct.

Arcane, Implement, Summoning

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You create a Small relentless harrier in an unoccupied square within range. The relentless harrier has speed 8. The relentless harrier's attacks deal 1d6 extra damage to any creature granting combat advantage to it. You can give the relentless harrier the following special commands.
 ♦ **Standard Action:** Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d8 + Intelligence modifier damage, and the relentless harrier shifts 2 squares.
 ♦ **Opportunity Attack:** Melee 1; targets one creature; Intelligence + 2 vs. AC; 1d8 + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Slick Concoction

You direct a magical liquid under your allies' feet, causing them to slip across the battlefield.

Arcane

KEYWORDS

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

Target: Each ally in burst
Effect: You slide each target 5 squares. Each target gains a +4 bonus to Reflex until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Dancing Shield

A small metal sheaf unfolds into a medium-sized shield that floats near an ally and blocks incoming attacks.

Arcane, Conjunction

KEYWORDS

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

Target: One ally
Effect: You conjure a shield of metal and magic to protect the target. The target gains a +4 power bonus to AC and Reflex until the end of the encounter or until you move the shield. As a minor action, you can move the shield to a new target within range. That ally then gains the bonus.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Healing Figurine

You imbue a small figure with life force, causing it to emit a golden aura that heals allies.

Arcane, Healing, Summoning

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
<input checked="" type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You create a Small healing figurine in an unoccupied square within range. The healing figurine has speed 5. It has a +2 bonus to AC and to Fortitude. Any ally who spends a healing surge while adjacent to the figurine gains additional hit points equal to your Wisdom modifier. In addition, three times before the end of the encounter, an ally adjacent to the healing figurine can use a minor action to make a saving throw and to regain hit points as if he or she had spent a healing surge. You can give the healing figurine the following special command.
 ♦ **Minor Action:** The healing figurine administers first aid to an ally adjacent to it. The figurine uses your Heal skill for the check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Sigil of Luck

You imbue a weapon or an implement with a dose of luck and arcane energy.

Arcane

KEYWORDS

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

Target: One weapon or implement
Effect: Until the end of the encounter, any attack that uses the target gains a +1 power bonus to attack rolls and a bonus to damage rolls equal to your Constitution modifier. As a minor action, the target's wielder can end the effect in order to remove an effect on him or her that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Barbed Automaton

You hurl a small knot of barbed wire, which grows and springs to life, attacking your foes.

Arcane, Conjunction, Implement

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You create a barbed automaton in an unoccupied square within range. The automaton occupies a square and counts as an ally for the purpose of flanking. The automaton lasts until the end of your next turn. Any enemy that enters a space adjacent to the automaton or starts its turn there is subject to the following attack.
Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier + Wisdom modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Energy Shroud

A field of arcane energy surrounds you and your allies, lashing at attackers.

Arcane, Force, Implement

KEYWORDS

Standard		Close burst 2
ACTION	←	RANGE
vs		The attacking enemy
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, any enemy that hits or misses the primary target with a melee attack is subject to the following attack.

Secondary Target: The attacking enemy

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier force damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Forceful Weapon

You infuse a weapon with magic, making it deliver a greater impact than its size suggests.

Arcane, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier damage, and you push the target a number of squares equal to your Constitution modifier and knock it prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Positive Energy Infusion

You channel arcane power into your enemy, using the creature as a conduit for vitality.

Arcane, Healing, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier damage. Until the end of your next turn, any ally who hits the target can spend a healing surge and regain additional hit points equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER POWER TYPE: ATTACK LEVEL: 13

ENCOUNTER POWER

Animate Arbalester

Your crossbow glows briefly as you infuse it with elemental fire force. The weapon then alights, moving as you will it.

Arcane, Summoning, Weapon

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
vs		One weapon or implement
ATTACK	DEFENSE	TARGET

Requirement: You must be holding a crossbow. **Effect:** You throw a crossbow you are holding into an unoccupied square within range. The crossbow has speed 0 and fly 6 (hover). The crossbow is considered to be a Small creature. When the animate arbalester drops to 0 hit points, it is not destroyed, and you don't lose a healing surge. Instead, the crossbow returns to your hand. The animate arbalester cannot open or close a door or container, or pick up or drop an item. You can give the animate arbalester the following special command.

♦ **Minor Action:** Ranged 15/30 targets one creature Intelligence vs. AC 2[W] + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Clockroach Swarm

You unleash a horde of tiny constructs that swarm over and bite your foes.

Arcane, Implement, Zone

KEYWORDS

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

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

Effect: You create a zone of tiny mechanical cockroaches that lasts until the end of the encounter. Any enemy within the zone grants combat advantage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Lightning Sigil

Pouring arcane power into a weapon or implement, you create a crackling field that lashes at foes with tendrils of lightning.

Arcane, Lightning

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
vs		One weapon or implement
ATTACK	DEFENSE	TARGET

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals extra lightning damage equal to 5 + your Constitution modifier. As a free action, the target's wielder can end the effect when he or she hits a creature. That creature is then dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Stalwart Defender

You animate a small construct covered in armored plates.

Arcane, Implement, Summoning

KEYWORDS

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

Effect: You create a Small stalwart defender in an unoccupied square within range. The stalwart defender has speed 6 and a +2 bonus to AC. Any enemy that starts its turn adjacent to the stalwart defender is marked by the defender until the end of your next turn. You can give the stalwart defender the following special commands.

♦ **Standard Action:** Melee 1 targets one creature Intelligence + 2 vs. AC 2d8 + Intelligence modifier damage, and the target is immobilized until the end of your next turn.

♦ **Opportunity Attack:** Melee 1 targets one creature Intelligence + 2 vs. AC 2d8 + Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER POWER TYPE: ATTACK LEVEL: 15

DAILY POWER

Iron-Hide Infusion

You crush a bit of iron in your hand, infusing it with protective magic. You then cast the dust onto your allies' armor.

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: Each target gains a +4 bonus to AC until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Good Luck Charm

You infuse a small object with luck.

Arcane

KEYWORDS

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

Target: One object
Effect: You charge the target with luck that lasts until the end of your next extended rest. Any ally who is holding or wearing the target can expend the charge to gain a bonus equal to your Wisdom modifier to his or her next saving throw or skill check before the end of his or her next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ARTIFICER POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Protection from Elements

You direct a vibrant ray of protective energy at an ally, granting resistance to that comrade and to those around him or her. Ranged 5

Arcane
KEYWORDS

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

Effect: Choose a damage type: acid, cold, fire, lightning, or thunder. The target gains resist 15 to that damage type until the end of the encounter. In addition, while you or any ally is adjacent to the target, you or that ally gains resist 10 to the chosen damage type.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	UTILITY	16

UTILITY POWER

Vorpal Edge

The deadly parts of the weapon you touch become suffused with magic, making them sharper and deadlier.

Arcane
KEYWORDS

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

Target: One melee weapon
Effect: Until the end of the encounter, attacks with the target score critical hits on rolls of 18 or higher.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	UTILITY	16

UTILITY POWER

Earth's Embrace

You transpose a glowing rune of force onto an ally's armor and send that ally skating across the battlefield, crashing into nearby foes.

Arcane, Force, Implement
KEYWORDS

Standard		↗			Ranged 10
ACTION		RANGE			
vs		Each enemy in burst			
ATTACK		DEFENSE		TARGET	

Effect: You slide the primary target a number of squares equal to your Wisdom modifier. You then make an attack that is an area burst 1 centered on the primary target
Secondary Target: Each enemy in burst
Attack: Intelligence vs. Fortitude
Hit: 2d10 + Intelligence modifier force damage, and you slide the secondary target 1 square or immobilize it until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	17

ENCOUNTER POWER

Radiant Burst

As your ally heals, you channel the excess healing energy into a flash of arcane light that burns a nearby foe.

Arcane, Healing, Implement, Radiant
KEYWORDS

Standard		↗			Ranged 10
ACTION		RANGE			
INT	vs	Fort	One creature adjacent to the character who spent the healing surge		
ATTACK		DEFENSE		TARGET	

Effect: You or one ally within 10 squares of you can spend a healing surge and regain additional hit points equal to your Intelligence modifier.
Hit: 2d8 + Intelligence modifier radiant damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	17

ENCOUNTER POWER

Skipping Shot

Infusing a projectile with volatile energy, you send the missile ricocheting among opponents.

Arcane, Force, Weapon
KEYWORDS

Standard		↗			Ranged weapon
ACTION		RANGE			
INT	vs	AC	One creature other than the primary target		
ATTACK		DEFENSE		TARGET	

Hit: 1[W] + Intelligence modifier force damage, and the primary target is dazed until the end of your next turn.
Effect: Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Intelligence vs. AC
Hit: 1[W] + Intelligence modifier force damage, and the secondary target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	17

ENCOUNTER POWER

Unstable Infusion

You sabotage one of your infusions, losing a blast of raw arcane energy.

Arcane, Implement
KEYWORDS

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

Hit: 2d10 + Intelligence modifier damage, and you knock the target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	17

ENCOUNTER POWER

Burrowing Projectile

When your shot strikes a foe, the projectile spins like a top, burrowing into the creature.

Arcane, Weapon
KEYWORDS

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

Hit: 3[W] + Intelligence modifier damage, and the target takes ongoing 5 damage and grants combat advantage (save ends both).
Afterspell: The target takes ongoing 5 damage (save ends). If the target drops to 0 hit points before the ongoing damage ends, you choose an enemy within 5 squares of the target to take ongoing 5 damage (save ends).
Miss: Half damage, and the target grants combat advantage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	19

DAILY POWER

Clockwork Acid Wasp

You grant animation to a clockwork wasp fueled by acid.

Arcane, Acid, Implement, Summoning
KEYWORDS

Standard		↗			Ranged 5
ACTION		RANGE			
vs					
ATTACK		DEFENSE		TARGET	

Effect: You create a Small clockwork acid wasp in an unoccupied square within range. The wasp has speed 4 and fly 8 (hover). It has a +2 bonus to AC and to Reflex. When the clockwork wasp drops to 0 hit points, you don't lose a healing surge. You can give the clockwork acid wasp the following special commands.
 ♦ **Standard Action:** Melee 1 or Ranged 5 Intelligence + 2 vs. AC 1 d10 + Intelligence modifier damage, and ongoing 10 acid damage (save ends).
 ♦ **Opportunity Attack:** Melee 1 targets one creature Intelligence + 2 vs. AC 1d10 + Intelligence modifier damage, and ongoing 10 acid damage (save ends).
 ♦ **No Action:** When the clockwork acid wasp drops to 0 hit points, it must make the following attack: Close burst 1 Intelligence vs. Reflex 2d8 + Wisdom modifier acid damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	19

DAILY POWER

Grasping Rope

Weaving magic into a prepared rope, you transform the object into a whirling, grasping artifice.

Arcane, Implement, Zone
KEYWORDS

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

Hit: 3d10 + Intelligence modifier damage, and the target is immobilized (save ends).
Miss: Half damage, and the target is slowed until the end of your next turn.
Effect: The burst creates a zone of grasping rope that lasts until the end of your next turn. The zone is difficult terrain to enemies, and each enemy that enters the zone or starts its turn there is slowed until the end of its next turn.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	19

DAILY POWER

Hellfire Sigil

Flames dance upon the surface of the item you infuse with magic, eager to incinerate your foes.

Arcane, Fire		
<small>KEYWORDS</small>		
Minor	↓	Melee touch
ACTION	RANGE	
vs		One weapon or implement
ATTACK	DEFENSE	TARGET

Effect: Until the end of the encounter, any attack that uses the target as a weapon or an implement deals extra fire damage equal to 1d8 + your Constitution modifier. As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to ignite that creature with hellfire (save ends). While affected by hellfire, the target takes 10 fire damage at the start of its turn. In addition, any enemy within 2 squares of the target at the start of its turn takes 10 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARTIFICER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 19
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DAILY POWER

Bag of the Four Winds

You mix reagents to create a windstorm within a small cloth bag. You then unleash the winds to move yourself and your allies.

Arcane		
<small>KEYWORDS</small>		
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: You slide each target a number of squares equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARTIFICER	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 22
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UTILITY POWER

Cure-All Admixture

Your concoction provides the perfect remedy.

Arcane, Healing		
<small>KEYWORDS</small>		
Minor	↓	Melee touch
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The target regains hit points as if he or she had spent a healing surge, and the target can choose to end any effects on him or her. In addition, the target gains a +2 power bonus to saving throws until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARTIFICER	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 22
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UTILITY POWER

Diminutive Bodyguard

With a burst of magic, you infuse inanimate components with life, creating a tiny construct that can intercept attacks.

Arcane, Summoning		
<small>KEYWORDS</small>		
Standard	↗	Ranged 5
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You create a Small diminutive bodyguard in an unoccupied square within range. The bodyguard has speed 3. It has a +2 bonus to AC and a +4 bonus to Fortitude, Reflex, and Will. Any ally adjacent to the diminutive bodyguard gains resist 5 to all damage. You can give the diminutive bodyguard the following special command.
 ↗ **Immediate Interrupt:** When an ally within 5 squares of the diminutive bodyguard is hit by an attack, the ally gains a +4 bonus to all defenses against the triggering attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARTIFICER	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 22
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UTILITY POWER

Hero's Elixir

You transmute a small vial of water into a potent healing draft.

Arcane, Healing		
<small>KEYWORDS</small>		
Minor	↓	Melee touch
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Target: You or one ally
Effect: The target spends one healing surge and is restored to the maximum number of hit points possible. If the target cannot spend a healing surge, the target instead regains hit points equal to his or her bloodied value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARTIFICER	<small>POWER TYPE</small> UTILITY	<small>LEVEL</small> 22
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UTILITY POWER

Armor of Acid

You cast a prepared liquid onto an ally's armor, shrouding that comrade in a cloud of noxious fumes that harms foes.

Arcane, Acid, Implement		
<small>KEYWORDS</small>		
Standard	✱	Area burst 1 centered on you or one ally within 10 squares
ACTION	RANGE	
INT vs Reflex	Each enemy in burst	
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Intelligence modifier acid damage.
Effect: Until the end of your next turn, the ally in the attack's origin square gains resist 15 acid, and any creature that makes a melee attack against that ally takes acid damage equal to 10 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARTIFICER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 23
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ENCOUNTER POWER

Beetle of Force

You release a tiny construct, which flies into your foe with impossible force before exploding with arcane energy.

Arcane, Force, Implement		
<small>KEYWORDS</small>		
Standard	↗	Ranged 10
ACTION	RANGE	
INT vs Reflex	Each creature in burst	
ATTACK	DEFENSE	TARGET

Hit: 1d8 + Intelligence modifier force damage, and you push the primary target 6 squares.
Effect: Make a secondary attack that is an area burst 2 centered on the primary target.
Secondary Target: Each creature in burst
Secondary Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier damage, and you knock the secondary target prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARTIFICER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 23
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ENCOUNTER POWER

Chaos Weapon

With your strike, you conjure elemental powers that rage around the weapons of you and your allies.

Arcane, Weapon; Varies		
<small>KEYWORDS</small>		
Standard	↓ ↗	Melee or Ranged weapon
ACTION	RANGE	
INT vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Intelligence modifier damage. Choose a damage type: acid, cold, fire, force, lightning, or thunder. The attack deals damage of this type to the target. Until the end of your next turn, the weapon attacks of each ally within 2 squares of you deal extra damage of the chosen type equal to 1d8 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARTIFICER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 23
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ENCOUNTER POWER

Prismatic Strike

You activate runes on your weapon and cause it to emit multicolored light as you strike your foe.

Arcane, Fire, Force, Thunder, Weapon		
<small>KEYWORDS</small>		
Standard	↓ ↗	Melee or Ranged weapon
ACTION	RANGE	
INT vs	One creature	
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude, Reflex, and Will. You make one attack roll and compare the result against all three defenses. The target might be hit up to three times, depending on which defenses are hit.
Hit (Fortitude): 1[W] + Intelligence modifier thunder damage, and you knock the target prone.
Hit (Reflex): 1[W] + Intelligence modifier force damage, and you push the target a number of squares equal to your Constitution modifier. The target can't stand up from prone until the end of your next turn.
Hit (Will): 1[W] + Intelligence modifier fire damage, and the target takes a penalty to attack rolls equal to your Wisdom modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

<small>CLASS</small> ARTIFICER	<small>POWER TYPE</small> ATTACK	<small>LEVEL</small> 23
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ENCOUNTER POWER

All-Consuming Missile

Your sigil-inscribed projectile ignites and engulfs your foe in hungry flames.

Arcane, Fire, Weapon

KEYWORDS

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

Hit: 3[W] + Intelligence modifier fire damage, and ongoing 10 fire damage (save ends).
First Failed Saving Throw: The target takes ongoing 15 fire damage (save ends).
Second Failed Saving Throw: The target takes ongoing 20 fire damage (save ends).
Miss: Half damage, and ongoing 5 fire damage (save ends).
First Failed Saving Throw: The target takes ongoing 10 fire damage (save ends).
Second Failed Saving Throw: The target takes ongoing 15 fire damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Dimensional Shifter

You bind a powerful elemental to your construct, giving the artifice the power to alter space around it.

Arcane, Implement, Summoning

KEYWORDS

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

Effect: You create a Small dimensional shifter in an unoccupied square within range. The dimensional shifter has speed 6 and can teleport 6 squares as a move action. If the dimensional shifter and one of your allies are adjacent to an enemy, that enemy grants combat advantage to all creatures adjacent to it. You can give the dimensional shifter the following special commands.
 ♦ **Standard Action:** Melee 1 targets one creature Intelligence + 2 vs. AC 2d8 + Intelligence modifier damage, and the dimensional shifter teleports 3 squares.
 ♦ **Opportunity Attack:** Melee 1 targets one creature Intelligence + 2 vs. AC 2d8 + Intelligence modifier damage, and the dimensional shifter teleports the target 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Life-Shock Sigil

Through your infusion, you create a weapon that heals while it hurts.

Arcane, Healing

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
INT vs AC		One weapon or implement
ATTACK	DEFENSE	TARGET

Effect: Until the end of the encounter, once per round when an attack that uses the target as a weapon or an implement hits, one bloodied ally within 5 squares of the target's wielder regains hit points equal to 10 + your Constitution modifier.
 As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to spend a healing surge. In addition, the target of that attack is stunned until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Trio Of Biting Blades

The three rune-inscribed blades you fling at your opponent surround the creature and bite deep when it attacks or moves.

Arcane, Implement

KEYWORDS

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

Hit: 3d10 + Intelligence modifier damage, and the target takes 10 damage the first time it moves or attacks during its turn (save ends).
Aftereffect: The target takes 10 damage the first time it moves or attacks during its turn (save ends).
Miss: Half damage, and the target takes 5 damage the first time it moves or attacks during its turn (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Grave-Dust Cloud

You direct a bag of ash at your foes, and it explodes in a pale cloud that saps their life while bolstering your allies vitality.

Arcane, Healing, Implement, Necrotic

KEYWORDS

Standard	✱	Area burst 3 within 20 squares
ACTION		RANGE
INT vs Fort		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 1d10 + Intelligence modifier necrotic damage. Each ally in the burst gains a +1 power bonus to attack rolls and to all defenses until the end of your next turn.
Effect: Each ally in the burst can spend a healing surge and regain additional hit points equal to 2d6 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Life-Stealing Shroud

A gray field of necrotic energy surrounds you and your allies, stealing the life of attackers.

Arcane, Implement, Necrotic

KEYWORDS

Standard	↖	Close burst 2
ACTION		RANGE
INT vs Fort		The attacking enemy
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, any enemy that hits or misses the primary target with a melee attack is subject to the following attack.
Secondary Target: The attacking enemy
Attack: Intelligence vs. Fortitude
Hit: 4d6 + Intelligence modifier necrotic damage, and the primary target who was attacked can make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Living Caltrop Swarm

You direct a handful of spiked orbs across an area. After stinging your foes, the caltrops explode.

Arcane, Fire, Implement, Zone

KEYWORDS

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

Hit: 3d8 + Intelligence modifier damage.
Effect: The burst creates a zone of animate caltrops that lasts until the end of your next turn. Any enemy within the zone grants combat advantage to you and your allies. Any creature within the zone at the end of your next turn takes fire damage equal to 2d10 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Thunder-Shock Weapon

Your weapon screams like a hurricane as you swing it toward your foe. It strikes with a thunderous blow, knocking your foe down.

Arcane, Thunder, Weapon

KEYWORDS

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

Hit: 3[W] + Intelligence modifier thunder damage, and you knock the target prone. The target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Bitter-Frost Bolt

The sigils etched onto your weapon steam with bitter cold. On impact, the weapon shrouds your enemy in ice.

Arcane, Cold, Weapon

KEYWORDS

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

Hit: 3[W] + Intelligence modifier cold damage, and the target is immobilized and gains vulnerable 10 to all damage (save ends both).
Aftereffect: The target is slowed and gains vulnerable 5 to all damage (save ends both).
Miss: Half damage, and the target is slowed and gains vulnerable 5 to all damage (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Haste Sigil



The runes you inscribe on the item cause its wielder to move in a blur of speed.

Arcane

KEYWORDS

Minor	↓	Melee touch
ACTION		RANGE
vs		One weapon or implement
ATTACK	DEFENSE	TARGET

Effect: Until the end of the encounter, the creature wielding the target gains a +3 power bonus to speed.

As a free action, the target's wielder can end the effect when he or she hits a creature using the target in order to take an extra standard action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	29

DAILY POWER

Runes of the Shadow Tendrils



Tracing a magic pattern in the air, you cause tentacles of darkness to erupt from your ally's armor and attack nearby foes.

Arcane, Implement

KEYWORDS

Standard		Area burst 1 within 10 squares and centered on one ally
ACTION	✱	RANGE
INT	vs	Will
ATTACK	DEFENSE	TARGET

Hit: 4d6 + Intelligence modifier damage, and the target is blinded and slowed (save ends both).

Each Failed Saving Throw: You slide the target 1 square.

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

Effect: Until the end of the encounter, any enemy that attacks the ally who was in the attack's origin square is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	29

DAILY POWER

Simulacrum



You use magic and elemental life force to fashion a construct capable of sophisticated attacks.

Arcane, Implement, Summoning

KEYWORDS

Minor	↻	Ranged 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You create a Medium simulacrum in an unoccupied square within range. The simulacrum has whatever speed and modes of movement you have without bonuses or penalties. The simulacrum has nonmagical copies of any implements or weapons you possessed at the time of its creation. These disappear when this power ends or when they are removed from the simulacrum. You can give the simulacrum the following special commands.

✦ **Standard Action:** The simulacrum uses an at-will or encounter artificer attack power that you know, regardless of whether you've already expended that power. The simulacrum's use of an encounter attack power does not count toward your use of that power. The simulacrum uses your attack bonus with the power. It can use each encounter attack power only once for each use of this power.

✦ **Standard Action:** The simulacrum uses an artificer daily attack power that you know, regardless of whether you've already expended that power. The simulacrum cannot use simulacrum. The simulacrum's use of a daily attack power does not count toward your use of that power. The simulacrum uses your attack bonus with the power. After the simulacrum uses a daily attack power, simulacrum ends.

✦ **Opportunity Attack:** The simulacrum uses your melee basic attack when making opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ARTIFICER	ATTACK	29

DAILY POWER

Battlefist Smash

Channeling arcane power into your battlefist, you smash it into your enemy with such force that you leave your foe staggering.

Arcane, Weapon

KEYWORDS

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

Hit: 3[W] + Intelligence modifier damage, and you push the target a number of squares equal to your Constitution modifier. The target grants combat advantage to you and your allies until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SELF-FORGED

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Befuddling Bypass

Empowered by your dragonmark, your shot befuddles your foe, allowing you to pass by it before the creature realizes you are gone.

Arcane, Charm, Weapon

KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
STR or DEX vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength or Dexterity modifier damage, and the target is immobilized until the end of your next turn. You can then move your speed. This movement does not provoke opportunity attacks from the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
KUNDARAK GHORAD'DIN

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Bodyguard Link

Your dragonmark sends a magic charge into your enemy when you hit, creating a link that lets you divert the foe's attacks.

Arcane, Weapon

KEYWORDS

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

Hit: 3[W] + Strength or Intelligence modifier damage, and the next time the target hits an ally with a melee attack before the end of your next turn, you can choose to have the attack instead hit you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
DENEITH PROTECTOR

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Clockwork Soldiers

Scores of tiny metal soldiers drop off your body and swarm a foe.

Arcane, Implement, Zone

KEYWORDS

Standard	↘	Area burst 2 within 10 squares
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: The burst creates a zone of miniature clockwork soldiers. The zone lasts until the end of your next turn. The zone is difficult terrain, and any enemy that starts its turn within the zone is subject to an attack.

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier, and the target is slowed until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
CLOCKWORK ENGINEER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Descending Shadows

Darkness explodes from your dagger and rises above your enemy before raining down ebon sheets that cling to the creature's form.

Arcane, Weapon

KEYWORDS

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

Attack: Dexterity vs. Reflex and Will. You make one attack roll and compare the result against both defenses. The target might be hit one or two times, depending on which defenses are hit.

Hit (Reflex): 1[W] + Dexterity modifier damage, and the target is slowed until the end of your next turn.

Hit (Will): 1[W] + Dexterity modifier damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
THURANNI SHADOW KILLER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Disturbing Visions

Terrible illusions plague your enemies' minds, causing them to flee in fright.

Fear, Illusion, Implement, Psychic

KEYWORDS

Standard	↘	Area burst 1 within 10 squares
ACTION		RANGE
INT or CHA vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 2d6 + Intelligence or Charisma modifier psychic damage, and you slide the target 2 squares. In addition, the target takes a -2 penalty to attack rolls until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
PHIARLAN PHANTASMIST

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Flame of Censure

You unleash a wave of flames that incinerates the unrighteous.

Divine, Fire, Implement, Radiant

KEYWORDS

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

Hit: 2d6 + Wisdom modifier fire and radiant damage, and the target is blinded until the end of your next turn. If the target is a demon, a devil, a shapechanger, or an undead, it takes 2d6 extra fire and radiant damage and a penalty to AC equal to your Charisma modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
EXORCIST OF THE SILVER FLAME

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Greater Magic Weapon

Arcane energy enwraps your weapon and your allies' weapons.

Arcane, Weapon

KEYWORDS

Standard	↗	Melee or Ranged weapon
ACTION		RANGE
INT + 3 vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Intelligence modifier damage. **Effect:** Each ally adjacent to you gains a power bonus to attack rolls and to damage rolls equal to your Wisdom modifier or your Constitution modifier until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
BATTLE ENGINEER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Griffon's Pull

Your griffon reaches out with its beak and pulls your enemies close. You then seize the opportunity to attack.

Martial, Beast, Weapon

KEYWORDS

Standard	↓	Melee weapon (beast 2)
ACTION		RANGE
Beast's attack bonus vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[B] + beast's Strength modifier damage, and you slide the target 3 squares into a space adjacent to your Vadalis-bred griffon beast companion. Make a secondary attack that is a melee weapon attack.

Secondary Target: One creature that was a primary target

Secondary Attack: Strength vs. AC. You have combat advantage against the secondary target.

Hit: 1[W] + Strength modifier damage. Level 21: 2[W] + Strength modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
VADALIS GRIFFONMASTER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Illuminate the Adversary

A golden beam of light shoots from your implement and strikes your foe, which continues to emit sparks for several seconds.

Divine, Implement, Radiant

KEYWORDS

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

Hit: 2d6 + Wisdom modifier radiant damage, and the target takes a -2 penalty to AC and Reflex until the end of your next turn. In addition, squares within 10 squares of the target are illuminated with bright light until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LIGHTWALKER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Medani True Strike

Your Mark of Detection flares, sending out darts of energy to hunt down hidden foes and reveal their locations.

Arcane

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
CHA or WIS + 4 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Charisma or Wisdom + 4 vs. Reflex. The attack ignores any cover and any concealment if the target is within 10 squares of you.
Effect: You can see invisible creatures within 10 squares of you and within your line of sight until you hit or miss with this power.
Hit: 2d10 + Charisma or Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MEDANI TRUESEER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Nature's Balance

Nature corrects imbalances; you merely speed the process by evoking venomous vines to weaken your foes.

Primal, Poison

KEYWORDS

Standard	↖	Close burst 5
ACTION		RANGE
STR or WIS + 4 vs Fort		One creature in burst
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Constitution modifier poison damage. The target and each enemy adjacent to it gain vulnerable 5 to all damage until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GATEKEEPER MYSTAGOGUE POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Path of Least Resistance

The power of your dragonmark guides your strike, and its magic lingers in the wound, weakening your foe's defenses.

Arcane, Weapon

KEYWORDS

Standard	↓ ↗	Melee or Ranged weapon
ACTION		RANGE
STR or DEX vs		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. lowest of Fortitude, Reflex, or Will (melee) or Dexterity vs. lowest of Fortitude, Reflex, or Will (ranged)
Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged). Until the start of your next turn, the target takes a -2 penalty to the defense you hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS THARASHK WAYFINDER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Power Siphon

You blast your foe with a golden ray, and streaming wisps of power flow from your enemy into your equipment and into the equipment of nearby allies.

Arcane, Implement, Radiant

KEYWORDS

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

Hit: 4d6 + Intelligence modifier radiant damage, and you and each ally within 10 squares of you gain a +2 power bonus to attack rolls or a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CANNITH MASTERMAKER POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Preventive Medicine

When an enemy attacks your friend, lightning arcs from your dragonmark into the enemy, shocking it and healing your ally.

Arcane, Healing, Implement, Lightning

KEYWORDS

Imm. Interrupt	↗	Ranged 5
ACTION		RANGE
WIS vs Reflex		The triggering enemy
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier lightning damage, and the triggering ally can spend a healing surge and gain an additional 2d6 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS JORASCO JADEHAND POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Quick Admixture

In the blink of an eye, you use a prepared alchemical item.

Arcane

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You use an alchemical item without spending its required action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ALCHEMIST SAVANT POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Ruinous Onslaught

You end your reckless charge with a brutal blow that throws your enemy backward, rattling its nerves.

Arcane, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier damage, and the target is dazed until the end of your next turn.
Special: When charging, you can use this power in place of a melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARFORGED JUGGERNAUT POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Scatter the Invaders

You strike out at one foe and send it staggering into other nearby enemies.

Arcane, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier damage. Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Strength vs. Fortitude
Hit: You push the secondary target 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GHALLANDA SANCTUARY GUARDIAN POWER TYPE ATTACK LEVEL 11

ENCOUNTER POWER

Shifting Charge

Brandishing your weapon, you charge forward, dashing among your enemies before they can react.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR or INT + 1 vs	AC	One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you shift your speed.
Target: One creature
Attack: Strength or Intelligence + 1 vs. AC
Hit: 3[W] + Strength or Intelligence modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ORIEN SWIFTBLADE | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Utterance of Mockery

You speak words of Supernal so potent that your enemy loses its sense of identity and mistakenly attacks itself.

Arcane, Charm, Implement

KEYWORDS

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

Hit: As a free action, the target makes a basic attack against itself and hits. If the target has multiple basic attacks, you choose which attack it uses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SIVIS TRUENAMER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Wind Burst

With the power of your dragonmark, you call forth a column of wind that lands on your enemies, scattering them in all directions.

Arcane, Implement

KEYWORDS

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

Hit: 3d6 + Charisma or Constitution modifier damage, and you push the target 2 squares away from the attack's origin square. A target in the burst's origin square is knocked prone instead of pushed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: LYRANDAR WIND-RIDER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Imitating Strike

You demonstrate your skills of Mimicry as you perfectly imitate your ally's attack.

Arcane

KEYWORDS

Standard		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Requirement: You must use this power at the end of an extended rest.
Effect: Until the end of your next extended rest, you can use an ally's class or paragon path encounter attack power of 11th level or lower as if it were your paragon path encounter attack power. The ally whose power you gain must be present during the entire extended rest before you use this power. You can use your Charisma for the attack roll and damage roll instead of the ability scores normally associated with that power's attack rolls and damage rolls. You do not need to meet the normal prerequisites to use the power, but you must meet any of its requirements.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CHAMELEON | POWER TYPE: ATTACK | LEVEL: 11

DAILY POWER

Aid Artifice

Your creations last longer than expected.

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 triggering summoned creature
Trigger: A creature you summoned with an artificer or clockwork engineer power takes damage
Effect: You spend a healing surge, and the target regains hit points equal to your healing surge value + 2d6.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CLOCKWORK ENGINEER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Distant Quarry

Your dragonmark pulses with energy as you identify a distant foe as your quarry.

Arcane

KEYWORDS

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

Effect: You designate one enemy that you can see as your quarry.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: THARASHK WAYFINDER | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Globe of Warding

You create a shimmering globe that strengthens allies against attacks.

Arcane, Zone

KEYWORDS

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

Effect: The burst creates a zone of protective energy that lasts until the end of your next turn. You and each ally within the zone gain a +2 bonus to all defenses against ranged and area attacks.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DENEITH PROTECTOR | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Guardian's Word

Your dragonmark glows and empowers your healing.

Arcane

KEYWORDS

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

Effect: The next healing power you use before the start of your next turn restores the maximum number of hit points possible.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GHALLANDA SANCTUARY GUARDIAN | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Inexorable Momentum

To attack your chosen adversary, you hurtle across the battle field, shrugging off attacks.

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 ignore difficult terrain, can move through enemy spaces, and gain a +2 power bonus to AC against opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARFORGED JUGGERNAUT | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Medani Foretelling

The power of your dragonmark allows you to take a quick glance into the future to help you decide what to do.

Arcane
KEYWORDS

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

Effect: You roll a d20. If you attack during this turn, you can choose to use this roll as the first attack roll of the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MEDANI TRUESEER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Orien Unbound

Your Mark of Passage flares, and you teleport away from your bonds.

Arcane, Teleportation
KEYWORDS

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

Effect: You end any immobilized or marked effects on you. You then teleport your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ORIENT SWIFTBLADE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Thwart the Walls

You start to fade out of existence, gaining the ability to step through walls and obstacles.

Arcane
KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KUNDARAK GHORAD'DIN	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Fleeting Dweomer

You infuse a weapon with a brief yet powerful enchantment.

Arcane
KEYWORDS

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

Target: One weapon or implement in burst
Effect: You infuse the target with arcane energy. Choose a damage type: acid, cold, fire, force, lightning, or thunder. The target deals extra damage of this type equal to your Intelligence modifier until the end of the encounter. Until the end of the encounter, whenever the target's wielder scores a critical hit with the weapon, the target of the attack gains 10 ongoing damage of the damage type you chose (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BATTLE ENGINEER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Gate Seal

You deny those who circumvent the natural methods of travel.

Primal, Zone
KEYWORDS

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

Effect: The burst creates a zone of primal interference that lasts until the end of your next turn. Each enemy that starts its turn within the zone cannot teleport until the start of its next turn. Each ally who starts his or her turn within the zone gains a +2 power bonus to speed until the start of his or her next turn. Sustain Minor The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GATEKEEPER MYSTAGOGUE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Invigorating Dive

The rush of the wind and the anticipation of attacking your prey give you and your griffon a surge of vigor.

Martial, Beast, Healing
KEYWORDS

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

Target: You and your beast companion
Trigger: You charge
Effect: Each target regains hit points equal to your healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VADALIS GRIFFONMASTER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Item Resurgence

You channel arcane energy into a nearby item, using your arcane reservoir of power to activate it.

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
Trigger: An ally within 10 squares of you uses a magic item daily power
Effect: The target does not count the triggering magic item power toward his or her limit of magic item daily power uses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CANNITH MASTERMAKER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Jade Rejuvenation

Your dragonmark glows a faint green. Sigils identical to the mark then appear over the heads of your friends.

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: You lose one healing surge, and each target gains regeneration 5 until the end of your next turn.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS JORASCO JADEHAND	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Path of Light

Sunlight bursts from a crack in the earth and hardens into a tangible, solid path that can also sustain you in times of need.

Divine, Conjunction
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 path of solid light in unoccupied squares within range. The path is flat, can support any weight, and must have at least 1 square on a solid surface. The path can ascend or descend 1 square vertically for each square it traverses horizontally. The path lasts until the end of your next turn. Any bloodied ally gains regeneration 10 while occupying one of the path's squares. Sustain Minor: The path persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LIGHTWALKER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Perfect Mimicry

You carefully study your ally's abilities, imitating even those that aren't part of his or her attack routine.

Arcane
KEYWORDS

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

Requirement: You must use this power at the end of an extended rest.
Effect: Until the end of your next extended rest, you can use an ally's class or paragon path utility power of 12th level or lower as if it were your paragon path utility power. The ally whose power you gain must be present during the entire extended rest before you use this power. You do not need to meet the normal prerequisites to use this power, but you must meet any of its requirements.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHAMELEON POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Secret Recipe

Using the remnants of an alchemical compound, you create a short-lived duplicate of one of your concoctions.

Arcane
KEYWORDS

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

Trigger: You use an alchemical item of your level or lower
Effect: You create a duplicate of the triggering alchemical item. The duplicate lasts until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ALCHEMIST SAVANT POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Self-Repair

Your magic quickly repairs your damaged components.

Arcane, Healing
KEYWORDS

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

Effect: You regain hit points equal to twice your healing surge value.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SELF-FORGED POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Shadowstep

You point at a spot, and the light retreats from it. Then you disappear and step out of the shadows you've created.

Arcane, Teleportation, Zone
KEYWORDS

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

Effect: The burst creates a zone of darkness that lasts until the end of your next turn. The zone blocks line of sight for creatures without darkvision. You gain darkvision until the end of your next turn and teleport to the burst's origin square.
Sustain Minor: The darkvision and the zone persist.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS THURANNI SHADOW KILLER POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Sigil of Repulsion

You utter ancient words of Supernal, conjuring a silvery glyph that repels your foes.

Arcane, Conjunction
KEYWORDS

Minor		Ranged 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a glowing sigil in an unoccupied square within range. Any enemy within 5 squares of the sigil must spend 2 extra squares of movement for each space it moves closer to the sigil.
Sustain Minor: The sigil persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SIVIS TRUENAMER POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Taunting Decoy

An image of you appears near your enemy, drawing its attacks.

Arcane, Conjunction, Teleportation
KEYWORDS

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

Effect: You conjure a decoy of yourself in an unoccupied square within range. The decoy occupies 1 square, and it lasts until the end of your next turn. When you conjure the decoy, it marks one enemy within 5 squares of it until the end of your next turn. The decoy can be attacked, and when the enemy marked by the decoy hits it, the mark ends and the decoy teleports 5 squares. As a move action, you can move the decoy 3 squares.
Sustain Minor: The decoy persists, and it marks one enemy within 5 squares of it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PHIALAN PHANTASMIST POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Warding Flame

You summon a silver flame that bolsters allies and punishes foes.

Divine, Zone
KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of silver flame that lasts until the end of your next turn. You and each ally within the zone gain resist 10 fire, resist 10 radiant, and a +2 power bonus to all defenses. Each enemy within the zone gains vulnerable 5 fire and vulnerable 5 radiant, and takes a -2 penalty to all defenses.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS EXORCIST OF THE SILVER FLAME POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Zephyr Wings

You feel a rush of wind at your back, and you're carried aloft.

Arcane
KEYWORDS

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

Effect: You gain a fly speed equal to your speed until the end of your next turn.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LYRANDAR WIND-RIDER POWER TYPE UTILITY LEVEL 12

UTILITY POWER

Call the Light

You draw streams of light from nearby sources, using it to sear the flesh of your enemies while healing an ally.

Divine, Healing, Implement, Radiant
KEYWORDS

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

WIS vs Will One, two, or three creatures
 ATTACK DEFENSE TARGET

Hit: 2d10 + Wisdom modifier radiant damage, and you or one ally within 5 squares of you regains 10 hit points.
Miss: Half damage, and you or one ally within 5 squares of you regains 5 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LIGHTWALKER POWER TYPE ATTACK LEVEL 20

DAILY POWER

Clockwork Companion

You carefully assemble a realistic and versatile clockwork creation.

Arcane

KEYWORDS

Minor		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You summon a Small clockwork companion in an unoccupied square within range. The clockwork companion has speed 7 and ignores difficult terrain. It has a +4 bonus to AC and to Reflex. When you or any ally starts your turn adjacent to the clockwork companion, that character gains 10 temporary hit points. You can give the clockwork companion the following special commands.

- ♦ **Minor Action:** Melee 1 targets one creature Intelligence + 2 vs. AC 2d10 + Intelligence modifier damage, and the target is marked by the clockwork companion until the end of your next turn. If the target is already marked, the companion can deal 1d8 extra damage instead of marking it.
- ♦ **Opportunity Attack:** Melee 1 targets one creature Intelligence + 2 vs. AC 2d10 + Intelligence modifier damage, and the target is marked by the clockwork companion until the end of your next turn. If the target is already marked, the companion can deal 1d8 extra damage instead of marking it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CLOCKWORK ENGINEER	ATTACK	20

DAILY POWER

Crag of Steel

You lock yourself into position, holding your ground with a defensive posture and a series of deadly attacks.

Arcane, Stance, Weapon

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the stance ends, you gain resist 5 to all damage, and whenever this reduces an attack's damage to 0, you also negate that attack's effect on you. Additionally, until the stance ends, you can reduce the distance you are pulled, pushed, or slid by 5 squares, and any enemy that starts its turn adjacent to you takes 1[W] damage while you are able to make opportunity attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WARFORGED JUGGERNAUT	ATTACK	20

DAILY POWER

Dawn Burst

The sun seems to flare from your dragonmark, flashing its light on friend and foe alike.

Arcane, Healing, Implement, Radiant

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Wisdom modifier radiant damage.
Effect: Each ally in the burst can spend a healing surge or make a saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
JORASCO JADEHAND	ATTACK	20

DAILY POWER

Deadly Duplication

Your skill at imitation has culminated in the ability to duplicate even the most complex attacks.

Arcane

KEYWORDS

Standard		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next extended rest, you must use this power at the end of an extended rest. You can use an ally's daily or paragon path attack power of 20th level or lower as if it were your paragon path daily attack power. The ally whose power you gain must be present during the entire extended rest before you use this power. You can use your Charisma for the attack roll and damage roll instead of the ability scores normally associated with that power's attack rolls and damage rolls. You do not need to meet the normal prerequisites to use the power, but you must meet any of its requirements.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CHAMELEON	ATTACK	20

DAILY POWER

Disruptive Premonition

Before your enemy can strike, you let loose a debilitating sting that inhibits its defenses and ability to attack.

Arcane, Weapon

KEYWORDS

Imm. Interrupt		Ranged 10
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Charisma or Wisdom modifier damage, and the target takes a -4 penalty to attack rolls against you (save ends).
Miss: Half damage.
Effect: The target grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
MEDANI TRUESEER	ATTACK	20

DAILY POWER

Flailing Gauntlet

Your metal hand detaches from your arm and shoots toward a foe, remaining connected to you by a chain of force.

Arcane, Weapon

KEYWORDS

Standard		Melee 2
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Intelligence modifier damage, and you knock the target prone.
Miss: Half damage.
Effect: Your battlefist gains the reach weapon property until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SELF-FORGED	ATTACK	20

DAILY POWER

Flurry of Teleportation

You blink from place to place on the battlefield, stabbing a foe before disappearing again.

Arcane, Teleportation, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength or Intelligence modifier damage.
Effect: You teleport 4 squares and then make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength or Intelligence vs. AC
Hit: 1[W] + Strength or Intelligence modifier damage.
Effect: You teleport 4 squares and then make a tertiary attack.
Tertiary Target: One creature other than the primary and secondary targets
Tertiary Attack: Strength or Intelligence vs. AC
Hit: 1[W] + Strength or Intelligence modifier damage.
Effect: You teleport 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ORIEN SWIFTBLADE	ATTACK	20

DAILY POWER

Lightning Infusion

With a blast of eldritch lightning, you assault your enemies and bolster summoned creatures.

Arcane, Implement, Lightning

KEYWORDS

Standard		Close blast 5
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Intelligence modifier lightning damage, and you push the target 1 square.
Miss: Half damage.
Effect: Any summoned creature in the blast gains temporary hit points equal to 5 + your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CANNITH MASTERMAKER	ATTACK	20

DAILY POWER

Nature's Purge

Poisonous fumes spill out from your hands, flowing across foes and scouring those that oppose the natural order.

Primal, Poison

KEYWORDS

Standard		Close burst 3
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Constitution modifier poison damage, and the target is dazed and slowed (save ends both). If the target is an aberrant creature, then whenever it uses a psychic attack before the end of the encounter, it takes ongoing 10 poison damage (save ends).
Miss: Half damage, and the target is dazed and slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
GATEKEEPER MYSTAGOGUE	ATTACK	20

DAILY POWER

Path of Destruction

Your dragonmark flashes as you deliver a devastating attack. You then take a couple of steps and unleash another crippling assault.

Arcane, Weapon

KEYWORDS

Standard	↓	↗	Melee or Ranged weapon
ACTION		RANGE	
STR vs AC	One creature		
ATTACK	DEFENSE	TARGET	

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged). The target gains vulnerable 1 to all damage until the end of the encounter.

Effect: Shift 2 squares and make a secondary attack.

Secondary Target: One creature

Secondary Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[W] + Strength modifier damage (melee) or 2[W] + Dexterity modifier damage (ranged). The secondary target gains vulnerable 1 to all damage until the end of the encounter. If you hit the same creature with both the primary and secondary attacks, it gains vulnerable 2 to all damage until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS THARASHK WAYFINDER

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Persistent Spheres

Your weapon crashes into your foe, sending out sparklike motes that hang there and sting other foes that draw close to it.

Arcane, Weapon, Zone

KEYWORDS

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

Hit: 3d10 + Intelligence modifier damage, and if the target doesn't move at least 2 squares during its turn, it takes 10 damage at the end of its turn (save ends).

Miss: Half damage, and if the target doesn't move at least 2 squares during its turn, it takes 5 damage at the end of its turn (save ends).

Effect: The attack creates a zone of painful motes in a burst 2 centered on the target. The zone lasts until the target saves against this power. When the target moves, the zone moves with it, remaining centered on it. Any enemy that starts its turn within the zone takes 5 damage, and it grants combat advantage while within the zone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BATTLE ENGINEER

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Phantasmist Stalker

You summon a feral, gangly creature of shadow and mist to do your bidding.

Arcane, Implement, Psychic, Summoning

KEYWORDS

Standard		↗	Ranged 10
ACTION		RANGE	
vs			
ATTACK	DEFENSE	TARGET	

Effect: You summon a Medium phantasmist stalker in an unoccupied square within range. The stalker has speed 7. It has a +4 bonus to AC and to Reflex and a +5 bonus to saving throws against fear effects and charm effects. Whenever the stalker hits a creature granting combat advantage to it, that creature takes ongoing 5 psychic damage (save ends). You can give the phantasmist stalker the following special commands.

• **Minor Action:** The phantasmist stalker moves 7 squares. It has insubstantial while moving.

• **Standard Action:** Close blast 3 targets each creature in blast Intelligence or Charisma vs. Will 1d10 + Intelligence or Charisma modifier psychic damage, and the target is dazed (save ends).

• **Standard Action:** Melee 1 targets one creature Intelligence or Charisma vs. Reflex 1d8 + Intelligence or Charisma modifier psychic damage.

• **Opportunity Attack:** Melee 1 targets one creature Intelligence or Charisma vs. Reflex 1d8 + Intelligence or Charisma modifier psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PHARLAN PHANTASMIST

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Punish the Assailant

Your weapon leaps into a gap in the defenses of an attacking enemy, punishing it for having the temerity to attack an ally.

Arcane, Reliable, Weapon

KEYWORDS

Imm. Interrupt	↓		Melee weapon
ACTION		RANGE	
STR or INT vs AC	The triggering enemy		
ATTACK	DEFENSE	TARGET	

Hit: 4[W] + Strength or Intelligence modifier damage, and the triggering enemy's attack targets you instead of the ally, even if you are not within the attack's range. If the attack misses you, you can make a melee basic attack against the target as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DENEITH PROTECTOR

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Sanctuary Strike

You swing, striking your foes and emitting a shower of energy from your dragonmark to empower your allies.

Arcane, Weapon

KEYWORDS

Standard			Close burst 1
ACTION		RANGE	
STR vs Reflex	Each enemy in burst		
ATTACK	DEFENSE	TARGET	

Hit: 3[W] + Strength modifier damage.

Miss: Half damage.

Effect: Until the end of your next turn, any ally can use his or her second wind as a minor action while within 3 squares of you.

Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GHALLANDA SANCTUARY GUARDIAN

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Silver Brand

A tongue of fire erupts on your foe's brow.

Divine, Fire, Implement, Radiant

KEYWORDS

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

Hit: 2d6 + Wisdom modifier fire and radiant damage, and the target is blinded and dazed (save ends both). If the target is a demon, a devil, a shapechanger, or an undead, it also takes ongoing 10 fire damage and ongoing 10 radiant damage (save ends both).

Miss: Half damage, and the target is blinded and dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS EXORCIST OF THE SILVER FLAME

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Snatching Assault

Your griffon grabs your enemy in its talons and whisks it away.

Martial, Beast

KEYWORDS

Standard	↓		Melee beast 1
ACTION		RANGE	
Beast's attack bonus vs AC	One creature		
ATTACK	DEFENSE	TARGET	

Hit: 2[B] + beast Strength's modifier damage, and the target is grabbed. Until the grab ends, your Vadalis-bred griffon beast companion can move the target without needing to make a Strength attack.

Miss: 2[B] + beast's Strength modifier damage.

Effect: After the attack, your Vadalis-bred griffon beast companion can move half its speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS VADALIS GRIFFONMASTER

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Spectral Garrote

A translucent garrote forms between your hands as you snare a foe to use as your shield.

Arcane, Reliable, Weapon

KEYWORDS

Standard	↓		Melee 1
ACTION		RANGE	
DEX vs Reflex	One creature granting combat advantage to you		
ATTACK	DEFENSE	TARGET	

Hit: 3d8 + Dexterity modifier damage, and you grab the target. Until the grab ends, you have cover and can use the following action.

Immediate Interrupt Personal

Trigger: An enemy makes a melee or ranged attack roll against you that targets AC or Reflex

Effect: The triggering attack targets the creature grabbed by you.

Sustain Minor: You sustain the grab, and the target takes 2d8 + Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS THURANNI SHADOW KILLER

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Spell Magnet

A lodestone painted with sigils leaps from your outstretched hand, drawing arcane currents into a maelstrom.

Arcane, Conjunction, Implement, Lightning

KEYWORDS

Minor		↗	Ranged 10
ACTION		RANGE	
vs			
ATTACK	DEFENSE	TARGET	

Effect: You throw a stone into an unoccupied square within range. The stone creates a spell magnet, a rune-covered pillar 2 squares high that occupies the square. Any enemy within 3 squares of the spell magnet takes a -2 penalty to all defenses against your arcane attacks and a -2 penalty to saving throws against ongoing damage. The spell magnet lasts until the end of the encounter or until you dismiss it as a free action. In addition, you can make the following attack with the spell magnet once per round.

Minor Action Close burst 5

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: The target takes ongoing 10 lightning damage (save ends). The spell magnet pulls the target 5 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ALCHEMIST SAVANT

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Unruly Cyclone



Your dragonmark flares as you struggle to control a powerful tornado and blast your foes.

Arcane, Implement, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE

vs		
ATTACK	DEFENSE	TARGET

Effect: The burst creates a zone of violent wind that lasts until the end of your next turn. As a move action, you can move the zone 4 squares. Each creature that starts its turn within the zone is subject to the following attack.

Attack: Charisma or Constitution vs. Fortitude.

Hit: 3d10 + Charisma or Constitution modifier, and you push the target 4 squares away from the burst's origin square.

Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LYRANDAR WIND-RIDER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Utterance of Domination



You speak the true name of your enemy, giving you temporary dominion over it.

Arcane, Charm, Implement, Psychic

KEYWORDS

Standard		Ranged 10
ACTION	✱	RANGE

INT or CHA vs	Will	One creature
ATTACK	DEFENSE	TARGET

Hit: The target is dominated (save ends).

Aftereffect: The target takes 4d10 + Intelligence or Charisma modifier psychic damage.

Miss: The target takes 2d10 + Intelligence or Charisma modifier psychic damage and is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SIVIS TRUENAMER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Ward Unleashed



With the power of your dragonmark, you dispel nearby wards and use their power to impede your enemies.

Arcane

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION	✱	RANGE

STR or DEX + 4 vs	Fort	Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d10 + Strength or Dexterity modifier damage, and the target is slowed (save ends).

Miss: Half damage.

Effect: Any enemy zones or conjurations in the burst end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KUNDARAK GHORAD'DIN	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Prophetic Certainty

Buoyed by a succession of victories, you unleash a potent attack.

Martial

KEYWORDS

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

Effect: You gain a bonus to your next attack roll before the end of your next turn. The bonus is equal to +2 per milestone that you've reached since your last extended rest.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHAMPION OF PROPHECY	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Cleansing Presence

Even the terrible curse plaguing the Mournland can't withstand your purifying presence.

Martial, Healing

KEYWORDS

Standard		Close burst 20
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 spend a healing surge. Any hit points in excess of the target's maximum number of hit points become temporary hit points.
 In addition, you permanently negate the effect of fantastic terrain within the burst that has a magical or supernatural origin, including but not limited to blood rock, fonts of power, illusions, loadstones, mirror crystals, pillars of life, sacred circles, permanent portals, and teleporters.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MOURNING SAVIOR	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Legendary Defense

Your selfless commitment to your people is legendary.

Martial, 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, any ally within 3 squares of you gains resist 10 to all damage and is immune to fear effects. In addition, until the stance ends, you can use a minor action once per round to allow an ally within 3 squares of you make a melee or ranged basic attack as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DISPOSSESSED CHAMPION	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Silver Flame's Embrace

You erupt into a column of living silver flame.

Divine, Stance

KEYWORDS

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

Trigger: An enemy bloodies you
Effect: Until the stance ends, you gain a +2 bonus to all defenses and to saving throws. In addition, until the stance ends, whenever an enemy hits you with a melee attack, it must succeed on a saving throw or become blinded until the start of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SUBLIME FLAME	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Changeling Disguise

You alter your form to look like another person.

Divine, Polymorph

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You alter your physical form to take on the appearance of any Medium humanoid. You retain your statistics in your new form, and your clothing, armor, and possessions do not change. The new form lasts until you change form again. Any creature that attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 bonus to your check.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHANGELING	POWER TYPE RACIAL	LEVEL
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AT-WILL POWER

Bastion of Mental Clarity

You erect a psychic shield to protect your mind from assault, and you ward your allies as well.

Divine

KEYWORDS

Imm. Interrupt		Close burst 5
ACTION		RANGE
VS		You and each ally in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy hits or misses you with an attack against your Will
Effect: Each target gains a +4 power bonus to Will until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS KALASHTAR	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Changeling Trick

Your feint tricks a foe into giving you an advantage.

Divine

KEYWORDS

Minor		Melee 1
ACTION		RANGE
VS		One creature
ATTACK	DEFENSE	TARGET

Effect: You make a Bluff check opposed by the target's passive Insight. If your check succeeds, you gain combat advantage against the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHANGELING	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Warforged Resolve

It's difficult to take you down, even when you're faltering.

Divine, Healing

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You gain a number of temporary hit points equal to 3 + one-half your level and can make a saving throw against one effect on you that deals ongoing damage. If you are bloodied, you also regain hit points equal to 3 + one-half your level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARFORGED	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Channel Divinity: Ancestral Guidance

You call upon the ancestor spirits to guide your path.

Divine
KEYWORDS

Free		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You make a skill check and dislike the result
Effect: You gain a power bonus to the triggering roll equal to your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Arawai's Abundance

Arawai shelters those who receive her blessings.

Divine, Healing
KEYWORDS

Minor		Close burst 10
ACTION		RANGE
VS		One ally in burst
ATTACK	DEFENSE	TARGET

Effect: The target can spend a healing surge and gains a +2 power bonus to all defenses until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Aureon's Instruction

You tap into Aureon's vast wisdom to aid in your research and understanding.

Divine
KEYWORDS

Free		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, when you make a knowledge or monster knowledge check you make two rolls and use the higher result.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Balinor's Prey

The hunt is sweet, but the kill is far sweeter.

Divine
KEYWORDS

Minor		Ranged 5
ACTION		RANGE
VS		One creature
ATTACK	DEFENSE	TARGET

Effect: The next melee or ranged attack that hits the target before the end of your next turn deals 1d6 extra damage.
 Level 11: 2d6 extra damage.
 Level 21: 3d6 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Beacon of Dol Arrah

You let Dol Arrah's light shine through.

Divine
KEYWORDS

Minor		Close burst 5
ACTION		RANGE
VS		You and each ally in burst
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, each target can reroll any damage die roll of 1 or 2 when using a radiant attack power. In addition, all squares within 5 squares of you are illuminated by bright light until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Boldrei's Shelter

Boldrei protects those who advance her cause.

Divine
KEYWORDS

Minor		Close burst 1
ACTION		RANGE
VS		You and each ally in burst
ATTACK	DEFENSE	TARGET

Effect: Each target gains a +2 power bonus to all defenses until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Kol Korran's Boon

No healing is wasted.

Divine
KEYWORDS

Free		Close burst 5
ACTION		RANGE
VS		The ally targeted by the triggering power
ATTACK	DEFENSE	TARGET

Trigger: A healing power restores an ally within 5 squares of you to his or her maximum hit points
Effect: The target gains temporary hit points equal to any hit points the triggering power restored in excess of the target's maximum number of hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Light Within

An arc of light shoots from your chest and brightens the ground.

Divine, Implement, Healing, Zone
KEYWORDS

Minor		Ranged 5
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You spend a healing surge, and a zone of healing light appears in an unoccupied square within range. Until the end of your next turn, each ally that ends its turn within the zone regains hit points equal to your healing surge value. In addition, all squares within 10 squares of the zone are illuminated by bright light until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Might of Dol Dorn

Draw from Dol Dorn's strength, and you shall know victory.

Divine
KEYWORDS

Free		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You hit an enemy with a melee attack
Effect: You gain 5 temporary hit points and a +5 power bonus to Athletics checks until the end of your next turn.
 Level 11: 10 temporary hit points.
 Level 21: 15 temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Onatar's Gift

Onatar's wisdom burns like a raging fire within you.

Divine, Fire		
KEYWORDS		
Free		Close burst 2
ACTION	←	RANGE
vs		You or one ally in burst
ATTACK	DEFENSE	TARGET

Trigger: You miss an enemy with a melee or ranged attack
Effect: Until the end of your next turn, the target gains a +2 bonus to Will and the target's attacks deal 2 extra fire damage.
 Level 11: 5 extra fire damage.
 Level 21: 10 extra fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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ENCOUNTER POWER

Channel Divinity: Shield of the Silver Flame

Those under the aegis of the Silver Flame have nothing to fear.

Divine		
KEYWORDS		
Minor		Close burst 3 (5 at 11th level, 7 at 21st level)
ACTION	←	RANGE
vs		You and each ally in burst
ATTACK	DEFENSE	TARGET

Effect: Each target can make a saving throw against a charm effect, a fear effect, or a psychic effect. A target that saves gains temporary hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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ENCOUNTER POWER

Channel Divinity: Sovereign Justice

Through your allies' exploits, you can attain victory even if you fall

Divine		
KEYWORDS		
Imm. Reaction		Close burst 10
ACTION	←	RANGE
vs		One ally in burst
ATTACK	DEFENSE	TARGET

Trigger: An enemy damages you
Effect: The target gains 5 temporary hit points.
 Level 11: 10 temporary hit points.
 Level 21: 15 temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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ENCOUNTER POWER

Channel Divinity: Traveler's Gift

The enigmatic god of change lifts your burdens.

Divine		
KEYWORDS		
Standard		Close burst 3
ACTION	←	RANGE
vs		Each ally in burst
ATTACK	DEFENSE	TARGET

Effect: Each target is no longer marked and can shift 1 square as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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ENCOUNTER POWER

Channel Divinity: Undying's Command

Undead pose little danger to those in service to the Undying Court.

Divine, Charm, Implement		
KEYWORDS		
Standard		Close blast 3 (5 at 11th level, 7 at 21st level)
ACTION	←	RANGE
WIS	vs	Will
ATTACK		DEFENSE
TARGET		

Hit: The target is dominated until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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ENCOUNTER POWER

Warforged Fortification

You're so tough, sometimes even the worst hits don't daunt you.

Divine		
KEYWORDS		
Imm. Interrupt		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Trigger: A creature scores a critical hit against you
Effect: The triggering attack is instead a normal hit.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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ENCOUNTER POWER

Improved Immutability

Seemingly through your determination alone, your living construct body proves inviolate.

Divine		
KEYWORDS		
Imm. Interrupt		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Trigger: You are subjected to an effect that a save can end
Effect: You end the triggering effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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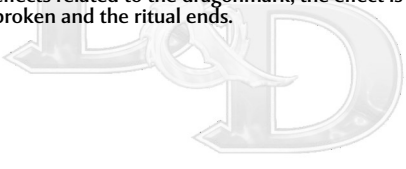
DAILY POWER

Conceal Dragonmark

Before your eyes, the complex marking fades from view.

10 minutes		Until broken
TIME		DURATION
10 gp	50 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You conceal a dragonmark on yourself or on an adjacent willing target. Creatures that examine the area where the mark is hidden are entitled to a Perception check against your Arcana check result to notice the deception. When you use any powers or effects related to the dragonmark, the effect is broken and the ritual ends.



CATEGORY: DECEPTION | LEVEL: 1

RITUAL

Fluid Funds

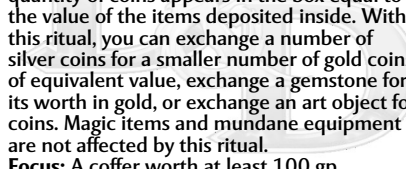
You can always make change.

1 minute		Instantaneous
TIME		DURATION
0 gp	100 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

Special Requirement: You must have the Mark of Warding feat to master and perform this ritual.

You drop coins, gemstones, or other valuable items into a specially prepared coffer and close the lid. When you open the lid, a quantity of coins appears in the box equal to the value of the items deposited inside. With this ritual, you can exchange a number of silver coins for a smaller number of gold coins of equivalent value, exchange a gemstone for its worth in gold, or exchange an art object for coins. Magic items and mundane equipment are not affected by this ritual.

Focus: A coffer worth at least 100 gp.



CATEGORY: CREATION | LEVEL: 2

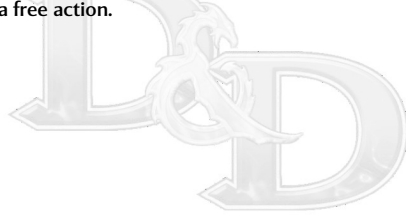
RITUAL

Summon Winds

You send out a call, and a stirring breeze answers.

10 minutes		8 hours
TIME		DURATION
50 gp	125 gp	Arcana or Nature (no check)
COMP. COST	PRICE	KEY SKILL

You conjure a stiff breeze and direct it. You can increase a sailing vessel's speed by 2 miles per hour while you keep the winds in the vessel's sails. You can dismiss the winds as a free action.



CATEGORY: EXPLORATION | LEVEL: 3

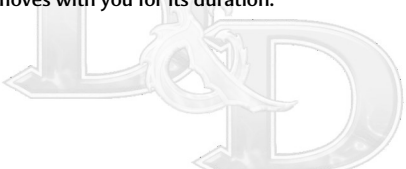
RITUAL

Eavesdropper's Foil

You broach the sensitive topic with confidence, for you are certain that no one will overhear you.

10 minutes		4 hours
TIME		DURATION
80 gp	175 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You ward an area no more than a close burst 3 against eavesdropping. Each creature outside the area that attempts to listen to communication within the area takes a -10 penalty to its Perception checks. The ward moves with you for its duration.



CATEGORY: WARDING | LEVEL: 4

RITUAL

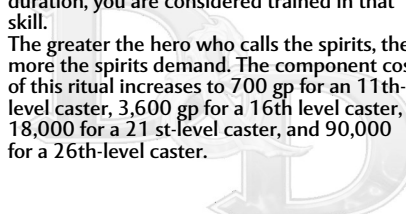
Ancestral Whispers

You commune with the ancestral spirits, seeking their wisdom and experience to aid your cause.

1 hour		24 hours
TIME		DURATION
140 gp	360 gp	Religion (no check)
COMP. COST	PRICE	KEY SKILL

You invite the spirit of an ancestor to inhabit your body for a time. Choose one skill in which you are not trained. For the ritual's duration, you are considered trained in that skill.

The greater the hero who calls the spirits, the more the spirits demand. The component cost of this ritual increases to 700 gp for an 11th-level caster, 3,600 gp for a 16th level caster, 18,000 for a 21 st-level caster, and 90,000 for a 26th-level caster.



CATEGORY: DIVINATION | LEVEL: 6

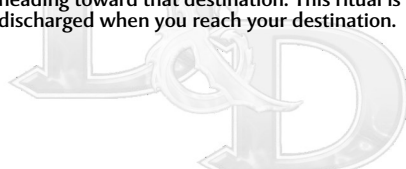
RITUAL

Find the Path

THE clouds, the trees, and even the grasses bend to show you the way.

1 hour		8 hours or until discharged
TIME		DURATION
144 gp	360 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

As part of performing the ritual, you must name a destination you have visited at least once. For the duration of the ritual, you know in which direction your destination lies and you can travel 10 extra miles per day when heading toward that destination. This ritual is discharged when you reach your destination.



CATEGORY: EXPLORATION | LEVEL: 6

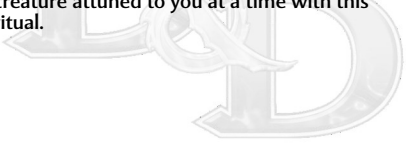
RITUAL

Steed Summons

You whistle and your mount appears.

1 hour		Until discharged
TIME		DURATION
75 gp	360 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

Use this ritual to attune yourself to a single nonhostile creature that has the mount keyword. The creature must be present for the entire ritual. At any time in the future, you can summon the creature into an adjacent space as a minor action, at which time the ritual is discharged. You can have only one creature attuned to you at a time with this ritual.



CATEGORY: TRAVEL | LEVEL: 6

RITUAL

Spirit Idol

A mote of light divides in two, each glowing speck settling on the eyes of the prepared corpse. When the magic binds itself to the dead flesh, it shields it from decay.

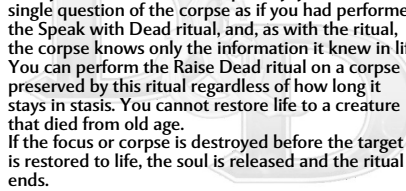
1 hour		Instantaneous (see text)
TIME		DURATION
150 gp	520 gp	Heal (no check)
COMP. COST	PRICE	KEY SKILL

This ritual is performed on an adjacent corpse. It binds the soul to the focus, preventing its passage to Dolurrh. The target must be willing to allow the ritual to take effect, otherwise the ritual fails. Once so bound, the soul rests in state of torpor.

At any time thereafter, once per day, you can ask a single question of the corpse as if you had performed the Speak with Dead ritual, and, as with the ritual, the corpse knows only the information it knew in life. You can perform the Raise Dead ritual on a corpse preserved by this ritual regardless of how long it stays in stasis. You cannot restore life to a creature that died from old age.

If the focus or corpse is destroyed before the target is restored to life, the soul is released and the ritual ends.

Focus: A specially prepared phylactery worth at least 150 gp.



CATEGORY: RESTORATION | LEVEL: 7


RITUAL

Inquisitive's Eyes

You close your eyes to find your center. When you open them, you see the crime scene in a new light.

10 minutes		Instantaneous
TIME		DURATION
125 gp	680 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You cast your senses back through time to observe your current location as it was up to a number of hours ago no greater than your Arcana check result. You can observe the scene as if you were there, although you cannot affect anything.



CATEGORY: DIVINATION | LEVEL: 8

RITUAL

Enhance Vessel

Your chariot is faster, better, and stronger.

1 hour		24 hours
TIME		DURATION
400 gp	1,000 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You bolster a vehicle with eldritch power. For the ritual's duration, the vehicle gains a +2 bonus to speed and to all defenses.

CATEGORY: EXPLORATION | LEVEL: 10

RITUAL

Secure Shelter

The terrain erupts in a flurry of activity as the land leaps to your command, erecting a shelter for you and your companions.

30 minutes		8 hours
TIME		DURATION
200 gp	1,000 gp	Arcana or Nature (no check)
COMP. COST	PRICE	KEY SKILL

You create a sturdy lodge large enough to accommodate eight Medium creatures. The ritual uses materials found in the area, so the lodge can be formed of snow, stone, wood, or even sod. The lodge encloses a close burst 4 in size. The interior is dry and clean and includes nine bunks, a long table with stools, and a writing desk. The shelter is not heated or cooled, but it is immune to fire and impervious to all damage. Access to its interior is by two shuttered windows, a single door, and a chimney. Furniture can be removed from the shelter, but it vanishes along with the lodge when the ritual's duration expires.

CATEGORY: CREATION | LEVEL: 10

RITUAL

Banish Illusions

What was hidden is now revealed.

1 hour		24 hours
TIME		DURATION
720 gp	1,800 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You weave a ward against illusions in a close burst 4. Any invisible creature within the area or that enters the area becomes visible. In addition, illusion powers take a -2 penalty to attack rolls, and creatures in the warded area gain a +5 bonus to Insight checks against illusions.

CATEGORY: WARDING | LEVEL: 11

RITUAL

Seeming

You and your allies move through the guarded outpost without attracting unwanted attention.

10 minutes		4 hours (special)
TIME		DURATION
680 gp	1,700 gp	Arcana
COMP. COST	PRICE	KEY SKILL

Upon completing the ritual, you and up to eight allies assume the appearance of any Medium humanoid creatures. The ritual allows you to assume the general appearance of a particular race, but not of a unique creature. The ritual's effect is centered on you; if any ally moves more than 5 squares away from you, the ritual's effect ends for that ally. Creatures viewing or interacting with you or your allies can make an Insight check to detect the deception. The check's DC equals your Arcana check result. A creature is allowed a check the first time it sees you and each time it interacts with you or one of your allies. If the creature touches you or an ally, it automatically realizes the deception.

CATEGORY: DECEPTION | LEVEL: 12

RITUAL

Masking Shroud

Those who watch from afar have a hard time sensing you.

10 minutes		1 day
TIME		DURATION
840 gp	4,200 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

Special Requirement: You must have the Mark of Warding feat to master and perform this ritual.

This ritual renders you and up to five allies invisible to all scrying sensors, such as those created by the View Location ritual. Although these sensors cannot perceive you, they can perceive the results of your actions, such as when you or your allies interact with the environment, fight enemies, and so on.

CATEGORY: WARDING | LEVEL: 14

RITUAL

Fantastic Recuperation

You wave away your companions' weariness.

1 hour		Instantaneous
TIME		DURATION
3,600 gp	9,000 gp	Heal (no check)
COMP. COST	PRICE	KEY SKILL

You absorb the fatigue that you and your allies have suffered and cast it away. At the end of the ritual, you and your allies gain the benefits of an extended rest without spending any time resting. You cannot use this ritual if you could not normally begin an extended rest (see Player's Handbook, page 263). Greater heroes accrue greater fatigue and require more effort to recuperate. At 21st level, this ritual costs 9,000 gp to perform. At 26th level, this ritual costs 45,000 gp to perform.

CATEGORY: RESTORATION | LEVEL: 16

RITUAL

Scry Trap

He can try to look, but he's going to pay for it.

30 minutes		24 hours or until discharged
TIME		DURATION
5,000 gp	25,000 gp	Arcana
COMP. COST	PRICE	KEY SKILL

This ritual creates a ward around you that warns you about scrying in your area. You become automatically aware of any scrying sensors that perceive you. This awareness wakes you if you are asleep. When you become aware of a sensor in this manner, you can choose to destroy it and end the ritual that created it, unless the sensor or the creature is higher level than you. You can also choose to observe the creature that created the sensor, using your Arcana check result to determine how long you can observe that creature.

19 or lower: 1 round
 20-24: 2 rounds
 25-29: 3 rounds
 30-39: 4 rounds
 40 or higher: 5 rounds

CATEGORY: SCRYING AND WARDING | LEVEL: 20

RITUAL

Panther Tears



For a moment your vision is blurry, but when you blink away the excess liquid, you see clearly through the gloom.

15 minutes	25 gp
TIME	COMPONENT COST
100 gp	Heal or Nature (no check)
MARKET PRICE	KEY SKILL

An eyedropper holds a few drops of a dark purple fluid. When the fluid is placed in your eyes, you find you can see clearly in dim light.

Panther Tears Level 2

Power (Consumable): Minor Action. You gain low-light vision until the end of your next turn.

CATEGORY OTHER	LEVEL 2
ALCHEMY	

Alchemist's Spark



The shattered flask releases two clouds that quickly coalesce and release a dazzling blast of energy.

30 minutes	See below
TIME	COMPONENT COST
120 gp	Arcana or Thievery (no check)
MARKET PRICE	KEY SKILL

The ceramic container holding alchemist's spark has two chambers. When shattered, the chemicals vaporize and mix to create a bright discharge of lightning.

Alchemist's Spark Level 3+
Lvl 3: 30 gp; Lvl 8: 125gp; Lvl 13: 650 gp; Lvl 18: 3,400 gp; Lvl 23: 17,000 gp; Lvl 28: 85,000 gp

Power (Consumable + Lightning): Standard Action. Make an attack: Area burst 1 within 10; targets each creature in burst; +6 vs. Fortitude; 1d6 lightning damage, and the target takes a -1 penalty to attack rolls until the start of your next turn.
Level 8: +11 vs. Reflex; 2d6 lightning damage and a -1 penalty to attack rolls.
Level 13: +16 vs. Reflex; 3d6 lightning damage and a -1 penalty to attack rolls.
Level 18: +21 vs. Reflex; 4d6 lightning damage and a -1 penalty to attack rolls.
Level 23: +26 vs. Reflex; 5d6 lightning damage and a -1 penalty to attack rolls.
Level 28: +31 vs. Reflex; 6d6 lightning damage and a -1 penalty to attack rolls.

Modification: Ammunition (level +1). The item's component cost corresponds to the table below.

Lvl 4: 40 gp; Lvl 9: 160gp; Lvl 14: 800 gp; Lvl 19: 4,200 gp; Lvl 24: 21,000 gp; Lvl 29: 105,000 gp

CATEGORY VOLATILE	LEVEL 3
ALCHEMY	

Heartflow



The target's eyes glaze as a smile spreads across his face.

15 minutes	See below
TIME	COMPONENT COST
90 gp	Nature or Thievery (no check)
MARKET PRICE	KEY SKILL

Heartflow weakens an individual's self-control. The concoction is a red powder that is usually mixed with food or drink.

Heartflow Level 3+

Lvl 3: 30 gp; Lvl 8: 125gp; Lvl 13: 650 gp; Lvl 18: 3,400 gp; Lvl 23: 17,000 gp; Lvl 28: 85,000 gp

Power (Consumable + Poison): Minor Action. Apply heartflow to an adjacent item of food or drink; it retains potency until the end of the encounter. To administer the poison without the target noticing, make a Thievery check against the target's Perception check. A creature that consumes food or drink containing heartflow is subject to an attack: +6 vs. Fortitude; the target takes a -5 penalty to Insight checks and a -2 penalty to Will defense (save ends both).
Level 8: +11 vs. Fortitude.
Level 13: +16 vs. Fortitude.
Level 18: +19 vs. Fortitude.
Level 23: +26 vs. Fortitude.
Level 28: +31 vs. Fortitude.

CATEGORY POISON	LEVEL 3
ALCHEMY	

Tethercord



You fling the device at the enemy; one side sticks to the creature while the other bonds with the ground.

1 hour	See below
TIME	COMPONENT COST
120 gp	Arcana, Nature, or Thievery (no check)
MARKET PRICE	KEY SKILL

The tethercord is a springlike device with two small exploding packets filled with diluted sovereign glue. This useful device keeps an enemy on a short leash.

Tethercord Level 3+

Lvl 3: 30 gp; Lvl 8: 125 gp; Lvl 13: 650 gp; Lvl 18: 3,400 gp; Lvl 23: 17,000 gp; Lvl 28: 85,000 gp

Power (Consumable): Standard Action. Make an attack: Ranged 5/10; +6 vs. Reflex; the target cannot move more than 3 squares from the space it occupies when it is hit (save ends).
Level 8: +11 vs. Reflex.
Level 13: +17 vs. Reflex.
Level 18: +21 vs. Reflex.
Level 23: +26 vs. Reflex.
Level 28: +31 vs. Reflex.

CATEGORY OTHER	LEVEL 3
ALCHEMY	

Woundpatch



You slap the fleshy bandage on your ally and the patch knits with the creature's flesh to close the wound.

1 hour	See below
TIME	COMPONENT COST
120 gp	Heal or Nature (no check)
MARKET PRICE	KEY SKILL

The woundpatch looks like a swatch of human skin. One sticky side keeps it in place when applied to an injured creature.

Woundpatch Level 3+

Lvl 3: 30 gp; Lvl 13: 650 gp; Lvl 23: 17,000 gp

Power (Consumable + Healing): Minor Action. Place the woundpatch on yourself or another living creature. Until the end of the encounter, the next time the creature spends a healing surge, it regains 5 extra hit points.
Level 13: 10 extra hit points.
Level 23: 15 extra hit points.

CATEGORY CURATIVE	LEVEL 3
ALCHEMY	

Clockwork Bomb



You set the device on the ground and hope that it detonates when you want it to.

15 minutes	See below
TIME	COMPONENT COST
160 gp	Arcana or Thievery (no check)
MARKET PRICE	KEY SKILL

A clockwork bomb is a small box, about a foot on a side, covered with springs, dials, gauges, and knobs. It issues an unnerving ticking sound, and vibrates so violently that it moves about. When the timer goes off, the device explodes.

Clockwork Bomb Level 4+

Lvl 4: 40 gp; Lvl 9: 160gp; Lvl 14: 800 gp; Lvl 19: 4,200 gp; Lvl 24: 21,000 gp; Lvl 29: 105,000 gp

Power (Consumable + Fire): Minor Action. Place the clockwork bomb in your space or in a square adjacent to you, and decide how many rounds pass before the bomb goes off (6 rounds maximum). Each round, at the start of your turn, move the clockwork bomb one square in a direction of your choosing and roll a d6. On a roll of 6, the bomb detonates prematurely. If the clockwork bomb is hit by an attack (the bomb has the same defenses as its user), it also explodes. When the bomb detonates, make an attack: Area burst 1 centered on the bomb's space; targets each creature in burst; +7 vs. Reflex; 1d10 fire damage.
Special: Once the bomb is set, it can be disabled with a DC 17 Thievery check.
Level 9: +12 vs. Reflex; 2d10 fire damage; DC 19 Thievery.
Level 14: +17 vs. Reflex; 3d10 fire damage; DC 23 Thievery.
Level 19: +22 vs. Reflex; 4d12 fire damage; DC 27 Thievery.
Level 24: +27 vs. Reflex; 4d12 fire damage; DC 29 Thievery.
Level 29: +32 vs. Reflex; 5d12 fire damage; DC 33 Thievery.

CATEGORY VOLATILE	LEVEL 4
ALCHEMY	

Resonance Crystal



The crystal amplifies noise until it becomes unbearable to all in its proximity.

1 hour	See below
TIME	COMPONENT COST
160 gp	Arcana or Nature (no check)
MARKET PRICE	KEY SKILL

To keep a resonance crystal from shattering, it is stored in a soundproof wooden box. The clear crystal vibrates with the slightest sound.

Resonance Crystal Level 4+

Lvl 4: 40 gp; Lvl 9: 160gp; Lvl 14: 800 gp; Lvl 19: 4,200 gp; Lvl 24: 21,000 gp; Lvl 29: 105,000 gp

Power (Consumable): Standard Action. Make an attack: Ranged 10; +7 vs. Fortitude; the target gains vulnerable 5 thunder until the end of your next turn.
Level 9: +12 vs. Fortitude; vulnerable 5 thunder.
Level 14: +17 vs. Fortitude; vulnerable 10 thunder.
Level 19: +22 vs. Fortitude; vulnerable 10 thunder.
Level 24: +27 vs. Fortitude; vulnerable 15 thunder.
Level 29: +32 vs. Fortitude; vulnerable 15 thunder.

CATEGORY OTHER	LEVEL 4
ALCHEMY	

Suppression Crystal



The crystal diminishes the lightning bolt and silences the thunder.

1 hour	See below
TIME	COMPONENT COST
120 gp	Arcana or Nature (no check)
MARKET PRICE	KEY SKILL

A suppression crystal catches sound and energy trapping them and safely bleeding them.

Suppression Crystal Level 4+

Lvl 4: 40 gp; Lvl 14: 800 gp; Lvl 24: 21,000 gp

Power (Consumable): Minor Action. Until it triggers or until the end of the encounter, you are protected by the suppression crystal. As an immediate interrupt that occurs automatically when you are first hit by a thunder or a lightning attack, you gain resist 5 thunder and resist 5 lightning until the end of your next turn. If this power is used but the resistance is not triggered before the end of the encounter, the crystal is still consumed.
Level 14: Gain resist 10 thunder and resist 10 lightning.
Level 24: Gain resist 15 thunder and resist 15 lightning.

CATEGORY OTHER	LEVEL 4
ALCHEMY	

Tension Wheel



With a click, the tension wheel unlocks and propels the bolt through your enemy.

1 hour	See below
TIME	COMPONENT COST
120 gp	Arcana or Thievery (no check)
MARKET PRICE	KEY SKILL

This complex device sprouts cogs and levers, and attaches to a crossbow. When activated, it increases the bowstring's tension in order to fire the projectile with greater force.

Tension Wheel Level 4+

Lvl 4: 40 gp; Lvl 14: 800 gp; Lvl 24: 21,000 gp

Requirement: You must be holding a crossbow.
Power (Consumable): Minor Action. Place the tension wheel on your crossbow. The next time you make an attack with the crossbow, its normal and long ranges increase by 2 squares and it deals 2 extra damage.
Level 12: 4 extra damage.
Level 22: 6 extra damage.

CATEGORY OTHER	LEVEL 4
ALCHEMY	

Acidic Fire

Green flames burn and spread boiling acid in all directions.

30 minutes	See below
TIME	COMPONENT COST
200 gp	Arcana or Thievery (no check)
MARKET PRICE	KEY SKILL

The substance contained by the glass vial is an unstable soup of acid and explosive chemicals. When the container shatters, it splashes burning death in all directions.

Acidic Fire Level 5+
Lvl 5: 50 gp; Lvl 10: 200 gp; Lvl 15: 1,000 gp; Lvl 20: 5,000 gp; Lvl 25: 25,000 gp; Lvl 30: 125,000 gp
Power (Consumable + Acid, Fire): Standard Action. Make an attack: Area burst 1 within 10; +8 vs. Reflex; 1d6 fire damage, and ongoing 2 acid damage (save ends).
Level 10: +13 vs. Reflex; 1d6 fire damage, and ongoing 5 acid damage (save ends).
Level 15: +18 vs. Reflex; 2d6 fire damage, and ongoing 5 acid damage (save ends).
Level 20: +23 vs. Reflex; 2d6 fire damage, and ongoing 10 acid damage (save ends).
Level 25: +28 vs. Reflex; 3d6 fire damage, and ongoing 10 acid damage (save ends).
Level 30: +33 vs. Reflex; 3d6 fire damage, and ongoing 15 acid damage (save ends).

CATEGORY: VOLATILE | LEVEL: 5
ALCHEMY

Inferno Oil

Your weapon leaves behind a faint trace of oil, but it's enough to set your enemy ablaze when it's exposed to open flame.

1 hour	See below
TIME	COMPONENT COST
200 gp	Arcana, Nature, or Thievery (no check)
MARKET PRICE	KEY SKILL

This volatile oil is highly combustible but burns quickly. Inferno oil is usually kept in a dark glass vial to block light and prevent the substance from igniting.

Inferno Oil Level 5+
Lvl 5: 50 gp; Lvl 10: 200 gp; Lvl 15: 1,000 gp; Lvl 20: 5,000 gp; Lvl 25: 25,000 gp; Lvl 30: 125,000 gp
Power (Consumable): Standard Action. Apply inferno oil to your weapon or to one piece of ammunition. Make a secondary attack against the next creature you hit with the coated weapon or ammunition: +8 vs. Reflex; the target gains vulnerable 5 fire (save ends).
Level 10: +13 vs. Reflex; vulnerable 5 fire.
Level 15: +18 vs. Reflex; vulnerable 10 fire.
Level 20: +23 vs. Reflex; vulnerable 10 fire.
Level 25: +28 vs. Reflex; vulnerable 15 fire.
Level 30: +33 vs. Reflex; vulnerable 15 fire.

CATEGORY: OIL | LEVEL: 5
ALCHEMY

Lodret Leaf

Chewing on the infused leaf provides added insurance against disease.

15 minutes	See below
TIME	COMPONENT COST
200 gp	Heal or Nature (no check)
MARKET PRICE	KEY SKILL

The denizens of Q'barra's wilderness sometimes use lodret leaves as a preventative when moving through areas famous for spawning disease. Mixing the leaves with special reagents gives you protection against some diseases.

Lodret Leaf Level 5+
Lvl 5: 50 gp; Lvl 15: 1,000 gp; Lvl 25: 25,000 gp
Power (Consumable): Minor Action. Gain a +2 bonus to Fortitude defense against attacks made by diseases of 10th level or lower. This effect lasts until the end of the encounter.
Level 15: Diseases of 20th level or lower.
Level 25: Diseases of 30th level or lower.

CATEGORY: CURATIVE | LEVEL: 5
ALCHEMY

Clear-Path Mist

The mist clears out the underbrush, making your path easier to travel.

30 minutes	See below
TIME	COMPONENT COST
375 gp	Arcana or Nature (no check)
MARKET PRICE	KEY SKILL

Ordinary undergrowth cannot stand against this concoction - a mere dusting causes plants to wither and die.

Clear-Path Mist Level 8+
Lvl 8: 125 gp; Lvl 13: 650 gp; Lvl 18: 3,400 gp; Lvl 23: 17,000 gp; Lvl 28: 85,000 gp
Power (Consumable + Poison): Standard Action. Make an attack: Close blast 3; targets plants; +11 vs. Reflex; 1d4 poison damage, and ongoing 5 poison damage (save ends). In addition, you remove any difficult terrain created by flora such as foliage or undergrowth within the area of the attack.
Level 13: Close blast 5; +16 vs. Reflex; 1d4 poison damage, and ongoing 5 poison damage (save ends).
Level 18: Close blast 5; +21 vs. Reflex; 2d4 poison damage, and ongoing 5 poison damage (save ends).
Level 23: Close blast 5; +26 vs. Reflex; 2d4 poison damage, and ongoing 10 poison damage (save ends).
Level 28: Close blast 5; +31 vs. Reflex; 3d4 poison damage, and ongoing 10 poison damage (save ends).

CATEGORY: OTHER | LEVEL: 8
ALCHEMY

Grayflower Perfume

You spray the perfume into the air and for a moment, the blind creature can't locate you.

15 minutes	200 gp
TIME	COMPONENT COST
800 gp	Heal or Nature
MARKET PRICE	KEY SKILL

This perfume is made from the rare grayflower, known to grow only in Q'barra's swamps. The grayflower's faint scent is enough to confound even the sharpest sense of smell.

Grayflower Perfume Level 10
Power (Consumable): Minor Action. You are invisible to creatures that see using blindsight until the start of your next turn.

CATEGORY: OTHER | LEVEL: 10
ALCHEMY

Keen Oil

The sword sweeps through your enemy, cutting through its armor and flesh in one deadly arc.

1 hour	200 gp
TIME	COMPONENT COST
600 gp	Arcana or Thievery (no check)
MARKET PRICE	KEY SKILL

When you rub this thin oil on a bladed weapon, it hones the edge to razor sharpness.

Keen Oil Level 10
Power (Consumable): Minor Action. Apply keen oil to an axe, a heavy blade, a light blade, a polearm, or a spear. Until the end of your next turn, you can score a critical hit with this weapon on a roll of 19-20.

CATEGORY: OIL | LEVEL: 10
ALCHEMY

Spotted Toadstool Venom

This green-gray poison paste robs its victim of strength.

30 minutes	See below
TIME	COMPONENT COST
600 gp	Nature or Thievery (no check)
MARKET PRICE	KEY SKILL

Found throughout the Q'barra swamps, the spotted toadstool is renowned for its poisonous quality. The local lizardfolk make a venomous paste that they use to coat their weapons.

Spotted Toadstool Venom Level 10+
Lvl 10: 200 gp; Lvl 15: 1,000 gp; Lvl 20: 5,000 gp; Lvl 25: 25,000 gp; Lvl 30: 125,000 gp
Power (Consumable + Poison): Standard Action. Apply the spotted toadstool venom to your weapon or to one piece of ammunition. Make a secondary attack against the next target you hit with the coated weapon or ammunition: +13 vs. Fortitude; the target is weakened until the end of your next turn.
Level 15: +18 vs. Fortitude.
Level 20: +23 vs. Fortitude.
Level 25: +28 vs. Fortitude.
Level 30: +33 vs. Fortitude.

CATEGORY: POISON | LEVEL: 10
ALCHEMY

Noxious Grenade

Plumes of green smoke pour from the sputtering flame, sending a rancid stench into the air.

1 hour	See below
TIME	COMPONENT COST
700 gp	Arcana or Thievery (no check)
MARKET PRICE	KEY SKILL

The noxious grenade is a metal canister filled with foul-smelling chemicals. Once ignited, it burns quickly, filling the area with sickening smoke.

Noxious Grenade Level 11+
Lvl 11: 350 gp; Lvl 16: 1,800 gp; Lvl 21: 9,000 gp; Lvl 26: 45,000 gp
Power (Consumable + Poison, Zone): Standard Action. Make an attack: Area burst 1 within 10; targets each creature in burst; +14 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends). The burst creates a zone; all squares within the zone are lightly obscured. The zone lasts until the end of your next turn. Each creature that enters the zone is subject to an attack from the noxious gas: +14 vs. Fortitude; the target takes a -2 penalty to attack rolls (save ends).
Level 16: +19 vs. Fortitude.
Level 21: +24 vs. Fortitude.
Level 26: +29 vs. Fortitude.

CATEGORY: VOLATILE | LEVEL: 11
ALCHEMY