

Aegis of Assault

You create an arcane link between you and a foe, allowing you to instantly respond to its attacks with a counterassault.

Arcane, Teleportation

KEYWORDS

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

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate reaction to teleport to a square adjacent to the target and make a melee basic attack against it. If no unoccupied space exists adjacent to the target, you can't use this immediate reaction.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE FEATURE	LEVEL 1
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AT-WILL POWER

Aegis of Shielding

You create an arcane link between you and an enemy, allowing you to blunt its attacks against your allies.

Arcane

KEYWORDS

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

Effect: You mark the target. The target remains marked until you use this power against another target. If you mark other creatures using other powers, the target is still marked. A creature can be subject to only one mark at a time. A new mark supersedes a mark that was already in place. If your marked target makes an attack that doesn't include you as a target, it takes a -2 penalty to attack rolls. If that attack hits and the marked target is within 10 squares of you, you can use an immediate interrupt to reduce the damage dealt by that attack to any one creature by an amount equal to 5 + your Constitution modifier. At 11th level, reduce the damage dealt by 10 + your Constitution modifier. At 21st level, reduce the damage dealt by 15 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE FEATURE	LEVEL 1
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AT-WILL POWER

Booming Blade

A field of sound punishes your enemy, and the sound becomes louder if your enemy tries to escape.

Arcane, Thunder, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier damage, and if the target is adjacent to you at the start of its next turn and moves away during that turn, it takes 1d6 + Constitution modifier thunder damage. Increase damage to 2[W] + Intelligence modifier at 21st level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Greenflame Blade

Each blow ignites your blade in deadly green fire.

Arcane, Fire, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier fire damage, and you deal fire damage equal to your Strength modifier to all enemies adjacent to the target. Increase damage to 2[W] + Intelligence modifier at 21st level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Lightning Lure

You lasso your foe with a leash of lightning and pull it into range of your blade.

Arcane, Implement, Lightning

KEYWORDS

Standard		Ranged 3
ACTION	↗	RANGE
INT	vs	Fort
ATTACK	DEFENSE	One creature
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier lightning damage, and you pull the target to the nearest unoccupied space adjacent to you. Increase damage to 2d6 + Intelligence modifier at 21st level. **Special:** If you cannot pull the target to an adjacent square, this power fails and deals no damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Sword Burst

A sweep of your sword blasts those around you with force.

Arcane, Force, Implement

KEYWORDS

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

Hit: 1d6 + Intelligence modifier force damage. Increase damage to 2d6 + Intelligence modifier at 21st level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Chilling Blow

Your blade rips into your foe and cold pulses from the wound, enveloping your enemy's body in a crust of frost.

Arcane, Cold, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier cold damage, and the target takes cold damage equal to your Constitution modifier each time it attacks until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Flame Cyclone

Arcane power swirls around your blade and outward toward your enemies, engulfing them in an inferno.

Arcane, Fire, Implement

KEYWORDS

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

Hit: 1d8 + Intelligence modifier + Strength modifier fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Foesnare

You cut into your foe, and links of solid eldritch energy burst from its flesh, binding its bones to the ground.

Arcane, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier damage, and the target is immobilized until the end of your next turn. **Special:** You can use this power in place of a melee basic attack when charging.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Lightning Clash

As your blade strikes home, a sizzling bolt of lightning leaps from your reeling foe to strike down its nearby ally.

Arcane, Lightning, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier damage. Make a secondary attack.
Secondary Target: One creature within 5 squares of the primary target
Secondary Attack: Intelligence vs. Reflex
Hit: 1d6 + Intelligence modifier lightning damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 1

ENCOUNTER POWER

Burning Blade

Your fiery blade lunges toward your enemy, and its arcane warmth seeks to flare again in the wounds of your foes.

Arcane, Fire, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier fire damage.
Effect: Until the end of the encounter, your melee attacks deal extra fire damage equal to your Strength modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Frost Backlash

As your enemy swings for the kill, your warding suddenly turns to ice and lashes out at your foe with the fury of winter.

Arcane, Cold, Weapon

KEYWORDS

Imm. Interrupt	↓	Melee weapon
ACTION		RANGE
INT vs Reflex		The creature that hit you
ATTACK	DEFENSE	TARGET

Trigger: An adjacent creature hits you
Hit: 3[W] + Intelligence modifier cold damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Whirling Blade

You spin and suddenly hurl your sword. Your blade spins in the air, seeking an enemy to slash with mortal determination.

Arcane, Weapon

KEYWORDS

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

Requirement: You must throw your melee weapon at the target.
Hit: 2[W] + Intelligence modifier damage, and your weapon returns to your hand.
Miss: Repeat the attack against a second target within 5 squares of the first. If you miss, repeat the attack against a third target within 5 squares of the second. If you miss again, repeat the attack against a fourth target within 5 squares of the third. Your weapon then returns to your hand.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 1

DAILY POWER

Dimensional Warp

You reach out with arcane power, and two of your nearby allies suddenly wink out and reappear in each other's places.

Arcane, Teleportation

KEYWORDS

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

Target: You and one ally in burst or two allies in burst
Effect: Each target teleports into the other's space. Both targets must occupy the same size space, or the power fails.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Mythal Recovery

You focus your warding inward to bolster yourself against the onslaught.

Arcane

KEYWORDS

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

Effect: Make a saving throw against an effect that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Eldritch Speed

Eldritch power flows in your blood, and when battle is joined, the power speeds you on.

Arcane

KEYWORDS

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

Effect: Use this power before rolling initiative. You gain a +5 power bonus to your initiative roll. You can take an extra move action during the first round of combat (or during the surprise round, if you are allowed to act during that round).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Fear No Elements

The elements of the universe are yours to command, and they do not easily damage you.

Arcane

KEYWORDS

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

Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 5 + your Constitution modifier to that damage type.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: UTILITY LEVEL: 2

UTILITY POWER

Blastback Swipe

Your sword rings against your foe like a clap of thunder, sending your enemy careening away.

Arcane, Thunder, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier thunder damage, and you push the target 2 squares.
Special: When charging, you can use this power in place of a melee basic attack.
Aegis of Assault: When you use your aegis of assault immediate reaction, you can use this power in place of the melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 3

ENCOUNTER POWER

Corrosive Ruin

You spin your blade in a tight circle in front of you, assailing foes with a spray of flesh-melting acid.

Arcane, Acid, Implement

KEYWORDS

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

Hit: 1d8 + Intelligence modifier acid damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Sloth Strike

As your blade sinks into the enemy, his blood turns to leaden ice, and he staggers about heavily.

Arcane, Cold, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Transposing Lunge

You thrust at your enemy, a flash engulfs it, and it suddenly appears elsewhere.

Arcane, Teleportation, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier damage, and you teleport the target into a space adjacent to you.
Aegis of Shielding: When you use your aegis of shielding immediate interrupt, you can use this power against the target as part of the interrupt, even if the target is beyond your reach.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Deep Freeze

Driving your blade home, you hiss a word of power, and white bone-chilling mist begins to seep from your foe's body.

Arcane, Cold, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier damage.
Effect: Until the end of the encounter, any enemy takes 1d10 cold damage when it moves adjacent to or starts its turn adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Elemental Foible

You weave a deadly symbol in your foe's flesh. This hateful glyph leaves your enemy's body fragile to the elements.

Arcane, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier damage.
Effect: The target gains vulnerable 5 to a damage type of your choice: acid, cold, fire, lightning, or thunder. The vulnerability lasts until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Lingering Lightning

Tendrils of bluish white lightning course from your blade to electrocute your enemies.

Arcane, Implement, Lightning

KEYWORDS

Standard	↗	Ranged 5
ACTION		RANGE
INT vs Reflex		One, two, or three creatures
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex, one attack per target
Hit: 1d8 + Intelligence modifier damage, and ongoing 5 lightning damage (save ends).
Miss: Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Armathor's Step

Arcane power speeds you into battle.

Arcane, Teleportation

KEYWORDS

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

Effect: Teleport 5 squares. If you end this move adjacent to an enemy, you gain a +2 power bonus to the next attack roll you make against that enemy during your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Silversteel Veil

You raise a magical ward of thin, wispy silver mist. It seems no more tangible than warm breath on a frosty morning, but it gathers under enemy blows and turns them aside.

Arcane, Force

KEYWORDS

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

Target: You and each ally in burst
Effect: All affected creatures gain a +2 bonus to AC and Reflex defense until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Dimensional Warding

Your warding warps the flow of magic around you, preventing enemies from sneaky escapes or attacks.

Arcane, Stance, Zone

KEYWORDS

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

Effect: The burst creates a zone that lasts as long as the stance persists. Enemies within the zone cannot teleport. Enemies outside the zone cannot teleport into it.
Special: The zone remains centered on you, even if you move.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Fate-Spurned Foe

Forces beyond your enemy's comprehension work against it as your command.

Arcane

KEYWORDS

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

Effect: Until the end of the encounter, any effect that a save can end that you place on an enemy causes a -2 penalty to saving throws against the effect.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE UTILITY	LEVEL 6
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UTILITY POWER

Electrified Lash

You point your sword into the air, and cruel talons of white lightning reach out toward your foes.

Arcane, Implement, Lightning

KEYWORDS

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

Hit: 2d8 + Intelligence modifier lightning damage.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Flamewall Strike

With a mighty sweep of your blade, dancing tongues of arcane fire rise from the ground at the feet of your foes.

Arcane, Conjunction, Fire, Implement

KEYWORDS

Standard		Area wall 3 within 1 square
ACTION	RANGE	
vs		
ATTACK	DEFENSE	TARGET

Effect: You conjure a wall of contiguous squares filled with leaping flames that lasts until the start of your next turn. The wall can be 3 squares long and no more than 1 square high. Only 1 square of the wall must be within 1 square of you. Any creature that enters the wall's space or starts its turn there takes 1d8 + Constitution modifier fire damage.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Isolating Slam

As your blade slices into the enemy before you, a tide of magical energy slams into nearby foes and rocks them back like ships on a stormy wave.

Arcane, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier damage. Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Intelligence vs. Fortitude, one attack per target
Hit: You push the secondary target away from the primary target a number of squares equal to your Constitution modifier

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Spikes of Agony

Your strike leaves shards of pure force piercing your enemy's flesh, rending it if it moves.

Arcane, Force, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier force damage. If the target moves before the end of its next turn, it takes force damage equal to 5 + your Strength modifier.
Aegis of Assault: When you use your aegis of assault immediate reaction, you can use this power in place of the melee basic attack.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 7
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ENCOUNTER POWER

Be Gone

Your backhanded strike sends your enemy elsewhere.

Arcane, Reliable, Teleportation, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier damage, and you teleport the target 5 squares.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Beacon Blade

As you slash at your foe, your sword glows with a blinding light, banishing the gloom around you.

Arcane, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier damage, and the target is blinded (save ends).
Effect: The target is illuminated until the end of the encounter, shedding bright light within 10 squares around it. Even if it turns invisible, its location can be pinpointed automatically, though the normal -5 penalty to the attack roll still applies.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Glamor Blade

As you cut into your foe, the air shimmers around you for a split second, and then two of you stand before the enemy.

Arcane, Conjunction, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier damage.
Effect: You conjure a duplicate of yourself in any unoccupied square adjacent to the target. The duplicate can be attacked and damaged normally. (It has the same game statistics as you do.) You and the duplicate share the same pool of hit points. Your duplicate can do anything that you can do. However, any actions taken by your duplicate come from your normal allotment of actions. (It doesn't grant you any extra actions.) You can divide your actions between you and your duplicate as you see fit. For example, on your turn you could shift into a flanking position (a move action) while the duplicate draws a weapon (minor) and uses a standard action to attack with one of your powers. If you make an opportunity attack against a creature, your duplicate can't also make an opportunity attack during that creature's turn. If you end any turn more than 5 squares away from your duplicate, the duplicate disappears. Otherwise, the duplicate lasts until the end of the encounter or until you drop to 0 hit points or fewer.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE ATTACK	LEVEL 9
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DAILY POWER

Arcane Awareness

Arcane power guides your defensive posture, guarding you even from attacks you can't see coming.

Arcane

KEYWORDS

Free		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 do not grant combat advantage to any of your enemies.

D&D

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORDMAGE	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Dimensional Dodge

As the enemy prepares to riddle you with arrows from afar, you vanish and reappear right next to it.

Arcane, Teleportation

KEYWORDS

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

Trigger: An enemy within 20 squares of you hits you with a ranged attack
Effect: You teleport adjacent to the enemy.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Impenetrable Warding

The air shimmers about you and thickens against enemy assault. The mythal protects you, always.

Arcane, Stance

KEYWORDS

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

Effect: Your warding provides its bonus to all your defenses, not just AC.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Acid Burst Blade

Your blade turns into acid mid-swing, splattering against your foe and splashing a flesh-searing spray on nearby enemies.

Arcane, Acid, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier acid damage, and enemies adjacent to the target take 1d6 + Strength modifier acid damage.
Aegis of Assault: When you use your aegis of assault immediate reaction, you can use this power in place of the melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Dimensional Slash

As you slash your foe, your blade cuts a tear in reality, which drags you and your foe to a new location nearby.

Arcane, Teleportation, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier damage. Teleport yourself and your target a number of squares equal to 1 + your Constitution modifier. You must appear in a square adjacent to the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Seed of Fire

Your attack leaves a glowing mote of arcane power in your enemy's wound. You kick your foe free of your blade and watch it erupt in a blossom of hellish flames.

Arcane, Fire, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier damage, and you push the target a number of squares equal to your Constitution modifier + 2. Make a secondary attack.
Secondary Target: Each creature within 2 squares of the primary target's new location
Secondary Attack: Intelligence vs. Reflex
Hit: 2d6 + Intelligence modifier fire damage.
Aegis of Shielding: The secondary attack affects only enemies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Acid for Blood

As your blade bites into your foe, you whisper a fell word of power and watch as your enemy's flesh begins to sizzle.

Arcane, Acid, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier damage, and ongoing 10 acid damage (save ends).
Miss: Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Free the Storm Within

You focus your fury, unleashing a storm around you that threatens retreating foes.

Arcane, Lightning, Stance, Thunder

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: An enemy that starts its turn adjacent to you and moves away takes 2d8 lightning and thunder damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Inferno's Sword

With a daring flourish of your blade, you unleash a blast of fire that dances madly about, setting your foes aflame.

Arcane, Fire, Implement

KEYWORDS

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

Hit: 2d10 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).
Miss: Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Bolstering Warding

The warding around you emits a soothing glow, restoring your vitality.

Arcane, Stance

KEYWORDS

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

Effect: At the end of your turn, before making saving throws, remove one effect on yourself that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Elemental Protection

You wrap layers of arcane protection into your warding, keeping elemental energy at bay.

Arcane
KEYWORDS

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

Effect: Choose acid, cold, fire, lightning, or thunder. Until the end of the encounter, you gain resist 10 + your Constitution modifier to that damage type.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Ironskin

Your skin takes on a silvery sheen, and your muscles grow dense as steel.

Arcane
KEYWORDS

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

Effect: Until the end of the encounter, you gain resist 5 to all damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Sudden Escape

In the blink of an eye, you're somewhere else.

Arcane, Teleportation
KEYWORDS

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

Trigger: You would be hit by an attack
Effect: Teleport 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: UTILITY LEVEL: 16

UTILITY POWER

Ice Cage

As your blade lances into your foe, ice erupts from the wound, winding around your enemy's limbs in a crushing embrace.

Arcane, Cold, Weapon
KEYWORDS

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

Hit: 1[W] + Intelligence modifier damage, and the target is weakened until the end of your next turn. If the target attacks while it is weakened, it takes cold damage equal to 5 + your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

Spidersilk Slash

You spin your blade impossibly fast, creating silvery strands of silk that bind nearby enemies.

Arcane, Weapon
KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

Swordshock

Electric death pulses from your sword as you plunge it into the enemy.

Arcane, Lightning, Weapon
KEYWORDS

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

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

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 17

ENCOUNTER POWER

Bane Blade

Attuning your blade's arcane might, you launch a devastating barrage of cuts and thrusts against your foe.

Arcane, Weapon
KEYWORDS

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

Hit: 3[W] + Intelligence modifier damage.
Effect: Choose a creature type that the target has (animate, beast, humanoid, or magical beast). Until the end of the encounter, your attacks against creatures of that type deal 2d6 extra damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Hell's Own Blade

You hurl your sword, and it buries itself into the chest of a distant foe. Your sword explodes, sending waves of rolling flame out in all directions, before reforming in your hand.

Arcane, Fire, Weapon
KEYWORDS

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

Hit: 1[W] + Intelligence modifier fire damage.
Effect: Make a secondary attack.
Secondary Target: The primary target and each enemy within 2 squares of it
Secondary Attack: Intelligence vs. Reflex
Hit: 3d8 + Intelligence modifier fire damage.
Miss: Half damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Lightning Rod

Thrusting the point of your sword into your enemy, you channel a kernel of deadly power into it. Dark clouds seep from the wound and lightning lashes out, shocking nearby foes.

Arcane, Lightning, Weapon
KEYWORDS

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

Hit: 2[W] + Intelligence modifier damage, and ongoing 10 lightning damage (save ends).
When the target takes ongoing damage from this power, enemies adjacent to the target take 10 lightning damage.
Miss: Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 19

DAILY POWER

Eyes of the Mage

Your eyes take on an otherworldly sheen - you see all, even gaining a glimpse of the future.

Arcane

KEYWORDS

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

Effect: Until the end of the encounter, you gain a +5 power bonus to Perception checks, you ignore attack penalties for targets that have concealment or total concealment, and you can see invisible targets as if they were visible.

While this power is active, you can force an enemy within line of sight to reroll an attack roll made against you or an ally, with a penalty equal to your Constitution modifier. The enemy must use the new result. Using this benefit ends the power's effects immediately.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SWORDMAGE

POWER TYPE
UTILITY

LEVEL
22

UTILITY POWER

Giant's Might

Soaking up ambient arcane power, your body swells and grows. You stand as tall as a giant and are blessed with awesome power.

Arcane

KEYWORDS

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

Effect: Your size category becomes the next larger one, such as from Medium to Large. You gain a +5 power bonus to Strength ability checks, a +2 power bonus to melee attack rolls, and a +5 power bonus to melee damage rolls. If this power increases your size to Large, Huge, or Colossal, your space increases to match the new size and your reach also increases by 1. If there is insufficient room for your space to increase, this power automatically fails. This transformation persists until the end of the encounter or until you choose to end it as a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SWORDMAGE

POWER TYPE
UTILITY

LEVEL
22

UTILITY POWER

Shackled Warding

A nimbus of energy cascades from you and surrounds your foes, sealing their avenues of escape.

Arcane, Stance, Zone

KEYWORDS

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

Effect: The burst creates a zone that lasts as long as the stance persists. Enemies within the zone cannot teleport. Enemies outside the zone cannot teleport into it. Enemies who begin their turn within the zone are slowed until the end of their turn.

Special: The zone remains centered on you, even if you move.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SWORDMAGE

POWER TYPE
UTILITY

LEVEL
22

UTILITY POWER

Acid Fountain

Your blade changes into a whirling geyser of acid.

Arcane, Acid, Implement

KEYWORDS

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

Hit: 3d10 + Intelligence modifier acid damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SWORDMAGE

POWER TYPE
ATTACK

LEVEL
23

ENCOUNTER POWER

Meteor Strike

Your blade transforms mid-swing into a searing meteor that explodes against your enemy, then careens into other nearby foes, immolating them in a fiery shroud.

Arcane, Fire, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier fire damage. Make a secondary attack.

Secondary Target: One or two other creatures within a number of squares from the primary target equal to 2 + your Strength modifier

Secondary Attack: Intelligence vs. Reflex, one attack per target

Hit: 2d6 + Intelligence modifier + Strength modifier fire damage.

Aegis of Assault: When you use your aegis of assault immediate reaction, you can use this power in place of the melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SWORDMAGE

POWER TYPE
ATTACK

LEVEL
23

ENCOUNTER POWER

Thunder Riposte

You reply to an enemy attack by unleashing a devastating blast of thunder from your blade.

Arcane, Thunder, Weapon

KEYWORDS

Imm. Reaction		Close blast 3
ACTION		RANGE
INT vs Fort		Each creature in blast. The creature that triggered this power must be in the area of the blast.
ATTACK	DEFENSE	TARGET

Trigger: An adjacent creature hits you with an attack

Hit: 1[W] + Intelligence modifier thunder damage, and the target is knocked prone and dazed until the end of your next turn.

Aegis of Shielding: When you use your aegis of shielding immediate interrupt, you can use this power as part of that action. The blast can originate from an ally targeted by the marked attacker. The marked attacker must be within the blast.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SWORDMAGE

POWER TYPE
ATTACK

LEVEL
23

ENCOUNTER POWER

Bounding Lightning

As you hurl your blade, it flashes into a bolt of lightning, leaping from foe to foe before returning to your hand.

Arcane, Implement, Lightning

KEYWORDS

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

Hit: 3d8 + Intelligence modifier lightning damage.

Effect: If a second enemy is within 5 squares of the target, make a secondary attack against that enemy.

Secondary Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier lightning damage.

Effect: If a third enemy is within 5 squares of the target, make a tertiary attack against that enemy.

Tertiary Attack: Intelligence vs. Reflex
Hit: 1d8 + Intelligence modifier lightning damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SWORDMAGE

POWER TYPE
ATTACK

LEVEL
25

DAILY POWER

Icy Shackles

As you drive your blade home, glowing frost courses through your foe, encircling its limbs and anchoring it to the ground.

Arcane, Cold, Reliable, Weapon

KEYWORDS

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

Hit: 4[W] + Intelligence modifier damage, and ongoing 10 cold damage (save ends). Each time the target takes a move action before it has saved against the ongoing cold damage, the target takes extra cold damage equal to your Constitution modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SWORDMAGE

POWER TYPE
ATTACK

LEVEL
25

DAILY POWER

Quicksilver Blade

Arcane power courses through your veins and grants you unearthly speed with your biting blade.

Arcane, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Once per round, you can make a melee basic attack as a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SWORDMAGE

POWER TYPE
ATTACK

LEVEL
25

DAILY POWER

Thundering Heart

Your sword becomes razor-sharp and takes on a silvery sheen.

Arcane, Reliable, Thunder, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier damage, and you push the target a number of squares equal to 1 + your Strength modifier. Make a secondary attack.

Secondary Target: Each creature within 2 squares of the primary target, one attack per target

Secondary Attack: Strength vs. Reflex

Hit: 3d8 + Strength modifier thunder damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 25

DAILY POWER

Circle of Devastation

Whirling your blade about you, you throw off rending surges of arcane power, shredding foes and sending them flying.

Arcane, Force, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier force damage, and you push the target 3 squares.

Aegis of Shielding: When you use your aegis of shielding immediate interrupt, you can use this power as part of that action. Instead of you being the center of the burst, choose an ally targeted by the attack that triggered your aegis of shielding. That ally is the center of the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Dimensional Charge

Your blade opens a rift in reality, and you leap through to attack your enemy.

Arcane, Fire, Lightning, Teleportation, Thunder, Weapon

KEYWORDS

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

Hit: 4[W] + Intelligence modifier fire, lightning, and thunder damage.

Effect: Before making the attack, you can teleport 10 squares to a space adjacent to the target. If you do, the attack is a charge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Maelstrom Blade

Weaving threads of arcane power into a mighty storm with the movements of your blade, you unleash elemental fury on your foes.

Arcane, Fire, Lightning, Thunder, Weapon

KEYWORDS

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

Hit: 3[W] + Intelligence modifier fire, lightning, and thunder damage.

Aegis of Assault: When you use your aegis of assault immediate reaction, you can use this power in place of the melee basic attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 27

ENCOUNTER POWER

Astral Thunder Blade

Your blade crashes down on your foe, and a noise like a god's fury bursts out of your enemy toward its allies.

Arcane, Thunder, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier thunder damage.

Effect: Make a secondary attack.

Secondary Target: The primary target and each enemy within 2 squares of it.

Secondary Attack: Intelligence vs. Fortitude

Hit: 2d8 thunder damage, and the target is stunned until the start of your next turn.

Miss: No damage or stun, but the secondary target is dazed until the start of your next turn

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

Obliterating Blaze

With a vicious thrust of your sword, you set off a flaming chain reaction within your foe.

Arcane, Fire, Weapon

KEYWORDS

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

Hit: 5[W] + Intelligence modifier damage.

Effect: Arcane fire continually burns in your target's veins. When the target is reduced to 0 hit points or fewer (if this happens before the end of the encounter), make a secondary attack.

Secondary Target: Each enemy within 2 squares of the primary target

Secondary Attack: Intelligence vs. Fortitude

Hit: 4d10 fire damage.

Miss: Half damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

Vorpal Doom

Your weapon becomes razor-sharp and takes on a silvery sheen.

Arcane, Reliable, Weapon

KEYWORDS

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

Hit: 7[W] + Intelligence modifier damage.

Effect: Until the end of the encounter, your melee attacks with this weapon, including this attack, can score critical hits if your attack roll is a natural 19 or 20.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORDMAGE POWER TYPE: ATTACK LEVEL: 29

DAILY POWER

Spiteful Glamor

The mere sight of you is anathema to your enemy.

Arcane, Implement, Psychic

KEYWORDS

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

Hit: 1d8 + Charisma modifier psychic damage, or 1d12 + Charisma modifier psychic damage to a target at maximum hit points. Increase damage to 2d8 + Charisma modifier at 21st level, or 2d12 + Charisma modifier to a target at maximum hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 1
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AT-WILL POWER

Cursebite

The shadowy aura of your curse grows teeth long enough to take a deep bite.

Arcane, Implement, Necrotic

KEYWORDS

Standard	⬅	Close burst 20
ACTION		RANGE
CHA vs Fort		Each creature in burst under your curse
ATTACK	DEFENSE	TARGET

Hit: 2d8 necrotic damage.
Dark Pact: The attack deals extra damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Flickering Venom

You deliver a dagger-shaped dose of magical energy that wounds and infects your unsuspecting foe.

Arcane, Force, Implement, Poison

KEYWORDS

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

Hit: 2d8 + Charisma modifier force damage, and if you have combat advantage against the target, you also deal poison damage equal to your Intelligence modifier.
Dark Pact: The range is 10 instead of 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 1
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ENCOUNTER POWER

Contagion

With a word, lesions and angry boils rise on your foe's flesh. Its blood clouds with putrid juices and boils away through the air, snaking into the eyes and ears of your other enemies.

Arcane, Implement, Poison

KEYWORDS

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

Hit: Ongoing 10 poison damage (save ends). The first time the target fails a saving throw against this ongoing damage, each enemy within 2 squares of the target takes ongoing 5 poison damage (save ends).
Dark Pact: On a failed saving throw, the ongoing damage instead spreads to each enemy within a number of squares equal to 2 + your Intelligence modifier.
Miss: Ongoing 5 poison damage (save ends). This ongoing damage does not spread.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Your Glorious Sacrifice

Your true friends understand the sacrifices they need to make for your power.

Arcane, Implement, Necrotic, Poison

KEYWORDS

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

Effect: Before the attack, you can deal damage to an ally adjacent to you equal to your Charisma modifier. If you do so, you gain a +2 bonus to the attack roll.
Hit: 3d8 + Charisma modifier damage. If you dealt damage to an ally as part of this power, the target takes ongoing poison damage equal to your Charisma modifier (save ends).
Dark Pact: The ongoing damage is instead equal to your Intelligence modifier + your Charisma modifier.
Miss: Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 1
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DAILY POWER

Spider Scuttle

As you casually scale the wall, onlookers catch glimpses of hundreds of shadowy legs and pieces of spider-selves that couldn't possibly match the real you.

Arcane

KEYWORDS

Free		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 have a climb speed equal to your speed and can move at your normal speed even while prone.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE UTILITY	LEVEL 2
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UTILITY POWER

Upsetting Onslaught

Your attack leaves your enemy reeling, unable to get its bearings without harming itself further.

Arcane, Implement

KEYWORDS

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

Hit: 1d8 + Charisma modifier damage, and the target is dazed until the end of its next turn. The target can negate being dazed by using a free action to deal 2d8 damage to itself.
Dark Pact: You can attack the target's Fortitude defense instead of its Will defense.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Your Delicious Weakness

The voices whisper of the cold between stars, between lives. You smile, and the spell that surges out against your enemy bites with the teeth of glaciers down into boiling blood.

Arcane, Implement, Psychic

KEYWORDS

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

Hit: 2d6 + Charisma modifier psychic damage. If the target is vulnerable to any damage types, your attack instead deals damage of that type. If the target has more than one vulnerability, you choose which damage type to deal.
Dark Pact: If the target takes damage of a type it is vulnerable to, it takes extra psychic damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 3
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ENCOUNTER POWER

Forceful Assault

You wound your unwary foe with the sheer force of your nature, and on the heels of that assault you deliver a debilitating bolt of energy.

Arcane, Force, Implement

KEYWORDS

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

Hit: 3d8 + Charisma modifier force damage, and the target is dazed (save ends).
Miss: Half damage, and no daze.
Dark Pact: The power's range is 15 instead of 10.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE ATTACK	LEVEL 5
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DAILY POWER

Twilight of the Soul

A gray aura withers your foe, quelling not only light but the will to live.

Arcane, Implement, Necrotic, Reliable

KEYWORDS

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

Hit: 2d6 + Charisma modifier necrotic damage, and ongoing 10 necrotic damage (save ends).
Dark Pact: The target has a -2 penalty to saving throws against the ongoing necrotic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Shadowslip

They wanted blood. You give them shadow.

Arcane, Teleportation

KEYWORDS

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

Trigger: An enemy misses you with a melee or a ranged attack.
Effect: Teleport a number of squares equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Deathboon

At your bidding, a Shadowfell patron extends a thread through the target's lifeline. If the line snaps, some of the power returns to you. The rest goes to your patron.

Arcane, Implement, Necrotic

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
CHA + 2 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Charisma modifier necrotic damage. If this attack drops the target to 0 hit points or fewer, you deal 1d8 extra damage with an attack you make before the end of your next turn.
Dark Pact: If this attack bloodies the target, you deal 1d8 extra damage with an attack you make before the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Death's Commands

To a living foe, your dark speech foreshadows your enemy's own death rattle. To the undead, your words sound like commands.

Arcane, Charm, Implement, Necrotic

KEYWORDS

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

Hit: 1d12 + Charisma modifier necrotic damage, and the target is dazed until the end of the target's next turn. If the target is undead, it also cannot move closer to you on its next turn.
Dark Pact: You gain a +1 bonus to attack rolls with this power against undead creatures.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Death's Fond Caress

This lazy tendril of corpse-yellow energy seems almost gentle as it caresses your foe, because all beings secretly yearn for death.

Arcane, Implement, Necrotic, Reliable

KEYWORDS

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

Hit: 3d10 + Charisma modifier necrotic damage.
Dark Pact: This attack ignores resistance to necrotic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Ring of Pain

You slam your fists together and a resonating circle of darkness engulfs your foe, crushing its will until the darkness leaps to a stronger target.

Arcane, Implement, Psychic

KEYWORDS

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

Hit: 2d10 + Charisma modifier psychic damage.
Effect: The target takes ongoing 10 psychic damage (save ends). The first time the target fails a saving throw against this ongoing damage, you choose a second creature within 10 squares of you and deal ongoing 5 psychic damage to it (save ends).
Dark Pact: Add your Intelligence modifier to the ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Darkest Mirror

A dark membrane snaps shut over your eyes. They reflect another world now, filled with shadows and spectral foes.

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 the encounter, you can see invisible creatures as if they were not invisible. All other creatures, including your allies, are invisible to you. You can end this effect as a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

All Must Sacrifice

The spell cuts with a jagged black ray - and if your allies donate their pain, it punches deeper.

Arcane, Implement, Necrotic

KEYWORDS

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

Hit: 2d8 + Charisma modifier necrotic damage. You can choose to deal 1d8 damage to each ally within 3 squares of you to deal 1d8 extra damage with this power for each ally who takes damage.
Dark Pact: You instead deal 1d10 extra damage for each ally who takes damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Cursegrind

You whisper, and the bones of all those you have cursed wrench in time with each haunted syllable.

Arcane, Implement, Necrotic

KEYWORDS

Standard		Close burst 20
ACTION		RANGE
CHA vs Fort		Each creature in burst under your curse
ATTACK	DEFENSE	TARGET

Hit: 2d10 + Charisma modifier necrotic damage.
Dark Pact: The attack deals extra damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Dark Lady's Gift

With an evil word, you bless your foe with an ancient shadow's kiss. Your foe looks on in horror as its nearby allies succumb as well.

Arcane, Implement, Psychic

KEYWORDS

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

Hit: 2d10 + Charisma modifier psychic damage.
Effect: The target takes ongoing 5 psychic damage (save ends). Whenever the target fails a saving throw against this ongoing damage, each enemy within 3 squares of the target takes 5 psychic damage.
Dark Pact: Enemies within 5, instead of 3, squares take the psychic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Kimmeriel's Smile

His victims remember only this great assassin's sardonic smile. This smile.

Arcane, Implement, Psychic

KEYWORDS

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

Hit: 3d8 + Charisma modifier psychic damage, and the target is dazed until it hits with an attack.
Miss: Half damage, and the target is not dazed.
Dark Pact: The power's range is 20 instead of 10.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Ruinous Resistance

You steel yourself against the threat of harm, but your ally feels strangely exposed.

Arcane

KEYWORDS

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

Target: You and one ally in burst
Effect: Choose a damage type: acid, cold, fire, lightning, necrotic, psychic, radiant, or thunder. Until the end of the encounter, the targeted ally has vulnerable 5 to that damage type, and you gain resist 15 to it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: UTILITY | LEVEL: 16

UTILITY POWER

Unholy Glee

Your mystic gesture pushes your foe into inflicting murderous pain on itself.

Arcane, Implement, Poison

KEYWORDS

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

Hit: 2d8 + Charisma modifier damage, and ongoing 10 poison damage (save ends). The target can end the ongoing poison damage by using a free action on its turn to deal 4d6 damage to itself.
Dark Pact: You can choose to attack the target's Fortitude defense instead of its Will defense.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 17

ENCOUNTER POWER

Your Delectable Pain

The weaknesses of your foe are obvious, singing forth from your enemy's soul in tongues only you can hear.

Arcane, Implement, Psychic

KEYWORDS

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

Hit: 4d8 + Charisma modifier psychic damage. If the target is vulnerable to any damage types, your attack instead deals damage of that type. If the target has more than one vulnerability, you choose which damage type to deal.
Dark Pact: If the target takes damage of a type it is vulnerable to, it takes extra psychic damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 17

ENCOUNTER POWER

Explosive Contagion

Black and purple or greenish energy erupts from each of your foe's orifices.

Arcane, Implement, Necrotic, Poison

KEYWORDS

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

Hit: 2d10 + Charisma modifier necrotic damage, and ongoing 10 poison damage (save ends). The first time the target fails a saving throw against this ongoing damage, each enemy within 5 squares of the target takes ongoing 5 poison damage (save ends).
Dark Pact: Add your Intelligence modifier to the ongoing damage.
Miss: Half damage, and ongoing 5 poison damage (save ends). This ongoing damage does not spread.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 19

DAILY POWER

Passionate Betrayal

Dark promises overwhelm your enemy's sense of self. Those who were your foe's friends are now threats.

Arcane, Charm, Implement

KEYWORDS

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

Hit: The target is dominated (save ends). The target's saving throw takes a -2 penalty for each unbloodied enemy (in other words, its allies) in the encounter, not counting minions. The target immediately makes a saving throw against being dominated if it is the target of an attack by you or your allies.
Dark Pact: All of the target's basic attacks while dominated add your Intelligence modifier as a power bonus to attack rolls.
Miss: The target is dazed (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WARLOCK | POWER TYPE: ATTACK | LEVEL: 19

DAILY POWER

Expedient Sacrifice

The sapped essence of your friend's soul speeds you on like quicksilver in the darkness.

Arcane

KEYWORDS

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

Target: One ally
Effect: Until the end of the encounter, the target is slowed, and you gain a +4 bonus to speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

UTILITY POWER

Blades of Vanquished Armies

Foefully animated darkness swirls around you, becoming a bodyguard of shadowy blades crafted in ancient styles long vanished.

Arcane, Implement, Necrotic

KEYWORDS

Standard		Close burst 1
ACTION		RANGE
CHA vs Will	Each creature in burst	
ATTACK	DEFENSE	TARGET

Hit: 2d6 necrotic damage, and the target is weakened until the end of your next turn. In addition, until the end of your next turn, all creatures that hit you with a melee attack take necrotic damage equal to your Intelligence modifier.
Dark Pact: If you hit with this power, until the end of your next turn creatures you hit with a ranged attack take necrotic damage equal to your Intelligence modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Dreadtheft

A purple ray from your hand rips into your enemies' life forces.

Arcane, Implement, Necrotic

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
CHA + 2 vs Reflex		One or two creatures
ATTACK	DEFENSE	TARGET

Attack: Charisma + 2 vs. Reflex, one attack per target
Hit: 3d8 + Charisma modifier necrotic damage. If this attack drops a target to 0 hit points or fewer, the power is not expended.
Dark Pact: You gain one type of resistance possessed by the target until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Invisible Death

Lethal force applied from a distance spells doom for your adversary.

Arcane, Force, Implement

KEYWORDS

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

Hit: 4d8 force damage, and if the target grants combat advantage to you, the target also takes ongoing 10 force damage (save ends).
Dark Pact: Add your Intelligence modifier to the ongoing damage.
Miss: Half damage, and no ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Ring of Torment

Your will compresses a tiny fragment of the hells into a ball of darkness, madness, and torment. Then you share.

Arcane, Implement, Necrotic, Psychic

KEYWORDS

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

Hit: 4d8 + Charisma modifier necrotic damage, and ongoing 10 psychic damage (save ends).
Aftereffect: You choose a second creature within 20 squares of you and deal ongoing 5 psychic damage to it (save ends). The first time that creature fails a saving throw against this ongoing damage, you choose a third creature within 20 squares of you and deal ongoing 5 psychic damage to it (save ends).
Miss: Half damage, and ongoing 10 poison damage (save ends). This ongoing damage does not spread.
Dark Pact: Add your Intelligence modifier to the ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Inevitable Undercut

All strength is doomed to crumble. Your spell's shrieking assault demonstrates the point.

Arcane, Implement, Psychic

KEYWORDS

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

Attack: Charisma vs. Fortitude. If the target has more hit points than you do when you attack, you gain a +2 power bonus to the attack roll.
Hit: 4d8 + Charisma modifier psychic damage.
Dark Pact: The power bonus to attack rolls against a target that has more hit points than you do is +4.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

One Final Sacrifice

You siphon life force from your allies to add pain and suffering to the attack you make against your common foe.

Arcane, Implement

KEYWORDS

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

Hit: 4d8 + Charisma modifier damage.
Effect: Each ally within 5 squares of you takes 10 damage. For each ally damaged, the target takes 1d8 damage.
Miss: Half damage.
Dark Pact: For each ally damaged, the target instead takes 1d12 damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Spread the Corrosion

You dart around the battlefield, leaving sizzling torment in your wake.

Arcane, Acid, Implement

KEYWORDS

Standard		Melee 1
ACTION		RANGE
CHA vs Reflex		One, two, or three creatures you were adjacent to as you shifted
ATTACK	DEFENSE	TARGET

Attack: Charisma vs. Reflex, one attack per target
Hit: 4d12 + Charisma modifier acid damage.
Effect: Before the attack, you can shift 5 squares.
Dark Pact: You can use this power to attack a number of creatures equal to three or your Intelligence modifier, whichever is higher.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

DAILY POWER

Burning Focus

Blue flame washes around you before you focus it down your blade.

Arcane, Fire, Weapon

KEYWORDS

Standard		Melee weapon
ACTION	↓	RANGE
STR + 2 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs.
Hit: 2[W] + Strength, Dexterity, or Constitution modifier fire damage.
Effect: All creatures adjacent to you take 1d6 + Strength, Dexterity, or Constitution modifier fire damage.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Horrific Maw Bite

Your jaw distends, and your teeth glow with blue flames.

Arcane

KEYWORDS

Standard		Melee 1
ACTION	↓	RANGE
STR + 2 vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength + 2 vs. AC, Constitution + 2 vs. AC, or Dexterity + 2 vs. AC
 Increase the bonus to attack rolls to +4 at 11th level and +6 at 21st level.
Hit: 1d12 + Strength, Constitution, or Dexterity modifier damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Plague Lash

A whip of flickering blue light passes through your foe's chest and takes away something vital.

Arcane, Implement, Necrotic, Psychic

KEYWORDS

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

Attack: Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude
Hit: 1d6 + Intelligence, Wisdom, or Charisma modifier psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 1

ENCOUNTER POWER

Spellmirror

The space around you reflects your enemy's attack.

Arcane, Implement

KEYWORDS

Imm. Reaction		Close burst 20
ACTION	←	RANGE
INT vs Reflex		The triggering creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex
Trigger: A creature misses you with an attack
Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier damage this damage is of the same type (or types) as the attack that missed. The target also gains any effect (and its duration) that its attack would have inflicted on you.
Miss: Half damage, and the attack does not produce any effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 1

DAILY POWER

Plague of Rooted Majesty

Thick roots ground you in the earth at your feet.

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 the encounter, you reduce pull, push, and slide effects by 1 and cannot be knocked prone. Your speed drops by 2, and you gain a climb speed equal to your adjusted speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE UTILITY LEVEL 2

UTILITY POWER

SPELLLEATER

The magic burned away to nothing before it could strike you.

Arcane

KEYWORDS

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

Trigger: An attack targets you
Effect: Add 4 to your Fortitude, Reflex, and Will defenses against this attack. If the attack misses, you regain hit points equal to one-half the level of the attacker or effect.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE UTILITY LEVEL 2

UTILITY POWER

Call of the Plague

An intangible force pulls enemies close before a wave of flame washes over them.

Arcane, Fire, Implement

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
INT vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude
Hit: You pull each target 1d6 squares.
Effect: Make a secondary attack.
Secondary Target: Each creature within 2 squares of you
Secondary Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex
Hit: 1d10 + Intelligence, Wisdom, or Charisma modifier fire damage + 1d10 damage, and you push the target 1d6 squares

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Scar-Carving Blade

Blisters rise on your sword hand and burst, spilling forth red blue burning blood that crawls up your blade as you strike.

Arcane, Fire, Necrotic, Weapon

KEYWORDS

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

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs.
Hit: 1[W] + Strength, Dexterity, or Constitution modifier damage, and the target is smeared with your burning spellscarred blood. Your next successful attack against the target before the end of your next turn causes 5 extra fire and necrotic damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 3

ENCOUNTER POWER

Blurring Blade

Your blade seems to become one with your body as you move it around you with incredible speed.

Arcane, Fire, Necrotic, Stance

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Any enemy that starts its turn adjacent to you takes ongoing 5 fire and necrotic damage (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 5

DAILY POWER

Terrible Imposition

You step inside your enemy and burn it from within.

Arcane, Fire, Teleportation

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
INT + 2 vs Fort		One creature of your size or larger
ATTACK	DEFENSE	TARGET

Attack: Intelligence + 2 vs. Fortitude, Wisdom + 2 vs. Fortitude, or Charisma + 2 vs. Fortitude. Increase the bonus to the attack roll to +4 at 11th level and +6 at 21st level.
Hit: You disappear into a distortion of space you create inside the target. You have line of sight and line of effect only to the target, and no creature has line of sight or line of effect to you. The target is slowed and takes 10 damage at the start of its turn. On your next turn, you can deal 5 fire damage to the target as a minor action, and you can attack the target as though you were adjacent to it (though it cannot make opportunity attacks against you). At the end of that turn, you appear in a space of your choice adjacent to the target.
Miss: 5 damage, and the target is slowed until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 5

DAILY POWER

Plaguefire Body

You feel your bones burning with an inner fire, and those around you see the faint outline of your skeleton glowing through your skin.

Arcane

KEYWORDS

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

Effect: End one poison, disease, charm, or fear effect that currently affects you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Haunting Reception

The blow seems to rend your body completely, and the remnants burn with blue flame. Then you strike your enemy from behind.

Arcane, Teleportation

KEYWORDS

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

Trigger: You take damage from an attack
Effect: You disappear. At the start of your next turn, you reappear in any unoccupied space within 5 squares of the creature that attacked you, and the creature that attacked you grants combat advantage to you until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE UTILITY LEVEL 6

UTILITY POWER

Cursed Grasping Air

Bands of twisting force grasp your enemies and pull them toward one another.

Arcane, Implement

KEYWORDS

Standard	↗	Ranged 15
ACTION		RANGE
INT vs Reflex		Two creatures
ATTACK	DEFENSE	TARGET

Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex, one attack per target
Hit: 2d6 + Intelligence, Wisdom, or Charisma modifier damage. If you hit both targets, you slide one target to be adjacent to the other.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Reach of the Doomed

Your arms elongate to reach your enemy, as your drying skin cracks and falls to the ground, where it burns away with blue flame.

Arcane, Poison, Weapon

KEYWORDS

Standard	↓	Melee weapon (reach 3)
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC
Hit: 2[W] + Strength, Dexterity, or Constitution damage. You can spend a healing surge to make a secondary attack against the target.
Secondary Attack: Strength vs. Fortitude, Dexterity vs. Fortitude, or Constitution vs. Fortitude
Hit: 2d10 poison damage, and the target is dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Venomous Bloodfang

Your blood runs up your blade toward your foe, becoming tinged a sickly green as it inches toward your foe's wound.

Arcane, Necrotic, Weapon

KEYWORDS

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

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC
Hit: 1[W] + Strength, Dexterity, or Constitution damage + 2d6 necrotic damage. You regain hit points equal to twice the necrotic damage you dealt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 7

ENCOUNTER POWER

Burning the Plagued Bellows

Your blue flamebreath infuses your targets with the essence of the Spellplague.

Arcane, Fire, Implement

KEYWORDS

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

Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex
Hit: 3d8 + Intelligence, Wisdom, or Charisma modifier fire damage.
Sustain Minor: Each target you hit burns with arcane fire (save ends). Until a target saves, you can repeat the attack against it when you sustain the power. On a hit, the attack instead deals 1d8 fire damage to the target and to each creature adjacent to it.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 9

ENCOUNTER POWER

Submission of the Earth

You drive your foe into the flaming maw that has opened in the earth at your command.

Arcane, Fire, Weapon

KEYWORDS

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

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC
Hit: 3[W] + Strength, Dexterity, or Constitution damage, and ongoing 5 fire damage and the target is immobilized (save ends both).
Miss: Half damage, no ongoing fire damage, and the target is not immobilized.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 9

DAILY POWER

Scar of Blue Wings

Wings of blue flames manifest, rolling outward from behind your shoulder blades like unfurling sails.

Arcane

KEYWORDS

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

Effect: You gain a fly speed of twice your speed for this move action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE UTILITY LEVEL 10

UTILITY POWER

Tears of Fire and Blood

Tears of blood and blue fire roll down your cheeks, and the smell of your cooking flesh fills the air.

Arcane
KEYWORDS

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

Trigger: You miss with an attack
Effect: You take fire damage equal to your level. If the missed attack would have hit with a +4 power bonus, the attack hits instead.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE UTILITY	LEVEL 10
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UTILITY POWER

Lines in Burning Sand

A cage of blue fire springs from the ground around your enemies.

Arcane, Fire, Implement
KEYWORDS

Standard		Area burst 2 within 20 squares
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

INT vs **AC** Each creature in burst

ATTACK	DEFENSE	TARGET
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Attack: Intelligence vs. AC, Wisdom vs. AC, or Charisma vs. AC.
Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier fire damage.
Effect: The burst creates an area of fire until the end of your next turn. A creature must spend an extra 3 squares of movement to go from a square in the area to one outside it. When a creature leaves the area, it takes 1d10 fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

Spellmother's Embrace

Your arm becomes gelatinous and stretches to engulf a nearby foe.

Arcane, Acid, Polymorph
KEYWORDS

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

STR + 2 vs **Fort** One creature

ATTACK	DEFENSE	TARGET
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Attack: Strength + 2 vs. Fortitude, Dexterity + 2 vs. Fortitude, or Constitution + 2 vs. Fortitude. Increase the bonus to the attack roll to +4 at 11th level and +6 at 21st level.
Requirement: You must have an empty hand.
Hit: You grab the target. It takes 5 acid damage at the end of each of its turns until it is no longer grabbed by you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE ATTACK	LEVEL 13
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ENCOUNTER POWER

In infliction of the Flamemist

Where your magic flows, your enemy dissolves into a burning mist.

Arcane, Fire, Implement, Polymorph
KEYWORDS

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

INT vs **Fort** One creature

ATTACK	DEFENSE	TARGET
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Attack: Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude
Hit: 2d10 fire damage, and the target becomes insubstantial, deals half damage with its attacks, gains vulnerable 10 fire and ongoing 5 fire damage (save ends all). Fire damage ignores the target's insubstantial quality.
Miss: Half damage, and the target is not insubstantial, does not deal half damage, is not vulnerable to fire, and takes no ongoing fire damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Rabid Chain of Steel

Your spellscarred fervor infects your enemies.

Arcane, Weapon
KEYWORDS

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

STR vs **AC** One creature

ATTACK	DEFENSE	TARGET
--------	---------	--------

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC.
Hit: 3[W] + Strength, Dexterity, or Constitution damage. The target makes a melee basic attack against an adjacent creature of your choice that has not been attacked this turn. On a hit, that creature does likewise, and so on until an attack misses.
Miss: Half damage, and no additional attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE ATTACK	LEVEL 15
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DAILY POWER

Body, No Body

You fade in and out of existence for a moment.

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 this turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE UTILITY	LEVEL 16
-----------------------	-----------------------	-------------

UTILITY POWER

Healing Flesh of the Infected

A hunk of flesh torn from your body infuses an ally with life.

Arcane, Healing
KEYWORDS

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

Target: One creature
Effect: You spend a healing surge but regain no hit points from it. Instead, the target can regain hit points as if it had spent a healing surge and gains an equal number of temporary hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE UTILITY	LEVEL 16
-----------------------	-----------------------	-------------

UTILITY POWER

Iron Tooth of Bloodlust

Your blade tints red as it draws your enemy's blood to strengthen you.

Arcane, Healing, Weapon
KEYWORDS

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

STR vs **AC** One creature

ATTACK	DEFENSE	TARGET
--------	---------	--------

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC.
Hit: 2[W] + Strength, Dexterity, or Constitution modifier damage + 2d6 necrotic damage. You regain hit points equal to twice the necrotic damage you dealt.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Mask of Midnight

Your face twists into a horrifying rictus of pure suffering.

Arcane, Implement, Psychic
KEYWORDS

Standard		Close blast 4
ACTION	RANGE	
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

INT vs **Will** Each creature in blast

ATTACK	DEFENSE	TARGET
--------	---------	--------

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will
Hit: 1d10 psychic damage, and the target is blinded until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE ATTACK	LEVEL 17
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ENCOUNTER POWER

Gravity of Moment

You bend the laws of the universe before letting them snap back into shape.

Arcane, Implement

KEYWORDS

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

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will
Hit: Slide the target 15 squares.
Sustain Minor: If the target is in range of the power, slide the target 10 squares.
Miss: Slide the target 10 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 19

DAILY POWER

Spellcourse

Your attack conveys more than just steel.

Arcane, Weapon

KEYWORDS

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

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs.
Hit: 2[W] + Strength, Dexterity, or Constitution modifier damage, and the target is immobilized and dazed (save ends both).
Miss: Half damage, and the target is not immobilized or dazed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 19

DAILY POWER

Donning the Mudflesh

Your body ripples and flows, allowing weapons to slice right through you with little harm.

Arcane, Polymorph, Stance

KEYWORDS

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

Effect: You become insubstantial. This stance ends if you are bloodied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Spellplague Guardians

You conjure entities of oil and flame that shape the battlefield to your will.

Arcane, Conjunction

KEYWORDS

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

Effect: You conjure five human-shaped creatures. Each occupies 1 square. When you take a move action, you can move each conjuration 3 squares. Enemies can't enter a square occupied by a conjured guardian, but allies can move through the guardians' spaces as if the guardians were allies. The conjured guardians grant cover to allies but not enemies.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE UTILITY LEVEL 22

UTILITY POWER

Hideous Tether

A black, fleshy goop keeps your enemy from escaping you.

Arcane, Acid, Weapon

KEYWORDS

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

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs.
Hit: 1d10 + Strength, Dexterity, or Constitution modifier damage, and the target takes ongoing 10 acid damage and cannot move more than 3 squares from you (save ends both).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Tongues of the Earth

Ropes of earth drip an unsettling ichor as they apprehend your foe.

Arcane, Acid, Implement

KEYWORDS

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

Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex
Hit: 2d10 damage + 1d10 + Intelligence, Wisdom, or Charisma modifier acid damage, and the target is immobilized until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 23

ENCOUNTER POWER

Contagion Flame

You set your enemy afire. The flame won't go out, and it licks outward toward your enemy's allies.

Arcane, Fire, Necrotic, Weapon

KEYWORDS

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

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs.
Hit: 2d10 + Strength, Dexterity, or Constitution damage, and ongoing 10 fire and necrotic damage (save ends). At the start of the target's turn, any creature adjacent to the target takes ongoing 10 fire and necrotic damage (save ends). Creatures that take ongoing damage from this power communicate it in the same manner.
Miss: Half damage, and ongoing 10 fire and necrotic damage (save ends). This ongoing damage is not contagious.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 25

DAILY POWER

Malignant Growth

A sickly light from your wand bathes your foe, causes it to sprout gnashing, hungry mouths.

Arcane, Implement, Polymorph

KEYWORDS

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

Attack: Intelligence vs. Fortitude, Wisdom vs. Fortitude, or Charisma vs. Fortitude
Hit: 4d10 + Intelligence, Wisdom, or Charisma modifier damage, and two devouring mouths sprout on the target. At the start of the target's turn, the mouths attack two creatures of your choice adjacent to the target. The attacks use the target's melee basic attack bonus and deal 1d10 damage. One save by the target reduces the number of mouths (and attacks) to one, and a second save ends the effect.
Miss: Half damage, and one mouth attacks one creature of your choice adjacent to the target at the start of the creature's next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 25

DAILY POWER

Impossible Flurry

You move so quickly and strike so fast that none can see or stop you.

Arcane, Weapon

KEYWORDS

Standard	←	Close burst 3
ACTION		RANGE
STR vs AC		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs.
Hit: 2d10 + Strength, Dexterity, or Constitution modifier damage.
Effect: Shift to any square in the burst.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED POWER TYPE ATTACK LEVEL 27

ENCOUNTER POWER

Shifting Wave



A wave of pain washes out from you at your foes. It teleports your foes and friends.

Arcane, Fire, Implement, Psychic, Teleportation

KEYWORDS

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

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

Hit: 3d10 + Intelligence, Wisdom, or Charisma modifier psychic and fire damage, and you teleport the target 4 squares. You can teleport each of your allies in the burst 4 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE ATTACK	LEVEL 27
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ENCOUNTER POWER

Echoes of Valor



This attack will be remembered, because it repeats itself.

Arcane, Reliable, Weapon

KEYWORDS

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

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs.

Hit: 5d10 + Strength, Dexterity, or Constitution modifier damage.

Sustain Minor: Repeat this attack against the target. You need not be within melee reach of the target. You can continue to sustain this attack until you miss.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Metamorphosis of Spellflame



Words only the spellscarred can speak change your foe into maddening blue fire.

Arcane, Fire, Implement, Psychic

KEYWORDS

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

Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier fire and psychic damage, and ongoing 10 fire and psychic damage (save ends). Each time the target fails its saving throw against this power, the ongoing damage increases by 10. If the ongoing damage kills the target, it dissolves into a mass of blue fire.

Special: If the attack hits either Fortitude or Will, it hits.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SPELLSCARRED	POWER TYPE ATTACK	LEVEL 29
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DAILY POWER

Argent Arrow


You whisper a magic word over the arrow nocked on your bow, and it glows with a silver radiance. When you loose it, the arrow throws your target a short distance through the Feywild.

Arcane, Teleportation, Weapon

KEYWORDS

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

Hit: 2[W] + Dexterity modifier damage, and you teleport the target 1 square.
Special: This attack ignores cover, including superior cover. (You must still have line of sight to attack the target.)



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
HIGH FOREST SCOUT	ATTACK	11

ENCOUNTER POWER

Assassin Shadow

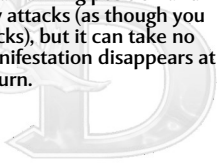
As you strike, shadows congeal into a solid figure at your foe's flank. The silhouette looks like you, only its features are shrouded in blackness, and its sword is made of inky gloom.

Arcane, Conjunction, Shadow, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier damage.
Effect: You conjure a shadowy manifestation of yourself. This conjunction can appear in any square adjacent to the target. This creature can be used to set up a flanking position and can make opportunity attacks (as though you were making the attacks), but it can take no other actions. The manifestation disappears at the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
UMBRIRI	ATTACK	11

ENCOUNTER POWER

Blinding Beacon


Blinding light erupts around your foe, searing your enemy in a flood of wild energy.

Arcane, Implement, Radiant

KEYWORDS

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

Hit: 1d10 + Charisma modifier radiant damage, and the target is blinded until the end of your next turn. While blinded, the target also shines, giving off bright light in a 5-square radius.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
EVERMEET WARLOCK	ATTACK	11

ENCOUNTER POWER

Countering Thunderclap

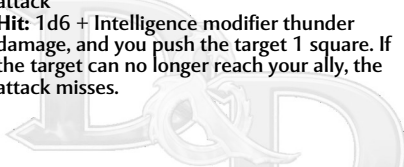
You interrupt an enemy attack with a clap of thunder, driving the foe back from your friend before the enemy can strike.

Arcane, Implement, Thunder

KEYWORDS

Imm. Interrupt	↖	Close burst 5
ACTION		RANGE
INT vs Fort		The triggering attacker
ATTACK	DEFENSE	TARGET

Trigger: A creature hits your ally with a melee attack.
Hit: 1d6 + Intelligence modifier thunder damage, and you push the target 1 square. If the target can no longer reach your ally, the attack misses.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
CORONAL GUARD	ATTACK	11

ENCOUNTER POWER

Demonlayer's Hindrance

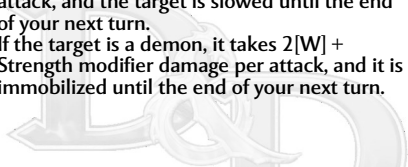
You deal crippling blows to two different adversaries.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One or two creatures
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier damage per attack, and the target is slowed until the end of your next turn.
 If the target is a demon, it takes 2[W] + Strength modifier damage per attack, and it is immobilized until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
IMPILTURAN DEMONSLAYER	ATTACK	11

ENCOUNTER POWER

Firesoul Combustion

Searing goutts of flame roar from your body, rolling over nearby foes.

Arcane, Fire

KEYWORDS

Standard	↖	Close burst 5
ACTION		RANGE
STR + 4 vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Strength + 4 vs. Reflex, Dexterity + 4 vs. Reflex, or Constitution + 4 vs. Reflex. Increase the bonus on attack rolls to +6 at 21st level.
Hit: 3d6 + Strength modifier or Constitution modifier fire damage, and the target gains vulnerable 5 fire until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WILDFIRE GENASI	ATTACK	11

ENCOUNTER POWER

Four Corners Attack

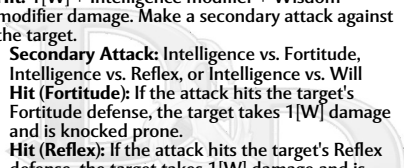
You are everywhere at once, your blade cutting into your foe from high and low, and from all sides.

Arcane, Weapon

KEYWORDS

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

Hit: 1[W] + Intelligence modifier + Wisdom modifier damage. Make a secondary attack against the target.
Secondary Attack: Intelligence vs. Fortitude, Intelligence vs. Reflex, or Intelligence vs. Will.
Hit (Fortitude): If the attack hits the target's Fortitude defense, the target takes 1[W] damage and is knocked prone.
Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 1[W] damage and is slowed until the end of your next turn.
Hit (Will): If the attack hits the target's Will defense, the target takes 1[W] damage and is dazed until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WANDERING SWORDMAGE	ATTACK	11

ENCOUNTER POWER

From out of Nowhere

You launch an attack. If your foe doesn't know you're there, your blow dazes your enemy for a short time.

Divine, Weapon

KEYWORDS

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

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC.
Hit: 2[W] + Strength, Dexterity, or Constitution modifier damage.
Special: If the target grants combat advantage to you, the target is also dazed until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DROW WANDERER	ATTACK	11

ENCOUNTER POWER

Gain Heart

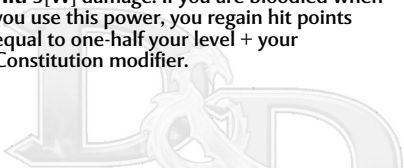
You draw on the power of the earth to heal your wounds and lend weight to your attack.

Divine, Healing, Weapon

KEYWORDS

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

Hit: 3[W] damage. If you are bloodied when you use this power, you regain hit points equal to one-half your level + your Constitution modifier.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
EARTHEART DEFENDER	ATTACK	11

ENCOUNTER POWER

Ghostly Bane

You fade slightly from the world, dragging a tendril of your enemy's soul with you.

Arcane, Implement, Necrotic

KEYWORDS

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

Hit: 2d10 + Charisma modifier necrotic damage, and you become insubstantial until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
DARKWALKER

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Kelemvor's Circle

You throw your arms wide to fling out a circle of holy radiance. Foes nearby burn, and undead creatures explode into white motes, but your allies are soothed by holy warmth.

Divine, Healing, Implement, Radiant

KEYWORDS

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

Hit: 2d6 + Charisma modifier radiant damage.
Effect: Your allies in the burst regain 5 hit points, or 10 hit points if your attack hit at least one undead enemy.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
DOOMGUIDE

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Liberator's Blow

The spirits of generations of slaves who chose to fight and die free guide your righteous blade.

Divine, Weapon

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
STR vs AC	One creature	
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage. If the target is Large or larger, any ally adjacent to the target can shift 1 square.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
STELSKY LIBERATOR

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Lightning Clutch

Tendrils of lightning course from your hand into your blade, linking you and your foe. For the rest of the battle, your enemy must beware your aegis.

Arcane, Lightning, Weapon

KEYWORDS

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

Hit: 2[W] + Intelligence modifier lightning damage, and you can use your aegis of assault power on the target of the attack as a free action. The target remains marked by your aegis of assault for the rest of the encounter, even if you use that power against a new target. It is still superseded by other marking effects.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
ANARCH OF SHYR

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Lightning Ripple

Thunder claps as you bring your fists together before you. Waves of coursing blue lightning cut a wide swath in the enemy ranks.

Arcane, Implement, Lightning

KEYWORDS

Standard		Close blast 6
ACTION		RANGE
INT vs Reflex	Each creature in blast	
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Intelligence modifier lightning damage. You gain a +2 power bonus to your next Intelligence-based attack roll on your next turn if you hit any targets with this power.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
WAR WIZARD OF CORMYR

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Pure Glow

With a whispered prayer, a warm, white radiance spreads from you in waves that burn your foes with holy energy.

Divine, Implement, Radiant

KEYWORDS

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

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will.
Hit: 2d8 + Intelligence, Wisdom, or Charisma modifier radiant damage.
Effect: Until the end of your next turn, enemies that begin their turn in the burst take 10 radiant damage.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
MORNINGLORD

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Rallying Attack

As you lay into your foe with another powerful swing, the ring of steel and your mighty war cry show your allies that victory is yours for the taking.

Martial, Weapon

KEYWORDS

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

Hit: 2[W] + Strength modifier damage, and your allies gain a +2 power bonus to attack rolls against the target until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
PURPLE DRAGON KNIGHT

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Shadow Hand Attack

Your blade is everywhere and nowhere at once, and your enemy dies without knowing what hit it.

Martial, Weapon

KEYWORDS

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

Hit: 2[W] + Dexterity modifier damage. If both the attack roll and the Thievery check succeeded, increase the damage to 4[W] + Dexterity modifier.
Special: When you make this attack, also roll a Thievery check opposed by the target's Perception check. If either the opposed check or the attack roll is successful, you hit.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
GHOST OF EVENTIDE

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Silver Fire

You summon a jet of pure magical power that burns through all defenses and empowers your other spells.

Arcane, Implement

KEYWORDS

Standard		Ranged 20
ACTION		RANGE
INT + 8 vs Reflex	One creature	
ATTACK	DEFENSE	TARGET

Hit: 1d6 + Intelligence modifier damage, and until the end of the encounter, each subsequent time you hit the target with an attack, it takes additional damage equal to one-half your level.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
SIMBARCH OF AGLAROND

POWER TYPE
ATTACK

LEVEL
11

ENCOUNTER POWER

Siren Voice

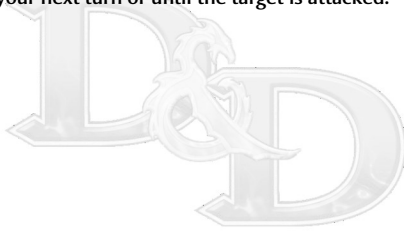
Your words inflame the passions of your adversary, mesmerizing your enemy for a short time.

Divine, Implement

KEYWORDS

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

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



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Spellguard Force Lash

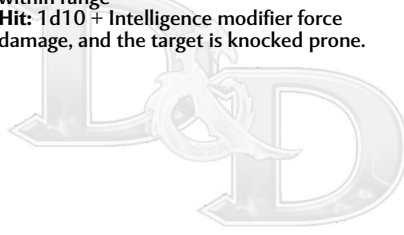
Harnessing the shards of the mythal about you, you hurl them like razors against your foe and knock your enemy off its feet.

Arcane, Force, Implement

KEYWORDS

Imm. Reaction	↗	Ranged 3
ACTION		RANGE
INT vs Fort		Triggering creature
ATTACK	DEFENSE	TARGET

Trigger: A creature moves into any square within range
Hit: 1d10 + Intelligence modifier force damage, and the target is knocked prone.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SPELLGUARD WIZARD | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Strike Terror

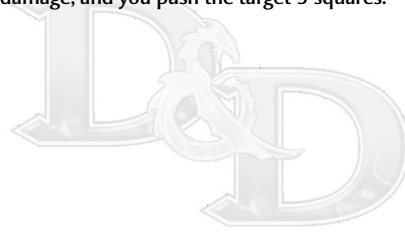
You attack with a bloodcurdling cry. Your enemy gives ground in fear.

Martial, Fear, Weapon

KEYWORDS

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

Hit: 2[W] + Strength or Dexterity modifier damage, and you push the target 5 squares.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SWORD COAST CORSAIR | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Tears of Sel ne

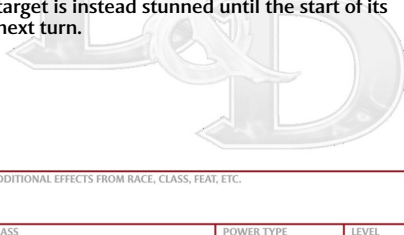
You conjure a small orb of luminescent silver light that streaks to your enemy. Its power is unpredictable, but so are the moods of the moon.

Divine, Implement, Psychic

KEYWORDS

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

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will
Hit: While you are bloodied, deal 3d10 + Intelligence, Wisdom, or Charisma modifier psychic damage. If you are not bloodied, the target is instead stunned until the start of its next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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

ENCOUNTER POWER

Tempest Burst

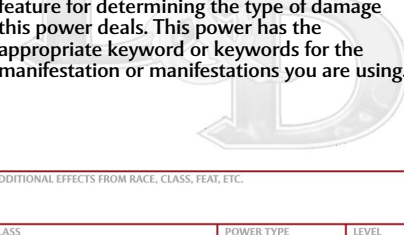
You flood your surroundings with the force, fire, lightning, acid or cold that manifests within you.

Divine, Acid, Cold, Fire, Force, or Lightning

KEYWORDS

Standard	←	Close burst 1
ACTION		RANGE
STR +5 vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Strength +5 vs. Reflex, Dexterity +5 vs. Reflex, or Constitution +5 vs. Reflex
Hit: 2d10 + Constitution modifier acid, cold, fire, force, or lightning damage.
Special: See the Elemental Attacks path feature for determining the type of damage this power deals. This power has the appropriate keyword or keywords for the manifestation or manifestations you are using.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ELEMENTAL TEMPEST | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Tumbling Gale

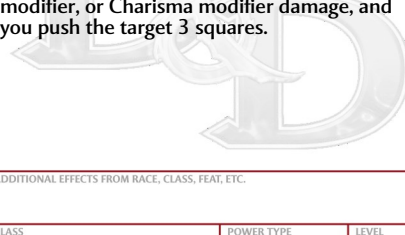
With a mere thought, you direct a surge of punishing wind to assail your foes and drive them back.

Arcane

KEYWORDS

Standard	✳	Area burst 2 within 10 squares
ACTION		RANGE
INT + 4 vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence + 4 vs. Fortitude, Wisdom + 4 vs. Fortitude, or Charisma + 4 vs. Fortitude Increase the bonus on attack rolls to +6 at 21st level.
Hit: 5d4 + Intelligence modifier, Wisdom modifier, or Charisma modifier damage, and you push the target 3 squares.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WHIRLWIND GENASI | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Absorb Elements

An enemy assails you with elemental power, and you absorb it and use it to strengthen your own attacks.

Divine

KEYWORDS

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

Trigger: Your resistance to fire, lightning, or cold damage prevents damage to you.
Effect: Once before the end of the encounter, you can deal damage of the same type (of one of those three types) equal to your resistance value. You must choose to gain this bonus to damage after the result of the attack roll is known, but before damage is dealt.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ELEMENTAL TEMPEST | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Arcane Tanglestep

A swirl of your blade creates a magic snare and two entangled portals. You step through your portal as the enemy feels the yank of the snare.

Arcane, Teleportation

KEYWORDS

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

Trigger: An enemy you have marked hits an ally with an attack that does not include you
Effect: Instead of using your normal aegis of assault immediate reaction or aegis of warding immediate interrupt, you teleport yourself to any location within a number of squares equal to 5 + your Wisdom modifier, and you teleport the enemy that triggered the power to a square adjacent to you.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WANDERING SWORDMAGE | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Concealing Umbra

You exert your will over the stuff of shadow and conceal an ally in pure darkness. No light reveals your friend now.

Arcane, Illusion, Shadow

KEYWORDS

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

Target: One ally in burst
Effect: The target becomes invisible until he or she attacks, or until the end of your next turn.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UMBRIRI | POWER TYPE: UTILITY | LEVEL: 12

UTILITY POWER

Demonward

You quickly adapt to the energy your attacker is using against you.

Arcane
KEYWORDS

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

Trigger: You take damage of a specific type, such as radiant or fire
Effect: You gain resist 15 against damage of that type or types until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
IMPILTURAN DEMONSLAYER	UTILITY	12

UTILITY POWER

Earthsight

The earth speaks silently to you, telling you when a foe draws near no matter what might deceive your eyes.

Divine
KEYWORDS

Standard					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, so long as you are touching the ground, you gain a +5 bonus on Perception checks and can see invisible creatures.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
EARTHEART DEFENDER	UTILITY	12

UTILITY POWER

Fading Spiral

As a spiral of dark energy slams into your attacker, you phase out of reality.

Arcane
KEYWORDS

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

Effect: Use this power when you use your Darkspiral Aura. You become insubstantial until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
DARKWALKER	UTILITY	12

UTILITY POWER

Nerves of Steel

You are irrepresible. When others would fold up, you shake off your despair and fear.

Martial
KEYWORDS

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

Effect: Make a saving throw against a condition affecting you that a save can end. If it is a fear effect, you gain a +5 power bonus to the saving throw.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SWORD COAST CORSAIR	UTILITY	12

UTILITY POWER

Rallying Cry

You shout an inspiring war cry, and your voice rings above the din of battle. Your allies surge into the fight.

Martial
KEYWORDS

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

Target: You and each ally in burst
Effect: Until the end of your next turn, all targets gain a +2 power bonus to speed and a +1 power bonus to saving throws.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
PURPLE DRAGON KNIGHT	UTILITY	12

UTILITY POWER

Spellfire Healing

You are a master of spellfire. You hold mundane fire in contempt.

Arcane, Healing
KEYWORDS

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

Trigger: You take fire damage
Effect: You can spend a healing surge. If the fire damage was caused by an ongoing effect, that effect ends.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SPELLSCARRED SAVANT	UTILITY	12

UTILITY POWER

Stance of Chaos

You invoke the fury of elemental chaos, attacking wildly. Frost, fire, or lightning dances along your blade as you lunge at your foes.

Arcane, Stance, Weapon; Cold, Fire, or Lightning
KEYWORDS

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

Effect: Until the stance ends, you take a -2 penalty to attack rolls but your weapon attacks deal an extra 1d12 cold, fire, or lightning damage (your choice). You can end this stance with a minor action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
ANARCH OF SHYR	UTILITY	12

UTILITY POWER

Synostodweomer

You heal yourself with the ethereal silver fire of pure magic.

Arcane, Healing
KEYWORDS

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

Target: You or one ally within 20 squares
Effect: Spend one of your own healing surges but regain no hit points. The target of the spell can then spend a healing surge. (If you are the target, you will have spent two healing surges to regain hit points for one surge.)

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
SIMBARCH OF AGLAROND	UTILITY	12

UTILITY POWER

Windsoul Zephyr

You whisper to the wind, and currents of air gently lift you and your allies off the ground.

Arcane
KEYWORDS

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

Target: You and one or two allies in burst
Effect: You fly 8 squares. Each ally targeted by the power can fly 8 squares as a free action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE	LEVEL
WHIRLWIND GENASI	UTILITY	12

UTILITY POWER

Dragon Scales

You guard yourself with a cascading aura of lambent shards of energy. The diamond-shaped shards ripple and flex like the scales of a dragon.

Arcane, Force

KEYWORDS

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

Effect: You gain a +2 bonus to AC until the end of the encounter, or until you are knocked unconscious.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: CORONAL GUARD POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Embers of Life

Within your wounds, a lively flickering flame glows and surges. Ribbons of fire seal your wounds.

Arcane, Healing

KEYWORDS

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

Trigger: You take damage that would reduce you to 0 hit points or fewer
Effect: Spend a healing surge.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WILDFIRE GENASI POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Feylights

Spheres of silver flame dance around you, driving back shadows and revealing hidden foes.

Arcane, Zone

KEYWORDS

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

Effect: You create a zone of bright light until the end of your next turn. All insubstantial creatures lose that quality while in the zone. All effects of concealment (including invisibility) are negated within the zone.
Sustain Minor: The zone lasts until the end of your next turn, but its radius shrinks by 1 square (to a minimum of burst 1).
Sustain Standard: The zone lasts until the end of your next turn, and its radius increases by 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: EVERMEET WARLOCK POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Moonglow

Where you walk in the power of your goddess, darkness yields to silvery splendor.

Divine

KEYWORDS

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

Effect: Until the end of the encounter, darkness within 6 squares of you counts as dim light.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SILVERSTAR POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Mythal Splinter

Your command of mythal energy allows you to twist reality and magic alike.

Arcane, Zone

KEYWORDS

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

Effect: You create a zone that lasts until the end of your next turn. No enemy in the zone can use a power that has the healing or teleportation keywords.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SPELLGUARD WIZARD POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

One-Way Barrier

You erect an impenetrable wall of shimmering force, capable of turning aside a charging giant or a storm of ballistae.

Arcane, Force, Conjunction

KEYWORDS

Standard		Area wall 4 within 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure an invisible wall of contiguous squares that is permeable to your arcane abilities. The wall can be 4 squares long and 4 squares high. The barrier does not prevent movement, but instead blocks line of effect for ranged and area attacks. However, your ranged and area attack powers ignore this barrier.
Sustain Minor: The wall persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WAR WIZARD OF CORMYR POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Rising Sun

Radiance emanating from you soothes the spirits and wounds of your allies, knitting rent flesh and granting them the strength they need to continue the fight.

Divine, 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 and your allies regain hit points equal to 5 + your Charisma modifier.
Sustain Minor: Bloodied allies within 5 squares regain hit points equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MORNINGLORD POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Steelsky Stance

Focused into your blade, the ancient power that shaped Abeir's skies shakes Abeir's would-be masters.

Divine, Stance

KEYWORDS

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

Effect: If you hit a dragon or an elemental with a melee attack, that target is weakened until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: STEELSKY LIBERATOR POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Strength in Darkness

The cold embrace of darkness flows into your wounds, replacing your life's blood with its ebon power.

Divine, Healing

KEYWORDS

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

Effect: Spend a healing surge. If you are inside darkness, add your Constitution modifier to the number of hit points you regain.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DROW WANDERER POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Sune's Shield

With divine compassion, you ward your ally from harm at your own expense.

Divine
KEYWORDS

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

Target: Two allies within 5 squares of each other, or an ally within 5 squares of you and yourself
Effect: Until the end of the encounter, any time one of the targets takes damage, the other target can choose to take half that damage in the first target's stead.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HEARTWARDER	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Twilight Escape

The enemy approaches you, but only shadows await its murderous blow. You're long gone.

Martial
KEYWORDS

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

Trigger: When an enemy enters a square adjacent to you
Effect: Shift up to your speed.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS GHOST OF EVENTIDE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Unrestricted Movement

You whisper to the wind, and the trees silently twist to ease your path. You and those under your care enjoy safe and swift passage for a time.

Arcane
KEYWORDS

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

Target: You and each ally in burst
Effect: Until the end of the encounter, the targets ignore difficult terrain.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HIGH FOREST SCOUT	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Unsullied Heart

Kelemvor wards those whom you call friend. With his name you purge your ally of a baleful effect before it takes hold.

Divine
KEYWORDS

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

Trigger: You or an ally is hit by an attack against Fortitude or Will defense
Effect: The target of the attack gains a +5 power bonus to Fortitude or Will defense until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DOOMGUIDE	POWER TYPE UTILITY	LEVEL 12
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UTILITY POWER

Avaunt Foe

You hurl your foe through the dimensions with your attack.

Arcane, Teleportation, Weapon
KEYWORDS

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

Hit: 5[W] + Intelligence modifier damage, and you teleport the target 5 squares. The target must end its movement on a surface that can support it.
Miss: Half damage, and you teleport the target 2 squares. The target must end its movement on a surface that can support it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CORONAL GUARD	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Binding Arrows

Your arrows suddenly sprout vines and roots after they strike, latching onto nearby trees and burrowing into the earth at your enemy's feet.

Arcane, Weapon, Zone
KEYWORDS

Standard	↗	Ranged weapon
ACTION		RANGE
DEX vs Reflex		One, two, or three creatures and/or unoccupied squares
ATTACK	DEFENSE	TARGET

Hit: If a creature is hit: 3[W] + Dexterity modifier damage, and the target is slowed (save ends).
 If a square is hit: Creates a 1-square-radius zone centered on the square until the end of the encounter. A creature passing through the zone or starting its turn in the zone is slowed until the end of its turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS HIGH FOREST SCOUT	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Break the Chains

Wild energy plays along your blade. The strike of your sword disrupts the enchantments that dragons and other monsters use to enslave mortals to their will.

Divine, Reliable, Weapon
KEYWORDS

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

Hit: 4[W] + Strength modifier damage, and any allies within 10 squares of you under the influence of a charm or fear effect created by the target can make a saving throw, even if the effect is not normally one that a save can end.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS STEELSKY LIBERATOR	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Darkblade

You fix your cloud of darkness to the foe you strike, shrouding your enemy in gloom. It remains in place, obscuring your foe's sight.

Divine, Weapon
KEYWORDS

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

Attack: Strength vs. AC, Dexterity vs. AC, or Constitution vs. AC
Hit: 5[W] + Strength, Dexterity, or Constitution modifier damage.
Effect: As a free action, use your cloud of darkness power centered on your target instead of you. The power otherwise behaves as normal.
Sustain Minor: The cloud persists, and you can move it 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DROW WANDERER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Demonbane Flurry

Your weapons work in deadly concert to unravel the very essence of your foe and singe its nearby allies.

Arcane, Weapon
KEYWORDS

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

Hit: 3[W] + Strength modifier damage per attack, and the first attack that hits also deals ongoing 10 damage (save ends).
 If the target is a demon, in addition this damage ignores all resistances, and until the end of this encounter, when the demon takes ongoing damage, its allies within 2 squares take the same amount of damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS IMPILTURAN DEMONSLAYER	POWER TYPE ATTACK	LEVEL 20
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DAILY POWER

Earthsurge

You bring your weapon crashing down on the ground at your feet. The earth answers, rolling like a storm-tossed sea and hampering nearby foes.

Divine, Weapon, Zone

KEYWORDS

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

Hit: 5[W] damage.

Effect: The burst creates a zone that lasts until the end of the encounter. An enemy that begins its turn within 3 squares of you, or that moves to within 3 squares of you, is slowed until the end of your next turn.

Special: The zone always remains centered on you, even if you move after casting the spell.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS EARTHHEART DEFENDER

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Elemental Fury

With a thought, you bring your ancestors' elemental fury to bear, obliterating your foe with acid, cold, force, fire, or lightning.

Divine, Acid, Cold, Fire, Force, or Lightning

KEYWORDS

Standard		Ranged 20
ACTION	↗	RANGE
STR +6 vs Reflex		One creature
ATTACK	DEFENSE	TARGET

Attack: Strength +6 vs. Reflex, Dexterity +6 vs. Reflex, or Constitution +6 vs. Reflex

Hit: 5d10 + Constitution modifier acid, cold, force, fire, or lightning damage, and all resistances you have increase by 10 until the end of the encounter.

Miss: Half damage, and your resistances are unchanged.

Special: See the Elemental Attacks path feature for determining the type of damage this power deals. This power has the appropriate keyword or keywords for the manifestation or manifestations you are using.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS ELEMENTAL TEMPEST

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Firesoul Conflagration

You reach out with your power and set an enemy's blood aflame inside its body.

Arcane, Fire

KEYWORDS

Standard		Close burst 5
ACTION	←	RANGE
STR + 5 vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Attack: Strength + 5 vs. Reflex, Dexterity + 5 vs. Reflex, or Constitution + 5 vs. Reflex
Increase the bonus on attack rolls to +7 at 26th level.

Hit: 4d6 + Strength or Constitution modifier fire damage, and ongoing 10 fire damage and the target is dazed (save ends both).

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

Special: This attack ignores fire resistance and fire immunity.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WILDFIRE GENASI

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

For Cormyr!

Your battle cry becomes a chant as one after another of your allies join in. The enemy recoils in fear.

Martial, Fear

KEYWORDS

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

Hit: You push the target 2 squares. The target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends).

Effect: Each ally in the burst gains 25 temporary hit points.

Miss: The target takes a -2 penalty to attack rolls, all defenses, and saving throws (save ends).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS PURPLE DRAGON KNIGHT

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Heritage of Blades

Iridescent blades of force surround you. They parry for your allies and cut your foes.

Arcane, Force, Stance

KEYWORDS

Standard		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Your allies within 2 squares of you gain a +1 power bonus to AC and Reflex defense. You can use a minor action once on your turn to deal force damage to an enemy of your choice within 5 squares. You deal force damage equal to 2d6 + your Wisdom modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WANDERING SWORDMAGE

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Keelhaul

You staple your foe with your weapon and drag the creature behind you as you bull your way across the battlefield.

Martial, Weapon

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Strength modifier damage, and you shift 3 squares while pulling the target 3 squares. The target must remain adjacent to you.

Miss: Half damage, and you do not shift, nor do you pull the target.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SWORD COAST CORSAIR

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Kelemvor's Sword

You hold your blade high, and a holy fire envelops its length. Your strike is charged with dazzling, radiant power, and you and your allies are healed by Kelemvor's grace.

Divine, Healing, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs Reflex		
ATTACK	DEFENSE	TARGET

Hit: 4[W] + Strength modifier radiant damage, and the target is dazed (save ends). An undead creature hit by this power is stunned (save ends) rather than dazed.

Effect: You and each of your allies within 10 squares regain 15 hit points.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS DOOMGUIDE

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Lance of Dawn

With eye-burning brilliance, a nimbus of radiant power streaks into your foe, filling your enemy with holy energy.

Divine, Implement, Radiant

KEYWORDS

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

Attack: Intelligence vs. Will, Wisdom vs. Will, or Charisma vs. Will

Hit: 3d10 + Intelligence, Wisdom, or Charisma modifier radiant damage.

Effect: Ongoing 5 radiant damage (save ends). Each time the target fails the saving throw against this ongoing damage, increase the ongoing damage by 5.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS MORNINGLORD

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Moonfire

From overhead a spiraling column of cold, white light descends against your foe. Even as it consumes the wicked, your allies are soothed by its cool glow.

Divine, Healing, Implement, Radiant

KEYWORDS

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

Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

Hit: 4d10 + Intelligence, Wisdom, or Charisma modifier radiant damage, and all allies within 5 squares of the target regain hit points equal to one-half your level + your Charisma modifier.

Miss: Half damage, and all bloodied enemies within 5 squares of the target take radiant damage equal to your Charisma modifier.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS SILVERSTAR

POWER TYPE ATTACK

LEVEL 20

DAILY POWER

Moonflower Inspiration

Shafts of moonlight streak from above, seeping into the minds and bodies of all of those around you. Your allies are healed, and your enemies are tormented.

Arcane, Healing, Implement

KEYWORDS

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

Attack: Charisma vs. Fortitude, Reflex, or Will (your choice for each target)
Hit: If your attack was vs. Fortitude, the target is weakened (save ends). If your attack was vs. Reflex, the target is immobilized (save ends). If your attack was vs. Will, the target is dazed (save ends).
Effect: Each ally in the burst regains hit points equal to your Intelligence modifier. Each time an ally ends his or her turn adjacent to an enemy that has not yet saved against this power, he or she regains that number of hit points again.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: EVERMEET WARLOCK | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Mythal Spark

The raw power of the mythal resonates through you, creating a wave of silver light that tears into foes and quells their powers.

Arcane, Force, Implement

KEYWORDS

Standard		Area burst 5 within 20 squares
ACTION	✱	RANGE
INT vs Will		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 3d10 force damage.
Effect: Until the end of your next turn, targets cannot use powers that have the healing or teleportation keyword.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SPELLGUARD WIZARD | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Robed in Shadow

You summon a cloak of velvet shadow to hide you from sight. To your foes, you seem to disappear like a wisp of smoke in the wind.

Martial, Weapon

KEYWORDS

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

Hit: 4[W] + Dexterity modifier damage.
Effect: Until the end of the encounter, whenever you end your turn adjacent to an enemy, you become invisible to that enemy until the start of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GHOST OF EVENTIDE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Shadowed Psyche

You veil your enemy's senses in shadowy phantasms. Your foe strikes at imaginary opponents and moves as a puppet on your strings.

Arcane, Charm, Reliable, Shadow, Weapon

KEYWORDS

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

Requirement: You must have combat advantage.
Hit: At the start of its next turn, the target is dominated by you until the start of its following turn. You cannot cause it to take any action that will obviously harm it (such as walking off a cliff or into a trap the creature is aware of). You must be within line of sight of the creature at the start of its turn or you can't dominate it.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: UMBRIRI | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Shyran Cataclysm

You slice a rift between the planes. An elemental maelstrom explodes from the rift, searing and burning all in its path.

Arcane, Acid, Cold, Fire, Implement, Lightning, Thunder

KEYWORDS

Standard		Close blast 5
ACTION	←	RANGE
INT vs AC		Each creature in blast
ATTACK	DEFENSE	TARGET

Hit: 5d8 + Intelligence modifier acid, cold, fire, lightning, and thunder damage.
Miss: Half damage. Choose one damage type for the half damage: acid, cold, fire, lightning, or thunder.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: ANARCH OF SHYR | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Simbul's Tempest

You create a powerful telekinetic storm to pummel your foes. Your arcane wrath transports you in a blaze of silver fire, burning away your mortal frailty.

Arcane, Force, Implement

KEYWORDS

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

Hit: 5d10 force damage. After you finish all attack rolls for this power, for every enemy you hit, you can immediately roll one saving throw against an effect that a save can end. You can roll multiple saving throws against a single effect that a save can end if your first attempts fail.
Miss: Half damage, and you gain no extra saving throws.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SIMBARCH OF AGLAROND | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Storm of Victory

You unleash the fury of the heavens. Thunder, lightning, and driving razored sleet sear flesh, melt shields, and blast armored plates to shards.

Arcane, Implement, Thunder

KEYWORDS

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

Hit: 4d6 + Intelligence modifier thunder damage.
Effect: Each target grants combat advantage to your allies until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WAR WIZARD OF CORMYR | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Sune's Kiss

Your touch plants a seed of love in your foe's heart, overwhelming your enemy. Harm that befalls you injures your foe as well.

Divine, Implement

KEYWORDS

Standard	↓	Melee touch
ACTION		RANGE
CHA + 2 vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: You push the target 4 squares, and the target is dazed (save ends). In addition, until the end of the encounter or until you are reduced to 0 hit points or fewer, each time you take damage, the target takes half as much damage as you took.
Miss: You push the target 2 squares, and the target is dazed until the end of its next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: HEARTWARDER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Windsoul Whirlwind

A twisting cyclone of rending winds forms around you, flinging foes into the air. The whirlwind moves at your command, wreaking havoc on the enemy.

Arcane, Conjuration, Zone

KEYWORDS

Standard		Area burst 1 within 10 squares
ACTION	✱	RANGE
INT + 5 vs Fort		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Intelligence + 5 vs. Fortitude, Wisdom + 5 vs. Fortitude, or Charisma + 5 vs. Fortitude. Increase the bonus on attack rolls to +7 at 26th level.
Hit: 3d10 + Intelligence modifier, Wisdom modifier, or Charisma modifier damage, and you slide the target 2 squares.
Effect: The zone lasts until the end of your next turn.
Sustain Minor: You can move the burst 3 squares, then slide each target in the burst 1 square.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: WHIRLWIND GENASI | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Wraithform Blast



You allow yourself to slip deep into the dark, summoning a blast of soul-crushing menace against your foe.

Arcane, Implement, Necrotic, Psychic

KEYWORDS

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

Hit: 4d10 + Charisma modifier psychic and necrotic damage, and ongoing 10 psychic and necrotic damage (save ends).

Effect: You become insubstantial and gain phasing. These benefits last until the end of the encounter or until you become bloodied.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS
DARKWALKER

POWER TYPE
ATTACK

LEVEL
20

DAILY POWER

Battle Judgment

You have learned to emulate Torm's decisive timing.

Arcane, Healing

KEYWORDS

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

Trigger: Your melee attack drops an enemy to 0 hit points or fewer
Effect: You regain hit points equal to the damage you dealt with the attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF TORM POWER TYPE UTILITY LEVEL 26

UTILITY POWER

Divine Regeneration

You ignite the divine spark that glows within you, unleashing a wave of regenerating energy for a short time.

Arcane, Healing

KEYWORDS

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

Effect: You gain regeneration equal to your highest ability score until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF SILVANUS POWER TYPE UTILITY LEVEL 26

UTILITY POWER

Forge of Creation

The fervor of Moradin's ancient workshops of creation inspires you and your allies as you hammer upon your foes.

Arcane, Healing

KEYWORDS

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

Effect: Until the end of your next turn, you and any of your allies who hit with at least one attack regain their second wind if they have already used it in this encounter, regain one healing surge, and gain the use of another daily magic item power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF MORADIN POWER TYPE UTILITY LEVEL 26

UTILITY POWER

High Arcana

Corellon's mastery of the arcane allows you to choose between empowerment or defense for you and all your allies in the battle.

Arcane

KEYWORDS

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

Effect: Choose one of the following: Until the end of your next turn, you and all of your allies in the burst gain a +2 power bonus to attack rolls or until the end of your next turn, you and all of your allies in the burst gain a +2 power bonus to all defenses against arcane attacks.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF CORELLON POWER TYPE UTILITY LEVEL 26

UTILITY POWER

Horn of Life

As a foretaste of the feasts in Chauntea's dominion, her cornucopia spills its blessings upon you.

Arcane, Healing

KEYWORDS

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

Target: You or one ally in burst
Effect: The target can spend a healing surge. At the start of each of your subsequent turns, until the end of the encounter, your ally with the fewest number of hit points above 0 gains regeneration 20 until the start of your next turn. The effect ends if you become unconscious.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF CHAUNTEA POWER TYPE UTILITY LEVEL 26

UTILITY POWER

Renewing Dawn

A glimpse of the true sun flashes above the battlefield, sending flares that lance down into your foes.

Arcane, Healing, Radiant

KEYWORDS

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

Effect: When you or one ally spends a healing surge before the end of your next turn, you deal radiant damage equal to half your level + your Charisma modifier to an enemy within 5 squares of the creature that spent the healing surge.
Sustain Minor: The effect persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF AMAUNATOR POWER TYPE UTILITY LEVEL 26

UTILITY POWER

Sune's Censure

Your power forces your enemies to share their weaknesses.

Arcane

KEYWORDS

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

Target: Two creatures in burst
Effect: Choose two targets. Extend the vulnerabilities of one target to the other until the end of the encounter, so that they are both vulnerable until the end of the encounter, even if the original ability was only temporary. If neither targets is vulnerable to a damage type, then both targets gain vulnerable 5 all until the end of the encounter.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF SUNE POWER TYPE UTILITY LEVEL 26

UTILITY POWER

Supreme Knowledge

In the divine view, to understand is to control.

Arcane

KEYWORDS

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

Trigger: You are hit by an attack against Fortitude, Reflex, or Will
Effect: Make a monster knowledge check that corresponds to the creature that is attacking you. If your check result exceeds the monster's attack roll, the attack misses.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF OGHMA POWER TYPE UTILITY LEVEL 26

UTILITY POWER

Tempus's Glare

You call this battle to the attention of the Lord of Battles. His divine glare hastens the fall of the incompetent.

Arcane

KEYWORDS

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

Effect: Until the end of the encounter, every creature that attacks you and fails to hit takes damage equal to one-half its level.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF TEMPUS POWER TYPE UTILITY LEVEL 26

UTILITY POWER

True Death



Your gesture strips the undead of their tricks. Only death is left to them.

Arcane, Healing

KEYWORDS

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

Target: Each undead creature in burst

Effect: You regain 2d20 hit points for each target. Each target loses all its resistances, the insubstantial quality, and the ability to recharge powers (save ends all).

Aftereffect: Target loses all its resistances, insubstantial abilities, and ability to recharge powers (save ends all).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF KELEMVOR	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Waxing Fortune



Your battle fortune swells like the moon waxes toward full.

Arcane

KEYWORDS

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

Effect: Until the end of the encounter, on each of your turns, you gain a bonus to attack rolls equal to the number of bloodied, conscious creatures that are within 10 squares of you at the start of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS CHOSEN OF SELUNE	POWER TYPE UTILITY	LEVEL 26
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UTILITY POWER

Cloud of Darkness

A shroud of blackness descends around you, hiding you from sight.

KEYWORDS

Minor		Close burst 1
ACTION	←	RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: The burst creates a cloud of darkness that remains in place until the end of your next turn. The cloud blocks line of sight, squares within it are totally obscured, and creatures entirely within it are blinded until they exit. You are immune to these effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DROW POWER TYPE: RACIAL LEVEL:

ENCOUNTER POWER

Darkfire

A flickering halo of purple light surrounds the target, making it easier to hit.

KEYWORDS

Minor		Ranged 10
ACTION	↗	RANGE
vs		
ATTACK	DEFENSE	TARGET

INT +4 vs Reflex One creature

Attack: Intelligence +4 vs. Reflex, Wisdom +4 vs. Reflex, or Charisma +4 vs. Reflex. Increase to +6 bonus at 11th level and +8 bonus at 21st level.

Hit: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

Special: When you create your character, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DROW POWER TYPE: RACIAL LEVEL:

ENCOUNTER POWER

Earthshock

The earth moves in response to your stomping foot or slapping hand, buckling to knock your enemy to its knees.

KEYWORDS

Minor		Close burst 1
ACTION	←	RANGE
vs		
ATTACK	DEFENSE	TARGET

STR +2 vs Fort Enemies in burst that are touching the ground

Attack: Strength +2 vs. Fortitude, Constitution +2 vs. Fortitude, or Dexterity +2 vs. Fortitude. Increase to +4 bonus at 11th level, and to +6 bonus at 21st level.

Hit: The target is knocked prone.

Special: When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GENASI (EARTHSOUL) POWER TYPE: RACIAL LEVEL:

ENCOUNTER POWER

Firepulse

As an enemy lands a blow, retributive fire ignites from your arms and fists.

Fire

KEYWORDS

Imm. Reaction	↓	Melee 1
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

STR +2 vs Reflex The triggering enemy

Attack: Strength +2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity +2 vs. Reflex. Increase to +4 bonus at 11th level, and to +6 bonus at 21st level.

Trigger: An enemy hits you with a melee attack.

Hit: 1d6 + Strength, Constitution, or Dexterity modifier fire damage. Increase to 2d6 + Strength, Constitution, or Dexterity modifier fire damage at 11th level, and to 3d6 + Strength, Constitution, or Dexterity modifier fire damage at 21st level.

Special: When you gain this manifestation, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls and damage rolls with this power. This choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GENASI (FIRESOUL) POWER TYPE: RACIAL LEVEL:

ENCOUNTER POWER

Promise of Storm

The lightning living within you calls out to its companion, the thunder. Sparks dance across your skin, and the air around you seems to darken and rumble.

Lightning, Thunder

KEYWORDS

Minor		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, you deal an extra 1d8 extra damage when you hit with any lightning or thunder attack. At 11th level, increase your extra damage to 2d8. At 21st level, increase your extra damage to 3d8.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GENASI (STORMSOUL) POWER TYPE: RACIAL LEVEL:

ENCOUNTER POWER

Swiftcurrent

Your form ripples like water as you flow forward, whipping past enemies and rubble in a graceful but deadly surge.

KEYWORDS

Move		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: You can shift up to your speed over ground or liquid terrain. You take no penalties for squeezing during this movement, can move through enemy spaces, ignore difficult terrain, and take no damage if the surface or substance you move across would ordinarily deal damage to you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GENASI (WATERSOUL) POWER TYPE: RACIAL LEVEL:

ENCOUNTER POWER

Windwalker

You harness the power of the winds. Air swirls about you, lifting you from the earth.

KEYWORDS

Move		Personal
ACTION		RANGE
vs		
ATTACK	DEFENSE	TARGET

Effect: Fly 8 squares. If you don't end your move on solid ground, you float to the ground without taking falling damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GENASI (WINDSOUL) POWER TYPE: RACIAL LEVEL:

ENCOUNTER POWER

Channel Divinity: Angharradh's Favor

Angharradh blesses those who show resolve and determination in the face of evil.

Divine
KEYWORDS

No Action		Ranged 10
ACTION		RANGE
VS		One ally
ATTACK	DEFENSE	TARGET

Trigger: You or an ally within range succeeds on a saving throw
Effect: The target gains a +4 power bonus to saving throws until the end of his or her next turn.
Special: You must take the Angharradh's Favor feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Berronar's Salve

Berronar's merciful light shines down on a sorely wounded comrade, giving him or her the strength to continue.

Divine, Healing
KEYWORDS

Imm. Reaction		Ranged 10
ACTION		RANGE
VS		The triggering ally
ATTACK	DEFENSE	TARGET

Trigger: An ally drops to 0 hit points or fewer
Effect: The target can immediately spend a healing surge.
Special: You must take the Berronar's Salve feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Blessing of Silvanus

The deep vitality of the Oakfather wells up in your ally's heart. For a short time, his or her wounds close on their own.

Divine, Healing
KEYWORDS

Free		Close burst 5
ACTION		RANGE
VS		The triggering ally in burst
ATTACK	DEFENSE	TARGET

Trigger: An ally within 5 squares spends a healing surge
Effect: The target heals damage equal to your highest mental ability modifier (see 'Powers with Selectable Ability Modifiers' on page 22).
Special: You must take the Blessing of Silvanus feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Chauntea's Blessing

Chauntea shields those who fight in her cause. With a single word of encouragement, your comrade rallies.

Divine
KEYWORDS

No Action		Close burst 10
ACTION		RANGE
VS		The triggering ally
ATTACK	DEFENSE	TARGET

Trigger: An ally within 10 squares fails a saving throw
Effect: The target rerolls the failed saving throw with a +4 power bonus.
Special: You must take the Chauntea's Blessing feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Eyes of Selune

Selune watches over you. When your foes overwhelm you, she grants a silver flicker of hope.

Divine
KEYWORDS

No Action		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You fail a saving throw
Hit: You can immediately reroll the saving throw you just failed.
Special: You must take the Eyes of Selune feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Fleetness of Mielikki

Mielikki blesses you with the quickness of the sacred white hart of the High Forest.

Divine
KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You gain a +2 power bonus to speed and ignore difficult terrain until the end of your next turn.
Special: You must take the Fleetness of Mielikki feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Glittergold's Gambit

Time and again, Garl Glittergold turned misfortune into unexpected success. He helps one of your allies to do the same.

Divine
KEYWORDS

Imm. Interrupt		Close burst 10
ACTION		RANGE
VS		One ally in burst
ATTACK	DEFENSE	TARGET

Trigger: An ally in burst makes an attack roll or skill check
Effect: The target immediately rerolls the attack roll or skill check he or she just made, but must keep the second result, even if it is worse.
Special: You must take the Glittergold's Gambit feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Gond's Craft

Gond inspires you with an uncanny understanding of the device or weapon in your hand.

Divine
KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You gain a +2 power bonus to any one attack roll made with a magic item power until the end of your next turn.
Special: You must take the Gond's Craft feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Ilmater's Martyrdom

You give of your own strength so that a wounded ally might endure.

Divine, Healing
KEYWORDS

Imm. Reaction		Close burst 10
ACTION		RANGE
VS		The ally in burst damaged by a critical hit
ATTACK	DEFENSE	TARGET

Trigger: An ally in burst is damaged by a critical hit
Effect: The target can immediately gain one healing surge and immediately spend it. You lose one healing surge.
Special: You must take the Ilmater's Martyrdom feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Kelemvor's Judgment

The undead exist in defiance of Kelemvor's will. You create a blast of brilliant light to burn these abominations into clean death.

Divine, Implement, Radiant

KEYWORDS

Standard		Close blast 5 (8 at 11th level, 10 at 21st level)
ACTION	←	RANGE
VS		Each undead creature in blast
ATTACK	DEFENSE	TARGET

Will

Highest mental ability

Hit: 1d12 + Wisdom modifier radiant damage. Increase damage to 2d12 + Wisdom modifier at 5th level, 3d12 + Wisdom modifier at 11th, 4d12 + Wisdom modifier at 15th, 5d12 + Wisdom modifier at 21st, and 6d12 + Wisdom modifier at 25th.

Miss: Half damage.

Special: You must take the Kelemvor's Judgment feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Oghma's Recall

You call upon Oghma for a flash of divine inspiration. Nothing can remain hidden from you for long.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: Until the end of your next turn, you gain a +10 power bonus to all knowledge checks (made with the knowledge skills: Arcana, Dungeoneering, History, Nature, or Religion).

Special: You must take the Oghma's Recall feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Power of Amaunator

Your radiant powers burn with the fury of the noontime sun.

Divine, Radiant

KEYWORDS

Free		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You hit an enemy with a power with the radiant keyword

Effect: Your power deals an extra 1d10 radiant damage to all targets hit by the power used.

Special: You must take the Power of Amaunator feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Righteous Rage of Tempus

Tempus guides your arm and lends weight to your strike.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: If you hit with the next weapon attack that you make before the end of your next turn and it isn't a critical hit, you roll the extra damage dice that you would roll if you scored a critical hit and deal the result as extra damage. If the attack is a critical hit, its extra damage is maximized.

Special: You must take the Righteous Rage of Tempus feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Sheela Peryroyl's Gift

You invoke Sheela Peryroyl's blessing to free yourself or an ally from some harmful effect.

Divine

KEYWORDS

Minor		Close burst 10
ACTION	←	RANGE
VS		You or one ally in burst
ATTACK	DEFENSE	TARGET

Effect: The target immediately rolls a saving throw.

Special: You must take the Sheela Peryroyl's Gift feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Sune's Touch

Invoking Sune's name, you help an ally against a challenging foe.

Divine

KEYWORDS

Minor		Close burst 1
ACTION	←	RANGE
VS		One ally in burst
ATTACK	DEFENSE	TARGET

Effect: The target gains a +2 power bonus to his or her next attack roll or skill check made before the end of your next turn.

Special: You must take the Sune's Touch feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Torm's Justice

The sight of evil fills Torm with a cold, clear wrath. When you invoke his name, his just anger becomes yours.

Divine

KEYWORDS

Minor		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Effect: You gain a +2 power bonus to attack rolls against bloodied enemies until the end of your next turn.

Special: You must take the Torm's Justice feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Tymora's Coin

Fortune begets fortune. Misfortune begets fortune. That is the blessing of Tymora.

Divine

KEYWORDS

No Action		Personal
ACTION		RANGE
VS		
ATTACK	DEFENSE	TARGET

Trigger: You roll a natural 1 or natural 20 on an attack roll or saving throw

Effect: Once before the end of your next turn, you can roll d20 twice for an attack roll or a saving throw and use whichever d20 result you prefer.

Special: You must take the Tymora's Coin feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Channel Divinity: Waukeen's Silver Tongue

You silently invoke Waukeen's power to bestow eloquence and persuasiveness on your friend.

Divine

KEYWORDS

Imm. Interrupt		Close burst 10
ACTION	←	RANGE
VS		One ally in burst
ATTACK	DEFENSE	TARGET

Effect: The target rerolls a Bluff, Diplomacy, or Intimidate check he just rolled, with a +5 power bonus. He uses the new result, even if it is lower than the original result.

Special: You must take the Waukeen's Silver Tongue feat to use this power.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS POWER TYPE FEAT LEVEL

ENCOUNTER POWER

Spiteful Glamor



The mere sight of you is anathema to your enemy.

Arcane, Implement, Psychic

KEYWORDS

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

Hit: 1d8 + Charisma modifier psychic damage, or 1d12 + Charisma modifier psychic damage to a target at maximum hit points. Increase damage to 2d8 + Charisma modifier at 21st level, or 2d12 + Charisma modifier to a target at maximum hit points.



ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS WARLOCK	POWER TYPE FEAT	LEVEL
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ENCOUNTER POWER

Amanuensis

You touch the writing, tracing each character or glyph with a gently glowing crystal. As you do so, the words you flicker into existence onto the specially prepared parchment before solidifying into a near-perfect copy.

TIME		DURATION
10 minutes		Permanent
10 gp	20 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You capture the writing from one source (a book, scroll, or tablet) and cause it to appear onto a special prepared paper, parchment, book, or some other similar item. This ritual copies up to 250 words of text, enough to fill one page with text. A copied illustration counts as a number of words proportional to the amount of the page the illustration requires. This ritual can be used to copy a ritual scroll, even if you have not mastered the ritual on the original scroll. Creating a ritual scroll in this manner takes twice as long as creating a ritual book but has the same cost (in addition to the component cost of this ritual).

CATEGORY: CREATION LEVEL: 1
RITUAL

Arcane Mark

Onto the object's surface you etch a glowing rune, which shimmers for a moment before fading, marking the item as your own.

TIME		DURATION
5 minutes		Permanent
10 gp	20 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You set your personal arcane mark on an object. It manifests as a unique sigil of your devising. After the first moment, it is invisible and can be seen only by a creature using Arcana to detect magic. Ritual casters use arcane marks to identify their property and sometimes to designate places of great import.

CATEGORY: CREATION LEVEL: 1
RITUAL

Simbul's Conversion

Taking a moment to breathe and concentrate intently on your powers, you convert arcane energy into curing.

TIME		DURATION
1 minute		Instantaneous
25 gp	125 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

Favored by ritual casters accustomed to long battles and constant warfare, Simbul's Conversion allows an individual to convert powerful spells into healing reserves. The Simbul taught this ritual to many of her apprentices, and it has since become widely employed as an emergency resource. After performing this ritual, you sacrifice any number of unused daily arcane powers and regain an equal number of healing surges. You cannot exceed your normal maximum number of healing surges per day.

CATEGORY: RESTORATION LEVEL: 1
RITUAL

Seek Rumor

Noises fade away, replaced by the whispers of alleyways and clamor of taverns. Through the jumble of words, you hear a few choice phrases related to your purpose, and you feel a tug toward their source.

TIME		DURATION
30 minutes		Instantaneous
20 gp	50 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You sit in meditation and let rumor drift into your mind, blown in on the wind of the community consciousness. Your Arcana check for this ritual counts as a Streetwise check for gathering information. Treat the Streetwise DC as 5 higher. You learn only information you could pick up by a normal use of the Streetwise skill.

CATEGORY: DIVINATION LEVEL: 2
RITUAL

Dark Light

An opaque ball of darkness forms in your hands, and a purple light shines forth from it, throwing everything around you into sharp relief.

TIME		DURATION
1 minute		1 day
30 gp	150 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You create a source of dim light that allows you and those around you to see without your being seen because of your light source. The Dark Light ritual creates a ball of shadow that floats with you as you walk. It sheds dim light within 6 squares around it. In its light, you can see everything clearly. Only creatures within the light's radius can see the Dark Light ball or the dim light it creates. Vision within the Dark Light effect is in black-and-white, and color variations appear in shades of gray.

CATEGORY: EXPLORATION LEVEL: 4
RITUAL

Feat of Strength

Your subject undergoes a profound transformation, bulking up as its body gains a layer of thick muscle.

TIME		DURATION
10 minutes		1 minute
30 gp	75 gp	Nature
COMP. COST	PRICE	KEY SKILL

The Feat of Strength ritual confers to a single willing subject a significant boost of strength, enabling the target to make a single Strength check with a bonus to the check determined by your Nature check result. The increase to Strength does not affect any other aspect of the character aside from making Strength checks. Typical uses of this ritual include boosting an ally's Strength check to break down a door, bend metal bars, lift a gate, or smash open a chest.

19 or lower: +1
20-29: +2
30-39: +5
40 or higher: +10

CATEGORY: EXPLORATION LEVEL: 4
RITUAL

Clear the Path

You cause the rocks and debris before you to shudder and come to life, scattering out and away from your approach.

TIME		DURATION
30 minutes		Permanent
70 gp	150 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

You target an area burst 3 within 10 squares. Debris, rubble, and other detritus flattens to the ground, shifts out of the way, or otherwise ceases to be an obstacle. This ritual does not affect solid earth or rock; thus, it can be used to clear the wreckage of a collapsed tunnel, but not to create such a passage where one did not already exist. Its most common use is to flatten or smooth a path so as to eliminate difficult terrain. It does not affect manufactured walls, floors, or ceilings, traps, or magical barriers.

CATEGORY: EXPLORATION LEVEL: 6
RITUAL

Deathly Shroud

The chill of death falls over your body, and your skin adopts the pallor of the dead.

TIME		DURATION
10 minutes		Special
140 gp	600 gp	Arcana or Religion
COMP. COST	PRICE	KEY SKILL

When you complete this ritual, all creatures except for intelligent undead perceive you as undead. You are seen as having the undead type by any undead of Intelligence 9 or lower. Powers and wards that affect the undead type affect you as well.

14 or lower: 1 hour
15-19: 2 hours
20-24: 4 hours
25-29: 8 hours
30 or higher: 24 hours

CATEGORY: DECEPTION LEVEL: 6
RITUAL

Duplicate

From one, there are now two.

TIME		DURATION
10 minutes		Special
70 gp	150 gp	Arcana
COMP. COST	PRICE	KEY SKILL

Prior to performing this ritual, you fashion a crude clay replica of a small, inorganic object you possess that weighs no more than 2 pounds, such as a key. When you complete this ritual, the crude replica transforms into an exact copy of the original. It performs identically to the original in all mundane ways and is not recognizable as a fake, even by someone using the Arcana skill. A copy of a magic item is nonmagical. Once the duration expires, the object reverts to its original crude clay form.

20 or lower: 10 minutes
21-30: 1 hour
31-40: 1 day
41 or higher: 1 week

CATEGORY: CREATION LEVEL: 6
RITUAL

Tiny Lanterns



The tip of your finger shines with purple light. When you pull your hand away, the light remains behind, suspended in the air.

1 minute		1 hour
TIME		DURATION
60 gp	100 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You create one or more motes of shining light, each about the size of your fingertip. They hang stationary in the air in squares of your choice within 5 squares of you. You can also choose to bind a lantern to a creature (including yourself). The lantern then hovers over that creature's head wherever the creature goes. Each lantern sheds dim light within 2 squares around it (similar to a candle).

20 or lower: 1
21-25: 2
26-30: 3
31 or higher: 4

CATEGORY
EXPLORATION

LEVEL
6

RITEAL

Analyze Portal



Scintillating motes of color sparkle inside the portal and from their patterns and movements you discern its secrets.

1 hour		Instantaneous
TIME		DURATION
250 gp	800 gp	Arcana
COMP. COST	PRICE	KEY SKILL

When you perform this ritual, choose a specific active and permanent portal you can clearly see. Analyze Portal causes the portal to erupt with faint lights that flicker and spin, letting you learn a great deal about its destination and function. Its most basic effect is to reveal the portal's destination. Although a portal usually displays what its destination looks like, this ritual reveals the destination's name and its general location in the world or the plane on which it is located.

When you learn the origin and type of the last creature to use the portal, you also learn any keywords associated with that creature.

Analyze Portal can also reveal the identity of the creature that created the portal. If no creature created it, you learn of the event that created it.

29 or lower: The name of the portal's destination
30 or higher: The origin and type of the creature to use it last
30 + one-half creator's level: Identity of the creature that created it, if any

CATEGORY
DIVINATION

LEVEL
8

RITEAL

Shadow Bridge



You raise your hands, as if urging the darkness to rise and gather about you. Slowly, the shadows collect and take the form of a bridge, solid and seamless.

5 minutes		10 minutes
TIME		DURATION
135 gp	600 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You call forth a bridge from solid shadow. Both ends of the bridge must connect to a solid surface. The Arcana check result determines the bridge's maximum length and width.

19 or lower: 1x10 squares
20-29: 2x20 squares
30-39: 3x30 squares
40 or higher: 4x40 squares

CATEGORY
EXPLORATION

LEVEL
8

RITEAL

Share Husk



The world dims around you until blackness is complete and total. A moment later, light returns, but your perspective is strange, somehow off, as you peer through the eyes of your animal host.

10 minutes		Special
TIME		DURATION
150 gp	400 gp	Nature
COMP. COST	PRICE	KEY SKILL

You loosen your spirit from your body and inhabit that of an animal. You can use this ritual only on nonhostile, natural beasts whose level is equal to or lower than your own. The target of this ritual must be present for the entire time during which the ritual is being performed. When the ritual is complete, you clearly perceive everything from the perspective of the animal host. You use the subject's senses and its Perception check modifier. While in the beast's body, you influence the host with simple commands, such as 'Go there,' 'Wait,' 'Flee,' and so on. If the host comes under attack, the ritual ends immediately as the animal's instincts take over. While under the effect of this ritual, your body is helpless as if in a deep sleep. Your body is unresponsive to any stimulus that does not deal damage. If your body takes damage, your spirit immediately returns to your body.

19 or lower: 3 hours
20-29: 6 hours
30-39: 12 hours
40 or higher: 1 day

CATEGORY
EXPLORATION

LEVEL
8

RITEAL

Status



You and at least one other individual consume the foasting brew, dregs and all. At the end of the ritual, you feel uncommonly close, as if you shared some bond with your ally.

10 minutes		24 hours
TIME		DURATION
135 gp	250 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You and up to eight ritual participants gain a powerful connection to one another. For the ritual's duration, you know the current hit point total, healing surges remaining, and the nature of any persistent conditions affecting any other ritual participant. The connection persists at any distance except across planes.

CATEGORY
DIVINATION

LEVEL
8

RITEAL

Trailblaze



At a gesture, plants, trees, and rubble gently slide apart and form a straight road traveling into the distance.

10 minutes		8 hours
TIME		DURATION
200 gp	500 gp	Nature (no check)
COMP. COST	PRICE	KEY SKILL

Natural wilderness moves aside so that you can pass, creating a clear path 4 squares wide that extends 10 squares ahead and behind you. As you travel, you ignore natural obstacles that would slow your overland speed. The natural terrain returns to normal once you pass, and the Perception check DC to track your party increases by 5 as though you had obscured your tracks.

CATEGORY
EXPLORATION

LEVEL
10

RITEAL

Time Ravager



The dust particles you sprinkled on the object burrow into the material, leaving smoking holes in their wake until nothing remains but ruin.

30 minutes		Permanent
TIME		DURATION
1,800 gp	3,200 gp	Arcana
COMP. COST	PRICE	KEY SKILL

Time Ravager magically accelerates the effects of time on an object, causing it to weaken, decay, and crumble into dust. This ritual affects only nonmagical inanimate objects such as gear, armor, weapons, food, and corpses. A single performance destroys a 5-foot cube of materials of a type based on the Arcana check result.

Unpreserved Organic Materials: This category includes any foodstuffs, liquids, uncured leather, plant materials, carcasses, and so on. A successful ritual results in transforming this substance into foul-smelling slime.

Preserved Organic Materials: These items include cured leather, specially preserved foodstuffs, wooden weapons, and specially treated plant or animal based objects. An item affected dissolves into a disgusting paste.

Metals: This category includes iron doors and bars, weapons, metal jewelry, cutlery, and metallic finished items. Such objects rust or corrode, becoming brittle or turning to dust.

Minerals: Minerals include gemstones such as rubies, diamonds, and similar precious stones, as well as all metal ore. Time Ravager reduces these items to dust.

19 or lower: Unpreserved organic materials
20-29: As 19 or lower, plus preserved organic materials
30-39: As 20-29, plus metals
40 or higher: As 30-39, plus minerals

CATEGORY
CREATION

LEVEL
14

RITEAL

Walk Crossroads



You raise your hand, holly and mistletoe wrapped around your fingers. Singing a song you hope the guardian finds pleasing, you notice a strange dark hole in the side of a nearby hill. You could swear that the hole wasn't there a moment before.

30 minutes		Instantaneous
TIME		DURATION
850 gp	4,250 gp	Nature
COMP. COST	PRICE	KEY SKILL

Speckled across Toril are countless portals called Fey crossroads. Each such portal forms at a place where the barrier between the Feywild and the world is especially thin.

This ritual allows you and your allies access to a Fey crossroads of your choice, enabling you to use the Feywild as a conduit between two locations in the world. Completing the ritual conveys you and your allies a certain distance through the world. These crossroads are dependable means of travel, however, and walkers on these paths never end up exactly where they intend to go. You and your friends exit the crossroads a certain distance away from your intended destination, and the crossroads often deposit their travelers in precarious or interesting locations.

Your Nature check result determines the greatest distance you can travel. You can always choose for your maximum travel to correspond to a lower check result if you desire, and by doing so you can reduce the distance to your intended destination. For example, if you want to travel only 10 miles but your check result is 40, you can apply the outcome for a check result of 21-30. As a result, you end up 1d4 miles away from your intended destination instead of 1d10 miles.

20 or lower: 1 mile (1d10x100 feet)
21-30: 10 miles (1d4 miles)
31-40: 50 miles (1d10 miles)
41 or higher: 150 miles (3d10 miles)

CATEGORY
TRAVEL

LEVEL
14

RITEAL

Waterborn



You shiver as a cool, liquid sensation rolls over your body. Your skin adopts a blue cast, and water flows freely into your lungs as easily as a breath of air.

10 minutes		Special
TIME		DURATION
850 gp	2,000 gp	Arcana or Nature
COMP. COST	PRICE	KEY SKILL

Targets of the Waterborn ritual can explore the ocean's depths at length and with leisure. Up to eight creatures (including yourself if you choose) gain the ability to breathe underwater. In addition to this ability, targets can speak normally and gain a swim speed equal to their land speed. Subjects are unaffected by the cold and pressure of the deep ocean. This ritual does not negate the ability to breathe air or move on land. Equipment and possessions, such as books and scrolls, on a creature affected by the ritual remain undamaged by the water.

19 or lower: 4 hours
20-29: 8 hours
30-39: 16 hours
40 or higher: 2 days

CATEGORY
EXPLORATION

LEVEL
14

RITEAL

Purify Spellscarred



Your healing touch expels the taint of the Spellplague from a living creature.

30 minutes		Instantaneous
TIME		DURATION
7,000 gp	20,000 gp	Heal (no check)
COMP. COST	PRICE	KEY SKILL

You remove all traces of the Spellplague from a willing spellscarred creature. A spellscarred creature reverts to its normal appearance and loses its spellscar as well as all beneficial or harmful effects the scar provided. A character who has gained the Student of the Spellplague feat, or any other feats that require a creature to be spellscarred, loses those feats and can choose others to replace them.

CATEGORY
RESTORATION

LEVEL
18

RITUAL

Soulguard



You cradle a glow of energy inside you and stash it away, keeping it safe, just in case the worst should happen.

1 hour		1 day
TIME		DURATION
5,000 gp	20,000 gp	Heal (no check)
COMP. COST	PRICE	KEY SKILL

You sequester a portion of a creature's life force for emergencies. The recipient of this ritual (which can be you) spends one healing surge. The next time the recipient is reduced to negative hit points equal to his bloodied value and would ordinarily die, he instead regains hit points equal to his healing surge value.

CATEGORY
RESTORATION

LEVEL
20

RITUAL

Divine Sight



An hour of meditation and devoted prayer bestows upon you a divine vision of the world.

1 hour		Special
TIME		DURATION
13,000 gp	65,000 gp	Religion
COMP. COST	PRICE	KEY SKILL

You grant yourself the ability to discern deities and the servants of deities (such as exarchs and angels) who walk among mortals, limning those you see in a holy glow that is visible only to you. When you see such a creature, you also learn to what deity the creature serves. Objects, places, and creatures that are favored or cursed by the gods are likewise delineated, and this ritual allows you to intuit the relative importance of the object, place, or creature to its deity.

19 or lower: 1 hour
20-29: 3 hours
30-39: 8 hours
40 or higher: 1 day

CATEGORY
DIVINATION

LEVEL
22

RITUAL

Purge Spellplague



You extend the energy of your body and your magic outward into the land and living things around you, pulling from them the contaminated magic of the Spellplague.

30 minutes		Instantaneous
TIME		DURATION
25,000 gp	150,000 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You remove the effects of the Spellplague from the land around you. Your Arcana check result determines the radius of the area affected. That region is cleansed of the Spellplague, though there is no guarantee it will remain so.

24 or lower: 50 feet
25-29: 500 feet
30-34: 1 mile
35-39: 5 miles
40 or higher: 10 miles

CATEGORY
EXPLORATION

LEVEL
24

RITUAL

Shift Mote



You tap into the unseen arcane currents of the world and propel forward an enormous floating island.

1 hour		1 day
TIME		DURATION
50,000	300,000 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You seize control of an earthmote and influence its motions. It lurches forward and proceeds slowly across the sky, moving at 1 mile per hour in a direction you choose. You must be on the earthmote to perform the ritual and to direct it. If you leave while the ritual is still in effect, the mote slows to a stop within an hour, traveling one-half mile in that time.

You can also elect to change the mote's altitude up to 1 mile over the course of the duration. Those who know this ritual keep it carefully guarded, for the ritual has devastating potential.

CATEGORY
EXPLORATION

LEVEL
26

RITUAL

Raise Land



With an unsettling lurch, the land beneath your feet tears free, spilling rock, dirt, and debris on the terrain below as it climbs into the sky.

1 hour		Permanent
TIME		DURATION
125,000 gp	600,000 gp	Arcana
COMP. COST	PRICE	KEY SKILL

Successfully performing the Raise Land ritual enables you to lift a specific quantity of ground into the air. The depth of the earth affected extends down to half the area's radius, thus a 20-square-radius section of land is 10 squares thick. The freed earth rises at a rate of 10 feet per round until it attains a height equal to the radius (or less, if you choose). If this ritual is attempted indoors, the raised land stops once it hits a barrier.

24 or lower: 20 squares
25-30: 200 squares (1,000 feet)
31-40: 1 mile
41 or higher: 10 miles

CATEGORY
CREATION

LEVEL
30

RITUAL