AT-WILL POWER

HYPNOTISM

Your piercing gaze and whispered word let you seize momentary control of your enemy's mind.

Wizard Attack 1 At-Will + Arcane, Charm, Enchantment Implement Standard Action Ranged 10

TARGET: One creature

ATTACK: _____ (Intelligence) vs. Will

- HIT: Choose one of the following effects:
 - The target uses a free action to make a melee basic attack against a creature adjacent to it, with a +4 bonus to the attack roll.

AT-WILL POWER

STONE BLOOD

Your enemy's blood hardens, slowing its movement and causing excruciating pain.

At-Will + Arcane, Implement, Transmutation

10 squares

_ (Intelligence modifier)

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Standard Action Area burst 1 within

ATTACK: _____ (Intelligence) vs. Fortitude

damage, and the target is slowed until the

TARGET: Each creature in burst

end of your next turn.

Wizard Attack 1

HIT: 1d6 +

You slide the target 3 squares.

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AT WILL POWER

MAGIC MISSILE

A glowing blue bolt of magical energy hurtles from your finger and unerringly strikes your target.

Wizard Attack 1 At-Will + Arcane, Evocation, Force, Implement Standard Action Ranged 20

TARGET: One or two creatures

- EFFECT: 2 + Intelligence modifier force damage.
- SPECIAL: You can use this power as a ranged basic attack.



AT-WILL POWER

FREEZING BURST

You hurl a hailstone toward your foes. It explodes among them, temporarily turning the ground into an ice slick.

Wizard Attack 1

At-Will + Arcane, Cold, Evocation, Implement Standard Action Area burst 1 within 10 squares

TARGET: Each creature in burst

ATTACK: ____ (Intelligence) vs. Reflex

(Intelligence modifier) cold HIT: 1d6 + damage, and you slide the target I square.



ENCOUNTER POWER CHARM OF MISPLACED WRATH

You bend your foe's mind, filling it with wrath

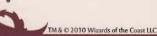
Wizard Attack 1 Encounter + Arcane, Charm, Enchantment, Implement **Standard Action** Ranged 10

TARGET: One creature

_(Intelligence) vs. Will ATTACK:

HIT: You slide the target 3 squares, and it is dazed until the end of your next turn.

EFFECT: The target attacks a creature of your choice with a basic attack as a free action. It gains a +2 power bonus to its damage roll.



ENCOUNTER POWER

ILLUSORY OBSTACLES

Wizard Attack 1 Encounter + Arcane, Illusion, Implement Standard Action Area burst 1 within 10 squares

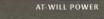
TARGET: Each enemy in burst

___(Intelligence) vs. Will ATTACK:

HIT: The target is dazed and unable to charge until the end of your next turn.

MISS: The target is unable to charge until the end of your next turn.

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PHANTASMAL FORCE

A fearsome ogre appears, threatening your foe with a massive club, Or perhaps a snarling drake, or maybe a troll.

Wizard Attack 1 At-Will + Arcane, Illusion, Implement Standard Action Ranged 10

TARGET: One creature

ATTACK: _____ (Intelligence) vs. Will

HIT: 1d10 + ____ (Intelligence modifier) psychic damage, and the target grants combat advantage and can't make opportunity attacks until the end of your next turn.



ENCOUNTER POWER

BURNING HANDS

A fierce burst of flame erupts from your hands and scorches nearby foes.

Vizard Attack	1			
ncounter + A	rcane,	Evo	catio	on, F
Implement				

tandard Action	Close blast 5
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TARGET: Eac	creature in blast		
ATTACK:	(Intelligence) vs. Refl		

HIT: 2d6 +___ (Intelligence modifier) fire damage.

MISS: Half damage.

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ENCOUNTER POWER

LEADEN TRANSMUTATION

You send a bolt of arcane energy at your foe, which deals damage and makes your foe's feet feel like blocks of lead.

Wizard Attack 1 Encounter + Arcane, Implement, Transmutation Standard Action Ranged 10

TARGET: One creature

ATTACK: _____ (Intelligence) vs. Fortitude

HIT: 2d8 + ____ (Intelligence modifier) damage.

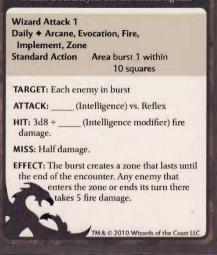
EFFECT: The target is slowed and can't shift until the end of its next turn.





FOUNTAIN OF FLAME

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



DAILY POWER

SLEEP

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness

Wizard Attack 1 Daily & Arcane, Charm, Enchantment, Implement Standard Action Area burst 2 within

Area burst 2 within 20 squares

TARGET: Each creature in burst

ATTACK: ____ (Intelligence) vs. Will

HIT: The target is slowed (save ends).

FIRST FAILED SAVING THROW: The target is unconscious instead of slowed (save ends).

MISS: The target is slowed (save ends).

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ENCOUNTER POWER

HEALING WORD

You whisper a brief prayer as divine light washes ove your ally, mending wounds and soothing the spirit.

Cleric Utility Encounter + Divine, Healing Minor Action Close burst 5

TARGET: You or one ally in burst

EFFECT: The target can spend a healing surge and regain 1d6 additional hit points.

SPECIAL: You can use this power twice per encounter, but only once per round.

DAILY POWER

SLIMY TRANSMUTATION

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

Wizard Attack 1 Daily ◆ Arcane, Implement, Polymorph, Transmutation Standard Action Ranged 10

TARGET: One creature

end of its next turn.

ATTACK: _____ (Intelligence) vs. Fortitude

HIT: The target turns into a Tiny toad (save ends). MISS: The target turns into a Tiny toad until the

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

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AT WILL POWER

MAGE HAND

You gesture toward a nearby object, and a spectral hand lifts it into the air and moves it where you wish.

Wizard Utility At-Will + Arcane, Conjuration Minor Action Ranged 5

EFFECT: You conjure a spectral, floating hand in an unoccupied square within range. The mage hand lasts until the end of your next turn or until you use mage hand again.

MINOR ACTION: The hand picks up or manipulates an object weighing 20 pounds or less. It can hold only one object at a time.

MOVE ACTION: The hand moves up to 5 squares in any direction, carrying the object it holds.

FREE ACTION: The hand drops the object it is holding.

SUSTAIN MINOR: The hand persists until the end of your next turn.

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AT WILL POWER

BLESSING OF WRATH

As your smash your foe with your weapon, you invoke your divine magic, and one of your ally's weapons

Cleric Attack 1 At-Will + Divine, Weapon Standard Action Melee weapon

TARGET: One creature

ATTACK: _____ (Wisdom) vs. AC

HIT: 1d8 + ____ (Wisdom modifier) damage.

EFFECT: One ally within 5 squares of you gains a _____ (Constitution modifier) power bonus to damage rolls against the target until the end of your next turn.

DAILY POWER

PHANTOM CHASM

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

Wizard Attack 1 Daily + Arcane, Illusion, Implement, Zone Standard Action Area burst 1 within 10 squares

TARGET: Each enemy in burst

ATTACK: ____ (Intelligence) vs. Will

HIT: 2d6 + _____ (Intelligence modifier) psychic damage, and the target falls prone. In addition, the target is immobilized until the end of its next turn.

MISS: Half damage, and the target falls prone.

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

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AT-WILL POWER

LIGHT

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

Wizard Utility At-Will + Arcane Minor Action Ranged 5

TARGET: One object or unoccupied square

EFFECT: The target sheds bright light for 5 minutes or until you use this power again. The light fills the target's square and all squares within 4 squares of it. Putting out the light is a free action.

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AT-WILL POWER

BLESSING OF BATTLE

You invoke a minor defensive prayer to fortify an ally as you surge into battle.

Cleric Attack 1 At-Will + Divine, Weapon Standard Action Melee weapon

TARGET: One creature

ATTACK: _____ (Wisdom) vs. AC

HIT: 1d8 + ____ (Wisdom modifier) damage.

EFFECT: You or one ally within 5 squares of you gains resist _____ (Constitution modifier) to all damage until the end of your next turn.



AT WILL POWER

STORM HAMMER

As battle rage overcomes you, you sing the litanics of the cleansing storm. Divine winds swirl around you, and with such strike thunder and lightning explode from your weapon

Cleric Attack 1 At-Will ♦ Divlne, Lightning, Thunder, Weapon Standard Action Melee weapon

TARGET: One creature

ATTACK: _____ (Wisdom) vs. Fortitude HIT: 1d8 + ____ (Wisdom modifier) lightning and thunder damage.

SPECIAL: When charging, you can use this power in place of a melee basic attack.

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ENCOUNTER POWER

SUN BURST

Light erupts from your holy symbol, scalding your enemies while your allies draw strength from its brilliant glow:

Cleric Attack 1 Encounter + Divine, Implement, Radiant Standard Action Close burst 1

TARGET: Each enemy in burst

ATTACK: _____ (Wisdom) vs. Will

HIT: 1d8 + _____ (Wisdom modifier) radiant damage.

EFFECT: You and each ally in the burst gain 5 temporary hit points and can make a saving throw.



DAILY POWER

LEVY OF JUDGMENT

Divine energy crackles from your weapon as you deliver a punishing judgment upon your enemy.

Cleric Attack 1 Daily + Divine, Radiant, Weapon Standard Action Melee weapon

TARGET: One creature

ATTACK: _____ (Wisdom) vs. AC

HIT: 2d8 + _____ (Wisdom modifier) radiant damage.

MISS: Half damage.

EFFECT: Once before the end of the encounter, when an ally misses the target with an attack, you can use a free action to allow the ally to reroll that attack roll.

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ENCOUNTER POWER

ECHOES OF THUNDER

With a prayer to the storm god, you imbue your weapon with the power of thunder. As you strike, a thunderclap rumbles across the battlefield.

Cleric Attack 1 Encounter ◆ Divine, Thunder, Weapon Standard Action Melee weapon

TARGET: One creature

- ATTACK: _____ (Wisdom) vs. AC HIT: 2d8 + ____ (Wisdom modifier) thunder
- damage. EFFECT: Whenever you or an ally hits the target

before the end of your next turn, that attack deals 3 extra thunder damage to the target.



DAILY POWER

NIMBUS OF HOLY SHIELDING

A nimbus of radiant energy flashes from your holy symbol, creating a pattern of gleaning runes that offer protection to your allies and agony to your enemies.

Cleric Attack 1 Daily + Divine, Implement, Radiant Standard Action Close burst 2

TARGET: Each enemy in burst

- ATTACK: _____ (Wisdom) vs. Will
- HIT: 1d10 + ____ (Wisdom modifier) radiant damage.

EFFECT: Allies within 2 squares of you gain a +2 power bonus to all defenses. The bonus lasts until the end of the encounter.



ENCOUNTER POWER

STORM SURGE

Crackles of lightning dance upon the weapon you just blessed, ready to unleash a surge of deadly power.

Cleric Utility 1 Encounter + Divine, Lightning Minor Action Close burst 2

TARGET: You or one ally in burst

EFFECT: The next time the target hits with a melee weapon attack before the end of your next turn, the attack deals 4 extra lightning damage.

AT-WILL POWER BRAND OF THE SUN

Your weapon burns like a miniature star as you draw upon the purifying power of the sun to drive your enemies before you while lending strength to your allies' efforts.

Cleric Attack 1 At-Will + Divine, Radiant, Weapon Standard Action Melee weapon

TARGET: One creature

ATTACK: _____ (Wisdom) vs. AC HIT: 1d8 + ____ (Wisdom modifier) radiant

damage. EFFECT: You and each ally within 5 squares of the target gain 2 temporary hit points.



DAILY POWER

LESSER ASPECT OF WRATH

You glow with the wrath of your god.

Cleric Attack 1 Daily + Divine, Implement, Radiant Standard Action Melee weapon

TARGET: One creature

- ATTACK: _____ (Wisdom) vs. AC
- HIT: 1d8 + ____ (Wisdom modifier) radiant damage.
- **EFFECT:** You gain 10 temporary hit points. Until the end of the encounter, you gain a +1 power bonus to attack rolls, and any enemy that ends its turn adjacent to you takes _____ (Constitution modifier) radiant damage.

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ENCOUNTER POWER

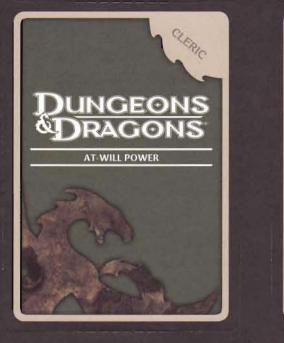
SOOTHING LIGHT

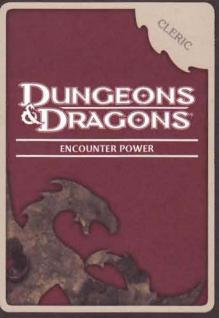
Under the light of the sun, all ills fade. Your devotion gives your ally the vigor needed to persevere.

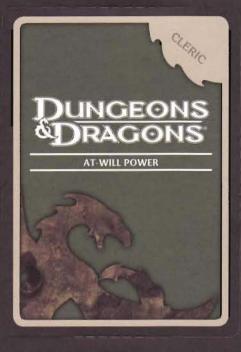
Cleric Utility 1 Encounter + Divine Minor Action Close burst 2

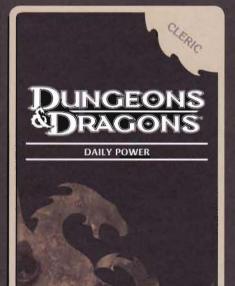
TARGET: You or one ally in burst

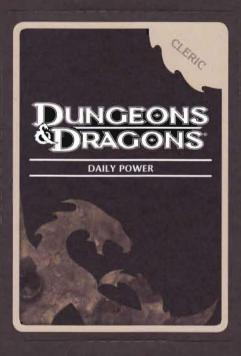
EFFECT: The target makes a saving throw with a +2 power bonus.

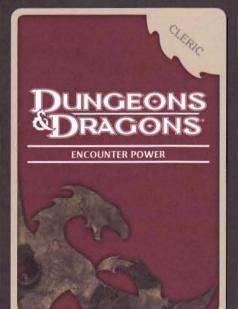


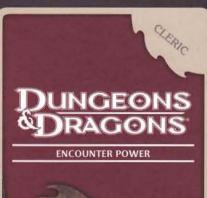




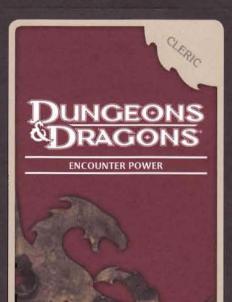


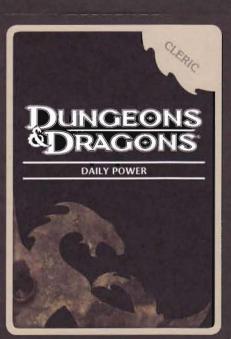












ENCOUNTER POWER

POWER STRIKE

You push yourself beyond your normal limits to deliver a devastating attack.

Fighter Attack Encounter ♦ Martial Free Action Personal

TRIGGER: You hit with a weapon attack

EFFECT: You deal 1d _____ extra damage with the triggering attack.

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ENCOUNTER POWER

BACKSTAB

You take a split second to locate the most vulnerable point in your enemy's defenses.

Rogue Utility Encounter + Martial Free Action Personal

TRIGGER: You make a weapon attack with combat advantage

EFFECT: You gain a +3 power bonus to the attack roll.



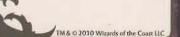
AT-WILL POWER

ACROBATIC MANEUVER

You bound across the room, tranhling between your enemics with such speed that they cannot hope to defend against you.

Rogue Utility At-Will + Martial Move Action Personal

EFFECT: You move up to _____(1 + Strength modifier) squares. You gain a +4 power bonus to all defenses until you complete this move. You can enter enemy spaces during this move, but you can't end your move in an enemy's space.



AT-WILL POWER

POISED ASSAULT

You settle into an offensive stance, carefully aiming to make every strike count.

Fighter Attack At-Will + Martial, Stance Minor Action Personal

EFFECT: You assume the *poised assault* stance. Until the stance ends, you gain a +1 power bonus to melee weapon attack rolls. The stance lasts until you assume a different stance or the end of the encounter.



AT-WILL POWER

BUMP AND RUN

Your fierce strike sends your enemy reeling, giving you the opportunity to put some distance between you.

Rogue Attack 1 At-Will Martial, Weapon Standard Action Melee weapon

TARGET: One creature

ATTACK: _____ (Dexterity) vs. AC HIT: 1d6 + ____ (Dexterity modifier) damage, and you push the target 1 square.

EFFECT: You move up to half your speed.



AT WILL POWER

NIMBLE POSITIONING

You tumble around an enem to an adventageous position

Rogue Utility At-Will Martial Move Action Personal

REQUIREMENT: You must be adjacent to an enemy.

EFFECT: You shift up to 2 squares to a square adjacent to the same enemy.

AT-WILL POWER

BATTLE FURY

With a great battle cry, you throw your tage into each attack to increase the pain you bring to your enemies.

Fighter Attack At-Will + Martial, Stance Minor Action Personal

EFFECT: You assume the *battle fury* stance. Until the stance ends, you gain a +2 power bonus to weapon damage rolls. The stance lasts until you assume a different stance or the end of the encounter.



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AT-WILL POWER

DEFT STRIKE

A final lunge brings you into an advantageous positio

Rogue Attack 1 At-Will + Martial, Weapon Standard Action Melee weapon

EFFECT: You move up to 2 squares before the attack.

TARGET: One creature

ATTACK: _____ (Dexterity) vs. AC

HIT: 1d6 + _____ (Dexterity modifier) damage.



AT-WILL POWER

DEFENSIVE STRIKE

You fight defensively: striking while setting yourse against a counterattack.

Rogue Attack 1 At-Will + Martial, Weapon Standard Action Melee weapon

TARGET: One creature

ATTACK: ____ (Dexterity) vs. AC

HIT: 1d6 + ____ (Dexterity modifier) damage.

EFFECT: You gain a +1 power bonus to all defenses until the end of your next turn.

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ENCOUNTER POWER

SHIELD

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Wizard Utility 2 Encounter + Arcane Immediate Interrupt Personal

TRIGGER: You are hit by an attack

EFFECT: Until the end of your next turn, you gain immunity to force damage and a +4 power bonus to AC and Reflex.

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DAILY POWER

BLESS

You beseech your deity to bless you and your allies.

Close burst 20

Cleric Utility 2 Daily + Divine Minor Action

TARGET: You and each ally in burst

EFFECT: Each target gains a +1 power bonus to attack rolls until the end of the encounter.



AT-WILL POWER

ATHLETIC ADVANCE

With a combination of raw strength and perfect balance, you scramble over all obstacles in your path.

Rogue Utility At-Will + Martial Move Action Personal

EFFECT: You move up to _____ (1 + Strength modifier) squares. During this movement, you ignore difficult terrain and gain a +5 power bonus to Athletics checks.

DAILY POWER

EXPEDITIOUS RETREAT

Your form blurs as you hastily withdraw from the battlefield.

Personal	
	Personal

EFFECT: You shift up to twice your speed.

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DAILY POWER

SHIELD OF FAITH

A gleaming shield of divine energy appears over you, granting you and nearby allies protection against attacks.

Cleric Utility 2 Daily + Divine Minor Action Close burst 5

TARGET: You and each ally in burst

EFFECT: Each target gains a +2 power bonus to AC until the end of the encounter.



MAGIC ITEM

POTION OF HEALING

This simple potion draws on the body's natural healing ability to cure your wounds.

Potion

Any character can use this item.

POWER (CONSUMABLE + HEALING)

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

Discard this card after drinking the potion.

SPECTRAL IMAGE

ou make a complex illusion of a creature of an object to fool your enemies

Wizard Utility 2 Encounter + Arcane, Illusion Minor Action Ranged 10

EFFECT: The illusion of a creature or an object up to Medium size appears in an unoccupied square within range. It can make sounds and can move within its square, but it cannot leave it. Each of its defenses is 10. The illusion lasts until the end of the encounter, until an attack hits it, or until a creature touches it or moves through it.

An Insight check (DC 16 + your Intelligence modifier) allows a creature to determine it is an illusion.

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DAILY POWER

RESURGENT STRENGTH

This healing prayer staunches wounds while also providing your ally with the energy needed to redouble the attack.

Cleric Utility 2 Daily + Divine, Healing Minor Action Close burst 3

TARGET: You or one ally in burst

EFFECT: The target can spend a healing surge. In addition, the target gains a +4 power bonus to damage rolls until the end of your next turn.

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MAGIC ITEM POTION OF HEALING

This simple potion draws on the body's natural healing ability to cure your wounds.

Potion

Any character can use this item.

POWER (CONSUMABLE + HEALING)

PROPERTY: Drink this potion as a minor action and spend a healing surge. Instead of the hit points yon would normally regain, you regain 10 hit points.

Discard this card after drinking the potion.



AT-WILL POWER

GHOST SOUND

You whisper a simple word and a sound emerges from a distant location.

Wizard Utility At-Will 🛛 Arcane, Illusion Minor Action Ranged 10

TARGET: One object or unoccupied square

EFFECT: You cause a sound as quiet as a whisper or as loud as a shout to emanate from the target. You can produce nonverbal sounds such as a sword strike, jingling armor, or scraping stone. If you whisper, only creatures adjacent to the target can hear the words.



ENCOUNTER POWER

MINOR RESURGENCE

You focus your effort and shrug off the effects of a minor bruise or cut.

Fighter Utility 2 Encounter + Martial Minor Action Personal

REQUIREMENT: You must be bloodied. You must be trained in Endurance.

EFFECT: You gain 5 temporary hit points.



ENCOUNTER POWER

SUDDEN SPRINT

As the enemy draws near, you throw yourself forward to meet the danger.

Fighter Utility 2 Encounter + Martial Minor Action Personal

REQUIREMENT: You must be trained in Athletics.

EFFECT: You move up to _____ (Constitution modifier) squares. You must end this move adjacent to an enemy.



ENCOUNTER POWER

SUDDEN LEAP

You jump from a standing position, surprising your foes.

Rogue Utility 2 Encounter + Martial Minor Action Personal

REQUIREMENT: You must be trained in Athletics.

EFFECT: You leap through the air, landing a number of squares away up to half your speed.



ENCOUNTER POWER

TUMBLE

You dodge and tumble past your foes with such speed and precision that they are unable to react.

Rogue Utility 2 Encounter + Martial Move Action Personal

REQUIREMENT: You must be trained in Acrobatics.

EFFECT: You shift up to your speed.

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SECOND WIND

You dig into your resolve and endurance to find an

Once per encounter, as a standard action, you

can spend a healing surge to regain hit points.

of your next turn.

as a minor action.

You gain a +2 bonus to all defenses until the start

If you're a dwarf, you can use your second wind

SECOND WIND

You dig into your resolve and endurance to find an extra burst of vitality.

Once per encounter, as a standard action, you can spend a healing surge to regain hit points.

You gain a +2 bonus to all defenses until the start of your next turn.

If you're a dwarf, you can use your second wind as a minor action.

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SECOND WIND You dig into your resolve and endurance to find an

Once per encounter, as a standard action, you can spend a healing surge to regain hit points.

You gain a +2 bonus to all defenses until the start of your next turn.

If you're a dwarf, you can use your second wind as a minor action.

SECOND WIND

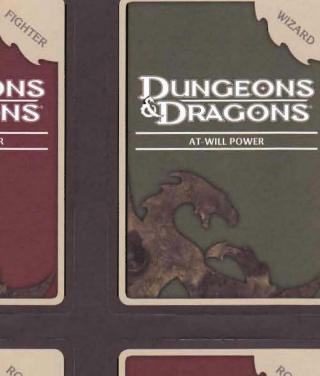
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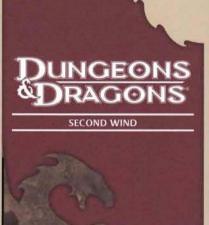
Once per encounter, as a standard action, you can spend a healing surge to regain hit points. You gain a +2 bonus to all defenses until the start

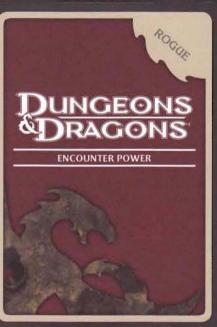
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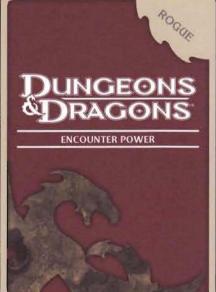


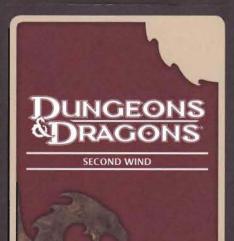


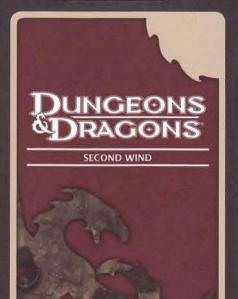


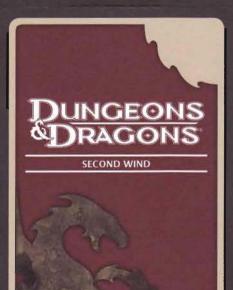








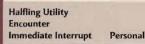




ENCOUNTER POWER

SECOND CHANCE

Luck and small size combine to work in your favor as you dodge your enemy's attack.



TRIGGER: An enemy hits you with an attack EFFECT: The triggering enemy rerolls the attack roll and must use the second roll.



MAGIC ITEM

+1 LIFEDRINKER GREATAXE

This axe is made of heavy black iron and inscribed with ranes and symbols of death.

Fighter Weapon This weapon can replace the fighter's

greatsword or greataxe.

- ENHANCEMENT: If you use this weapon, you add a total of 4, including your Strength modifier, to determine your attack bonus, and your attacks deal 1d12 + 1 + your Strength modifier damage.
- CRITICAL: If you score a critical hit with this weapon, you deal maximum damage for the attack plus 1d6 extra necrotic damage.

PROPERTY: If you reduce an enemy to 0 hit points with an attack using this weapon, you gain 5 temporary hit points.

MAGIC ITEM

+2 CHAINMAIL ARMOR

This chainmail is made with exquisite artistry and imbued with magical protection.

This armor can replace the cleric's chainmail

ENHANCEMENT: If you wear this armor, add 2

Cleric Armor

to your Armor Class.

armor.

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ENCOUNTER POWER

ELVEN ACCURACY

With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.

Elf Utility Encounter

Free Action Personal

TRIGGER: You make an attack roll and dislike the result

EFFECT: You reroll the triggering attack roll and must use the second roll.



MAGIC ITEM

+1 DARKLEAF LEATHER ARMOR

Hardened leaves of dusky grav color, harvested from the graverrees of the Shadawfell, cover this supple leather armor.

Rogue Armor

This armor can replace the rogue's leather armor.

ENHANCEMENT: If you wear this armor, add 1 to your Armor Class.

PROPERTY: You gain a +2 bonus to AC against the first attack made against your AC in each encounter.



MAGIC ITEM

BAG OF HOLDING

This appears to be a simple sack of brown canvas, but it's not what's on the outside that matters.

Wondrous Item

Any character can use this item.

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

Drawing an item from a *bag of holding* is a minor action.

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HUMAN VERSATILITY

ENCOUNTER POWER

Humans are defined by versatility and resourcefulness. Whatever challenge you face, you find a way around it.

Human Utility	
Encounter	
Free Action	
Free Action	

TRIGGER: You make an attack roll, a skill check, an ability check, or a saving throw and dislike the result

Personal

EFFECT: You gain a +4 bonus to the triggering roll.

MAGIC ITEM

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+1 MAGIC STAFF

Symbols of arcane power twist around this staff like vines, channeling your magic more effectively.

Wizard Implement

This weapon can replace the wizard's orb, wand, or staff.

ENHANCEMENT: If you use this implement, add 1 to your attack bonus and damage rolls with powers that have the implement keyword.

CRITICAL: If you score a critical hit with this implement, you deal maximum damage for the attack plus 1d6 extra damage.

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AGIC ITEM

+1 AMULET OF HEALTH

This golden annulet is fashioned in the shape of a scaral beetle, a common symbol of health and protection in the world's ancient empires.

Magic Amulet

Any character can use this item.

ENHANCEMENT: If you use this amulet, add 1 to your Fortitude, Reflex, and Will.

PROPERTY: You gain resist 5 poison, so any time you take poison damage, that damage is reduced by 5.

