

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.

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AT-WILL POWER

## BLESSING OF WRATH

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

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.

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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.

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AT-WILL POWER

## STORM HAMMER

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

Cleric Attack 1

At-Will ♦ Divine, 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

## 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.

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ENCOUNTER POWER

## HEALING WORD

You whisper a brief prayer as divine light washes over 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.

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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.

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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.

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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.

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DAILY POWER

## BLESS

*You beseech your deity to bless you and your allies.*

Cleric Utility 2  
Daily ♦ Divine  
Minor Action Close burst 20

**TARGET:** You and each ally in burst

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

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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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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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DAILY POWER

## NIMBUS OF HOLY SHIELDING

*A nimbus of radiant energy flashes from your holy symbol, creating a pattern of gleaming 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.

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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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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.

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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.

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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.*

Halfling Utility  
Encounter  
Immediate Interrupt Personal

**TRIGGER:** An enemy hits you with an attack

**EFFECT:** The triggering enemy rerolls the attack roll and must use the second roll.

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ENCOUNTER POWER

## HUMAN VERSATILITY

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

Human Utility  
Encounter  
Free Action Personal

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

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

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AT-WILL POWER

## BATTLE FURY

*With a great battle cry, you throw your rage 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

## 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.

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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.

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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

## 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.

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## 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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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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AT-WILL POWER

## ACROBATIC MANEUVER

*You bound across the room, tumbling between your enemies 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.

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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.

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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.

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AT-WILL POWER

## DEFENSIVE STRIKE

*You fight defensively, striking while setting yourself 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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AT-WILL POWER

## DEFT STRIKE

*A final lunge brings you into an advantageous position.*

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.

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AT-WILL POWER

## NIMBLE POSITIONING

*You tumble around an enemy to an advantageous 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.

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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.

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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.

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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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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.
- ♦ You slide the target 3 squares.

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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.

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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

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

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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

## 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

## 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.

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AT-WILL POWER

## 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.

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AT-WILL POWER

## STONE BLOOD

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

### Wizard Attack 1

At-Will ♦ Arcane, Implement, Transmutation  
Standard Action Area burst 1 within 10 squares

**TARGET:** Each creature in burst

**ATTACK:** \_\_\_\_ (Intelligence) vs. Fortitude

**HIT:** 1d6 + \_\_\_\_ (Intelligence modifier) damage, and the target is slowed until the end of your next turn.

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ENCOUNTER POWER

## BURNING HANDS

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

### Wizard Attack 1

Encounter ♦ Arcane, Evocation, Fire, Implement  
Standard Action Close blast 5

**TARGET:** Each creature in blast

**ATTACK:** \_\_\_\_ (Intelligence) vs. Reflex

**HIT:** 2d6 + \_\_\_\_ (Intelligence modifier) fire damage.

**MISS:** Half damage.

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ENCOUNTER POWER

## CHARM OF MISPLACED WRATH

*You bend your foe's mind, filling it with wrath even as you twist its senses.*

Wizard Attack 1

Encounter ♦ Arcane, Charm, Enchantment, Implement

Standard Action Ranged 10

**TARGET:** One creature

**ATTACK:** \_\_\_\_ (Intelligence) vs. Will

**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.

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ENCOUNTER POWER

## ILLUSORY OBSTACLES

*The image of treacherous terrain appears in the minds of your enemies, disorienting them.*

Wizard Attack 1

Encounter ♦ Arcane, Illusion, Implement

Standard Action Area burst 1 within 10 squares

**TARGET:** Each enemy in burst

**ATTACK:** \_\_\_\_ (Intelligence) vs. Will

**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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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.

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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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ENCOUNTER POWER

## SPECTRAL IMAGE

*You make a complex illusion of a creature or 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

## EXPEDITIOUS RETREAT

*Your form blurs as you hastily withdraw from the battlefield.*

Wizard Utility 2

Daily ♦ Arcane

Move Action Personal

**EFFECT:** You shift up to twice your speed.

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DAILY POWER

## FOUNTAIN OF FLAME

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

Wizard Attack 1

Daily ♦ Arcane, Evocation, Fire, Implement, Zone

Standard Action Area burst 1 within 10 squares

**TARGET:** Each enemy in burst

**ATTACK:** \_\_\_\_ (Intelligence) vs. Reflex

**HIT:** 3d8 + \_\_\_\_ (Intelligence modifier) fire damage.

**MISS:** Half damage.

**EFFECT:** The burst creates a zone that lasts until the end of the encounter. Any enemy that enters the zone or ends its turn there takes 5 fire damage.

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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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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 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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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

**ATTACK:** \_\_\_\_ (Intelligence) vs. Fortitude

**HIT:** The target turns into a Tiny toad (save ends).

**MISS:** The target turns into a Tiny toad until the end of its next turn.

**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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MAGIC ITEM

## +1 AMULET OF HEALTH

*This golden amulet is fashioned in the shape of a scarab 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.

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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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MAGIC ITEM

## +2 CHAINMAIL ARMOR

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

### Cleric Armor

This armor can replace the cleric's chainmail armor.

**ENHANCEMENT:** If you wear this armor, add 2 to your Armor Class.

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MAGIC ITEM

## +1 DARKLEAF LEATHER ARMOR

*Hardened leaves of dusky gray color, harvested from the gravetrees of the Shadowfell, 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.

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MAGIC ITEM

## +1 LIFEDRINKER GREATAXE

*This axe is made of heavy black iron and inscribed with runes 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.

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MAGIC ITEM

## +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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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.

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CLERIC

# DUNGEONS & DRAGONS

DAILY POWER

CLERIC

# DUNGEONS & DRAGONS

ENCOUNTER POWER

CLERIC

# DUNGEONS & DRAGONS

AT-WILL POWER

FIGHTER

# DUNGEONS & DRAGONS

ENCOUNTER POWER

FIGHTER

# DUNGEONS & DRAGONS

AT-WILL POWER

ROGUE

# DUNGEONS & DRAGONS

ENCOUNTER POWER

ROGUE

# DUNGEONS & DRAGONS

AT-WILL POWER

WIZARD

# DUNGEONS & DRAGONS

DAILY POWER

WIZARD

# DUNGEONS & DRAGONS

ENCOUNTER POWER



WIZARD

# DUNGEONS & DRAGONS

AT-WILL POWER

# DUNGEONS & DRAGONS

SECOND WIND

MAGIC ITEM

# DUNGEONS & DRAGONS

MAGIC ITEM

ELF

# DUNGEONS & DRAGONS

ENCOUNTER POWER

HALFLING

# DUNGEONS & DRAGONS

ENCOUNTER POWER

HUMAN

# DUNGEONS & DRAGONS

ENCOUNTER POWER