



Wizard

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Why This Is the Class for You: You like to master the battlefield and control your enemies, while also having the tools to handle any situation you face.

Some things no person is meant to know, some powers no mortal should ever wield, and some mysteries are best left buried in the lost manuscripts. Common wisdom advises all this, yet wizards have little use for such quaint warnings and plunge headlong into the occult without fear. For this reason, most people fear wizards, or if they don't fear them, they at least steer clear of them—for who knows what magic they work in their laboratories or what terrible secrets they have unearthed? If wizards notice such an attitude, they pay it no heed or, perhaps, cultivate it to keep the uninitiated from peering too closely at the forces these magicians wield.

A wizard, it has been said, is an arcane scion, a gifted individual trained in the mystical arts who accesses the power that permeates the cosmos and molds it into useful and often destructive forms. A wizard's approach to magic is one of scholarship and accomplishment. To a wizard, there is no easy path to power; there is only research, discipline, and intellect. Those who circumvent the proper order, such as the dubious warlocks and their untamed cousins the sorcerers, pervert magical energy—or, worse, are ruled by it. For this reason wizards guard their secrets well, teaching their lore only to those worthy candidates who have both the mental acuity and the strength of will to use it. The wizard's traditions are passed down to promising students through apprenticeship or in an arcane academy's classrooms.

Although wizards have a reputation for being pedantic scholars, more concerned with preserving moldering books than with what goes on outside their tower walls, the truth is that many of them venture into the world as adventurers. Magical treasures litter the world, and in those items are secrets to growing one's power. Wizards expand their minds through arcane lore they find, improve their

other abilities with each item recovered, and awaken new spellcasting abilities the longer they pursue the adventuring life.

The mage and the arcanist are two types of wizards. The mage appears in *Heroes of the Fallen Lands*. The arcanist first appeared in the *Player's Handbook* as the wizard.

ARCANIST

Arcane Controller: You command eldritch forces, shaping them into spells designed to blast your enemies, bring them under your thumb, twist their senses, and impede their movement.

Key Abilities: Intelligence; Constitution, Dexterity, or Wisdom

An arcanist is a powerful wizard who forgoes specialization to explore and use all that arcane magic has to offer. Rather than bind themselves to a particular school, as mages do, arcanists experiment with a wide range of magical effects from evocation to necromancy and everything in between. Considered dilettantes by their mage counterparts, arcanists see diverse study as a boon because it broadens their ability to deal with a variety of situations, by always having the proper spell on hand.

The arcanist is a generalist and a theorist. This path of arcane study focuses more on a broader understanding of principles instead of specific techniques relating to schools. To an arcanist, how he or she casts a spell is far more important than what sort of spell is used. Many arcanists follow their imagination as to what spells they might learn and which they might use on any given day, rather than adhering to the dictates of academia.

Arcanist Traits

Hit Points: You start with hit points equal to 10 + your Constitution score. You gain 4 hit points each time you gain a level.

Bonus to Defenses: +2 to Will

Healing Surges per Day: 6 + your Constitution modifier

Armor Proficiencies: Cloth

Weapon Proficiencies: Dagger, quarterstaff

Implement Proficiencies: Orbs, staves, wands

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

Trained Skills: Arcana, plus three more from the list of class skills

Like mages, arcanists gravitate to the adventuring life because it gives them the chance to discover interesting new spells and rituals to add to their spellbooks. Though they might lack focus, arcanists prove themselves equal to their school-specialist counterparts in both learning ability and application of that knowledge, and are counted as valued members of any expedition.

CREATING AN ARCANIST

This section walks you through the steps of creating an arcanist. As you make choices at each step, consider how those choices relate to your character's personality, backstory, and goals.

Consult the three class tables, one for each tier of play, for a summary of what you gain as you advance in level.

Race

Choose your race. Eladrin and human are particularly good choices for an arcanist.

Eladrin Legends claim that Corellon revealed the secrets of arcane magic to the eladrin people, who in turn shared their knowledge with other races. Their keen intellect and quick reflexes make eladrin eminently suited to become wizards. Furthermore, the magical tradition that pervades eladrin culture fosters talent and provides guidance for talented apprentices.

Many eladrin arcanists focus their study on the military applications of magic. These war wizards form the core of every eladrin city's defenses, and it falls to them to disperse and annihilate enemies with blasts of arcane power. Some leave the city to carry the battle to their enemies, such as orcs, drow, and lycanthropes.

Most eladrin arcanists follow Corellon, the father of arcane magic. Some, especially those who travel widely throughout the natural world, turn to Ioun.

Human Some of the greatest wizards in the world have been human. Mordekainen, Bigby, Tenser, Otiluke and others of their ilk were among the first of their race to master the arcane arts, and thus their names are still spoken with reverence. Human arcanists of today follow in these innovators' steps, trying to perfect their spells and their methods so they might join them as legends. Humanity's innate versatility leads many humans to diversify in their training and look beyond the bounds of a particular school of magic.



An eladrin wizard studies his spellbook

Many humans learn their craft from established arcanists, usually spending some number of years studying as an apprentice. The master wizard parcels out lessons in exchange for the apprentice's labor. Mixing potions, sweeping floors, and clearing out cobwebs defines many an apprentice's early life. Bit by bit, though, the lessons start to sink in, and the apprentice learns how to control simple cantrips and later more powerful spells.

Human arcanists tend to favor the worship of Ioun, the goddess of knowledge and skill, because they see talent and study as the critical components of mastering spells.

Arcane Implement Mastery

Although arcanists draw spells from the same schools studied by other wizards, what sets them apart is their extensive focus and mastery over implements. An arcanist who casts spells through an orb can exert greater control over his or her foes, while another armed with a wand can direct spells with terrifying precision.

Choose one of the following forms of Arcane Implement Mastery. See page 5 for details on their benefits.

Orb of Imposition Arcanists who want to exert greater control over their enemies favor the orb. Channeling arcane energy through such an implement magnifies its power, making certain effects harder to resist and letting your magic linger longer. Manipulating an orb in this way requires discipline and a keen attention to detail; thus you will need a high Wisdom score to get the most from this choice.

Staff of Defense The staff symbolizes strength and power. This implement serves best those arcanists who look to their defenses first. An arcanist with a staff can protect himself or herself against enemy attack, and at an instant's notice the arcanist can channel its power to raise a potent shield to protect body or mind. Such energy requires health and vigor, so a high Constitution score will serve you well if you choose the staff.

Wand of Accuracy Battle arcanists prefer wands for their unequaled accuracy. A wand focuses magic and guides it to wherever its wielder desires. It is a precise tool and thus requires a steady hand to use it properly. Make sure you have a high Dexterity score to fully realize your wand's benefits.

Ability Scores

Determine your ability scores. Make Intelligence your highest score, since it is your attack ability and it is crucial to mastering higher and more complex forms of arcane magic. Your arcane implement choice determines your second-highest ability score. Wisdom is important for arcanists who use orbs, since it makes it harder for enemies to overcome your spells. If you chose the staff, Constitution helps boost your defenses when you come under attack and also increases your hit points. Finally, mastery of the wand allows you to add your Dexterity modifier to one attack roll every encounter, helping you hit when it's most important to do so.

You increase two ability scores of your choice by 1 each when you reach certain levels: 4th, 8th, 14th, 18th, 24th, and 28th. In addition, all your ability scores increase by 1 at 11th and 21st levels.

Your other ability scores help flesh out your character's personality and background. A good Charisma might paint you as a traveling wizard, one who relied on equal parts magic and deception, subterfuge, and perhaps even larceny to survive. A high Strength runs counter to the stereotype of a wizard. You might have been a laborer or even a warrior-in-training before taking up the wizard's vocation.

Skills

At 1st level, you have training in Arcana. In addition, you choose three more trained skills from the following list of class skills: Diplomacy, Dungeoneering, History, Insight, Nature, and Religion.

Your skill choices can define your character's background, describing the circumstances of your training and the experiences you had before becoming an adventurer. Dungeoneering and Nature both suggest training in the field. Diplomacy and Insight could arise from spending time in the Feywild as a courtier in an eladrin court. Religion and History both speak to a more scholarly approach to your studies; you might have spent a great deal of time examining old manuscripts.

Class Features and Powers

Note which class features and powers you gain at 1st level, as specified on the Arcanist Heroic Tier table on page 5.

When choosing your at-will, encounter, and daily powers, think about the choice you made for Arcane Implement Mastery. Orb of Imposition aids arcanists who prefer to exert greater battlefield control, so *cloud of daggers* and *thunderwave* are good choices for at-will powers. For your encounter power, consider *icy terrain*, and *sleep* is a fine daily power.

Arcanists who chose Staff of Defense tend to have a more diverse selection of powers, with a greater emphasis on personal protection. *Ray of frost* keeps enemies from closing in on you, while *thunderwave* can push them back when they do. *Ray of enfeeblement* is a good choice for your encounter power, while *flaming sphere* serves well for your daily power.

Finally, if you chose Wand of Accuracy, look to aggressive spells with an eye on damage. *Ray of frost* and *scorching burst* are both good choices for at-will powers. *Burning hands* helps you clear a path for your allies, while *acid arrow* can deliver a punishing attack against a critical opponent.

Feats

Choose one feat at 1st level. You gain an additional feat at every even-numbered level, plus a feat at 11th and 21st levels.

Heroes of the Fallen Lands and *Heroes of the Forgotten Kingdoms* introduce the concept of feat categories to associate similar feats into groups, making the selection process easier. Feats from the implement training category help you make the

most of the implement you wield while also boosting your accuracy and damage. The quick reaction category offers feats to let you act early in the round and set the combat's tone. Finally, don't overlook the vigilant reflexes category. These feats can help you avoid attacks so you can outlast your enemies.

Equipment

You have proficiency with cloth armor. You have proficiency with the following weapons: dagger and quarterstaff. However, your use of arcane magic for offense and defense means you have little need for weapons and armor.

You have 100 gp with which you can purchase equipment. Your first need is an arcane implement of the type appropriate to your mastery (orb, staff, or wand). Beyond that, you don't need armor or weapons, so invest in adventuring gear and components to power your rituals. Unless you have a staff, which can double as a weapon, it never hurts to pick up a dagger in case you are cornered.

Defenses and Hit Points

Calculate your defenses using your ability modifiers. In addition, you gain a +2 bonus to Will.

You start with hit points equal to 10 + your Constitution score. You gain 4 hit points each time you gain a level. You have a number of healing surges per day equal to 6 + your Constitution modifier.

Alignment and Final Details

At this point, you should have all the mechanical details of your character determined. There are a few more decisions to make.

Pick an alignment, which represents a basic outlook on the world that helps shape how your character acts. Did you hope to help the world and improve lives through your magical study? You're probably lawful good or good. If you sought power as its own end, you are likely unaligned.

Finally check with your DM to see where you are from in the campaign setting, the people you already know, and what your current situation is. It also helps to spend a few minutes working out how or if you know the other player characters.

HEROIC ARCANIST

Dusty tomes and strange ingredients defined your training. Years spent cloistered in a laboratory and under a master's critical eye prepared you for the trials ahead by giving you a solid foundation on which you built your magical talents. The heroic tier offers incredible opportunities to increase your prowess, and you will add to your learning in a rapid fashion. Husband your power, however, for your resources are not without limit. One error can mean the difference between life and death.

ARCANIST HEROIC TIER

Total XP	Level	Feats Known	Class Features and Powers
0	1	1	Arcane Implement Mastery Arcanist's Spellbook Cantrips Ritual Casting At-will powers Encounter power Daily powers
1,000	2	+1	Utility powers
2,250	3	–	Encounter power
3,750	4	+1	Ability score increase
5,500	5	–	Daily powers
7,500	6	+1	Utility power
10,000	7	–	Encounter power
13,000	8	+1	Ability score increase
16,500	9	–	Daily powers
20,500	10	+1	Utility powers

Level 1: Arcane Implement Mastery

Where some wizards focus their training on a particular school of magic, arcanists concentrate on the implements of their power. Such dedicated training allows arcanists to develop techniques to coax all they can from their magical tools.

Benefit: You gain one of the benefits described below, depending on your choice of Arcane Implement Mastery.

Orb of Imposition The orb is a polished sphere usually made from crystal, glass, metal, stone, or even wood. Magic channeled through an orb has lasting power and can help you maintain control over your targets.

Benefit: Once per encounter while you are holding an orb, you can take a free action on your turn to gain one of the following two effects.

- ◆ *Saving Throw Penalty:* Choose one creature that is suffering an effect that was caused by one of your wizard powers and that a save can end. That creature takes a penalty to its next saving throw against that effect. The penalty equals your Wisdom modifier.
- ◆ *Extended Duration:* Choose an effect that was created by one of your wizard at-will powers and that is set to end at the end of your current turn. The effect instead ends at the end of your next turn.

Staff of Defense One of the more identifiable implements used by wizards, the staff enjoys great popularity for its defensive quality. Nearly all staves are fashioned from rare wood favored for its mystical properties.

Benefit: You gain a +1 bonus to AC while holding a staff.

In addition, once per encounter while you are holding a staff, you can use an immediate interrupt to gain a bonus to all defenses against one attack. The bonus equals your Constitution modifier. You can decide to use this ability after the DM has told you how much damage the attack is going to deal to you.

Wand of Accuracy A wand gives an arcanist unequaled accuracy and finesse when he or she casts a spell. Wooden wands are common, though ivory, bone, and metal are common too.

Benefit: Once per encounter, you can take a free action to gain a bonus to a single attack roll made with a wand. The bonus equals your Dexterity modifier.

Level 1: Arcanist's Spellbook

You possess a spellbook, a book full of mystic lore in which you store your daily and utility powers and your rituals.

Daily and Utility Powers: Your spellbook also holds your wizard daily attack powers and wizard utility powers (not including your cantrips). You begin with two daily attack powers in your spellbook, one of which you can use on any given day. Each time you gain a level that lets you select a wizard daily attack power or a

wizard utility power, choose two different powers of that type at that level and add them to your book.

After each extended rest, you can prepare a number of daily attack powers and utility powers according to what you can use per day for your level (see the Wizard Powers Prepared per Day table). You can't prepare the same power twice on the same day.

If you replace a power because of gaining a level or through retraining, the previous power vanishes from your spellbook and is replaced by the new power.

Rituals: Your book also contains three 1st-level rituals of your choice that you have mastered.

At 5th level, and again at 11th, 15th, 21st, and 25th level, you master two more rituals of your choice and add them to your spellbook. When you choose the rituals, they must be your level or lower.

Capacity: A typical spellbook has 128 pages. Each power takes up 1 page. A ritual takes up a number of pages equal to its level.

WIZARD POWERS PREPARED PER DAY

Level	Daily	Utility
1	1	—
2-4	1	1
5	2	1
6-8	2	2
9	3	2
10-15	3	3
16-21	3	4
22-30	3	5

Level 1: Cantrips

The basic tricks of magic are known as cantrips, and they are the first spells that a beginning wizard learns. The formula underlying a cantrip is so simple that each cantrip can be committed to memory and used at will once you have mastered it.

Benefit: You gain four cantrips of your choice.

Ghost Sound Useful for creating diversions both in and out of combat, *ghost sound* can help you distract other creatures with the sound of mysterious footsteps, a brawl coming from around a corner, or any other sound you can imagine.

Ghost Sound Wizard Utility

With a wink, you create an illusory sound that emanates from a distant location.

At-Will ♦ **Arcane, Illusion**

Standard Action **Ranged 10**

Target: One object or unoccupied square

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

Light With a *light* cantrip at your disposal, you need never worry about carrying torches, lanterns, or oil.

Light Wizard Utility

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.

At-Will ♦ **Arcane**

Minor Action **Ranged 5**

Target: One object or unoccupied square

Effect: The target sheds bright light until the end of the encounter or until you use this power again. The light fills the target's space and all squares within 4 squares of it. Putting out the light is a free action.

Mage Hand When you first took up the often dangerous study of alchemy, *mage hand* allowed you to mix reagents and volatile components from a safe distance. In lost ruins or the throne rooms of dukes and kings, this minor magic has even more uses.

Mage Hand

Wizard Utility

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

At-Will ♦ Arcane, Conjuration**Minor Action** Ranged 5

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand lasts until the end of your next turn or until you use this power again. If you are holding an object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. While the hand persists, you can take the following actions.

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.

Prestidigitation This catch-all cantrip is an arcanist's best friend. The mundane chores and tasks you were burdened with as an apprentice were made easier by this beginner's magic, but *prestidigitation* continues to make itself useful to you as you begin your adventuring career.

Prestidigitation

Wizard Utility

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

At-Will ♦ Arcane**Standard Action** Ranged 2

Effect: Use this cantrip to accomplish one of the effects given below:

- ♦ Change the color of items in 1 cubic foot.
- ♦ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- ♦ Clean or soil items in 1 cubic foot.
- ♦ Instantly light (or snuff out) a candle, a torch, or a small campfire.
- ♦ Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- ♦ Make a small mark or symbol appear on a surface for up to 1 hour.
- ♦ Produce out of nothingness a small item or image that exists until the end of your next turn.
- ♦ Make a small, handheld item invisible until the end of your next turn.

Special: You can have as many as three *prestidigitation* effects active at one time. Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Level 1: Ritual Casting

Arcanists rely on spells to defeat their enemies and find solutions to the various challenges they encounter during their travels. In addition, arcanists are the undisputed masters of magical rituals.

As you gain levels, you automatically gain access to new rituals, but you can also buy new rituals or acquire them during your adventures. Higher-level rituals let you seal or open doors, view places or people from a distance, or open portals to other places.

Benefit: You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals.

Level 1: At-Will Powers

The world is a dangerous place, and wizards, for all their learning, are just as susceptible to its perils. To protect yourself during your travels, you learned basic combat spells that can frustrate or destroy your foes.

Benefit: You gain two 1st-level wizard at-will attack powers of your choice.

Cloud of Daggers Master wizards teach this spell to help their apprentices control their magic, focus it, and wield it as a weapon. *Cloud of daggers* demonstrates your skill by creating several magical blades and directing them against anyone that comes too close.

Cloud of Daggers

Wizard Attack 1

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.

At-Will ♦ Arcane, Evocation, Force, Implement, Zone**Standard Action** Area 1 square within 10 squares**Target:** Each creature in the square**Attack:** Intelligence vs. Reflex**Hit:** 1d6 + Intelligence modifier force damage.**Level 21:** 2d6 + Intelligence modifier force damage.

Effect: The power's area becomes a zone that lasts until the end of your next turn or until you end it as a minor action. Any creature that enters the zone or starts its turn there takes force damage equal to your Wisdom modifier (minimum 1). A creature can take this damage only once per turn.

Magic Missile One of the most famous wizard spells ever devised, *magic missile* is a staple in almost every wizard's arsenal. What the spell lacks in strength,

it compensates for with unparalleled accuracy. Neither the heaviest armor nor the toughest hide offers any defense against this spell.

Magic Missile

Wizard Attack 1

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

At-Will ♦ Arcane, Evocation, Force, Implement

Standard Action Ranged 20

Target: One creature

Effect: 2 + Intelligence modifier force damage.

Level 11: 3 + Intelligence modifier force damage.

Level 21: 5 + Intelligence modifier force damage.

Special: If the implement used with this power has an enhancement bonus, add that bonus to the damage. In addition, you can use this power as a ranged basic attack.

Ray of Frost As part of their training, arcanists learn to call forth elemental forces and bind them with arcane power. *Ray of frost* is a valuable teaching tool in that it helps an apprentice contain and direct elemental cold where he or she wills. That the spell has combat applications is just an added boon.

Ray of Frost

Wizard Attack 1

You fire a blisteringly cold ray of white frost at your foe, slowing its movement.

At-Will ♦ Arcane, Cold, Evocation, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn.

Level 21: 2d6 + Intelligence modifier cold damage.

Scorching Burst Finesse has its place in magic, but so does brute force. *Scorching burst* is a simple and effective attack spell that lets you call forth a spire of elemental fire down on your enemies.

Scorching Burst

Wizard Attack 1

You create a vertical column of golden flames that burns all within.

At-Will ♦ Arcane, Evocation, Fire, Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier fire damage.

Level 21: 2d6 + Intelligence modifier fire damage.

Thunderwave Despite your best efforts to stay behind the front line, the enemy will reach you at times. These instances are when *thunderwave* comes in handy. When you cast this spell, you send shock waves through the ground and your foes to drive them away from you.

Thunderwave

Wizard Attack 1

You lash your foes with a wave of thunderous power.

At-Will ♦ Arcane, Evocation, Implement, Thunder

Standard Action Close blast 3

Target: Each creature in the blast

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier thunder damage, and you push the target a number of squares up to your Wisdom modifier.

Level 21: 2d6 + Intelligence modifier thunder damage.

Level 1: Encounter Power

Learning your at-will powers trained your mind to accept even greater quantities of arcane power. Thus prepared, you have learned to cast a few more complicated and draining spells.

Benefit: You gain a 1st-level wizard encounter attack power of your choice.

Burning Hands Cowardly pack fighters such as goblins and kobolds see your lack of armor and weapons as an excuse to mob you. This spell shows them the error of their ways. Fanning your fingertips before you, you blast jets of flame that can wipe out a dozen or more minions and leave stronger foes quaking.

Burning Hands

Wizard Attack 1

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

Encounter ♦ Arcane, Evocation, Fire, Implement

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Miss: Half damage.

Chill Strike Many encounter powers trace their origin to simpler spells. Although they have many similarities with these spells in application and function, they reveal what happens when an arcanist invests more energy into his or her elementary attacks. *Chill strike* resembles *ray of frost* in application, but instead of merely slowing an enemy down, you numb its body and mind with biting cold.

Chill Strike

Wizard Attack 1

You hit your foe with a bolt of frigid purple energy, reducing its ability to act for a moment.

Encounter ♦ Arcane, Cold, Evocation, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage, and the target is dazed until the end of your next turn.

Miss: The target is slowed until the end of your next turn.

Force Orb Nearly every wizard learns to manipulate force using arcane magic. This fact is evidenced in the *magic missile* spell that so many wizards master. Those arcanists who have a talent for shaping force find new and effective ways to use it in battle. *Force orb*, for example, enables you to compress arcane energy into a magical sphere, which you hurl to explode amid your enemies.

Force Orb

Wizard Attack 1

You hurl an orb of magical force that bursts against your enemy, throwing off razor-sharp shards that cut nearby foes to ribbons.

Encounter ♦ Arcane, Evocation, Force, Implement

Standard Action Ranged 20

Primary Target: One creature or object

Primary Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier force damage, and you make the secondary attack.

Secondary Attack

Area burst 1 centered on the primary target

Secondary Target: Each enemy in the burst other than the primary target

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier force damage.

Icy Terrain You focus your energy to drain heat from the landscape, causing temperatures to plunge and ice to form over the ground. This spell lets you shape the battlefield to your advantage by slowing your opponent's advance while clearing away your weaker foes.

Icy Terrain

Wizard Attack 1

You coat the ground with a treacherous patch of ice that freezes and hampers your foes.

Encounter ♦ Arcane, Cold, Evocation, Implement, Zone

Standard Action Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier cold damage, and the target falls prone.

Effect: The burst creates a zone that lasts until the end of your next turn or until you end it as a minor action. The ground of the zone is difficult terrain.

Ray of Enfeeblement Although many arcanists concern themselves with the power of the cosmos, there are some whose intellectual curiosity leads them to dark places. The Shadowfell, for necromancers and their ilk, holds great promise, since vast reservoirs of dark energy are there for the taking. *Ray of enfeeblement* draws this shadowy force and projects it through an arcane ray. Those touched by its fell power find their strength sapped.

Ray of Enfeeblement

Wizard Attack 1

You point three fingers at your foe, curling them like talons. Weird green mist streams from your enemy's flesh, carrying away its strength.

Encounter ♦ Arcane, Implement, Necromancy, Necrotic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

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

Miss: Half damage.

Level 1: Daily Powers

The final lesson you learned as an apprentice was to cast some of the most potent spells available to wizards. These spells are so powerful that they leave you drained each time you use them.

Benefit: You add two 1st-level wizard daily attack powers of your choice to your spellbook.

Acid Arrow Prince Brightflame, called Melf or Perelay, created this spell long ago. A warrior-wizard of great power and fame, he led the Knights of Luna to victory in the defense of his people. Brightflame's innovations established many of the tactics still used by eladrin war wizards today. *Acid arrow* exemplifies his aggressive style. He would often open a battle using this signature spell to signal his allies to attack when they heard his target's screams.

Acid Arrow

Wizard Attack 1

You call out an arcane word and fire an arrow of green, glowing liquid that bursts against your foe and sends out a spray of sizzling acid.

Daily ♦ **Acid, Arcane, Evocation, Implement**

Standard Action **Ranged 20**

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

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

Miss: Half damage, and ongoing 2 acid damage (save ends).

Effect: Make the secondary attack.

Secondary Attack

Area burst 1 centered on the primary target

Secondary Target: Each creature in the burst other than the primary target

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier acid damage, and ongoing 5 acid damage (save ends).

Flaming Sphere Most wizards can call forth elemental fire, but only a talented few can shape it into stable forms they can use in battle. *Flaming sphere* lets you draw a measure of this roiling flame and contain it in a spheroid shape. Then you can command it to strike where you will, harrying enemies pinned down by your allied defenders or cutting a fiery path through ranks of minions.

Flaming Sphere

Wizard Attack 1

You conjure a rolling ball of fire and control where it goes.

Daily ♦ **Arcane, Conjunction, Evocation, Fire, Implement**

Standard Action **Ranged 10**

Effect: You conjure a Medium flaming sphere in an unoccupied square within range. The sphere occupies its square, and it lasts until the end of your next turn. Any creature that starts its turn adjacent to the sphere takes 1d4 + Intelligence modifier fire damage. As a move action, you can move the sphere up to 6 squares.

When the sphere appears, it immediately makes the following attack. While the sphere persists, you can use a standard action to command it to make the attack.

Target: One creature adjacent to the sphere

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Sustain Minor: The sphere persists until the end of your next turn.

Freezing Cloud Arcanists deserve their reputation for being dangerous.

Many spells they learn, especially those favored by war wizards, wreak untold harm on their enemies, scorching with fire, freezing with cold. What makes these spells dangerous is that they make no distinction between friend or foe, so a wizard who studies them must be cautious about their use. *Freezing cloud* sends forth raw elemental cold that either freezes your foes at once or drains away their vitality.

Freezing Cloud

Wizard Attack 1

You launch an icy pellet from your hand that explodes in a cloud of icy mist around your foes.

Daily ♦ **Arcane, Cold, Evocation, Implement, Zone**

Standard Action **Area burst 2 within 10 squares**

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage.

Miss: Half damage.

Effect: The burst creates a zone that lasts until the end of your next turn or until you dismiss it as a minor action. Any creature that enters the zone or starts its turn there takes 5 cold damage (a creature can take this damage only once per turn).

Sustain Minor: The zone persists until the end of your next turn.

Sleep Legends tell of mortals who have stumbled into the Feywild and slept for hundreds of years. Such stories build on elements of the truth, for the eladrin are known for their tendency to incapacitate threats they have no immediate need to destroy. This spell is only a pale reflection of the potent magic of the fey, but it lets you dispense with troublesome foes in a bloodless manner.

Sleep

Wizard Attack 1

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

Daily ♦ Arcane, Charm, Enchantment, Implement

Standard Action Area burst 2 within 20 squares

Target: Each creature in the 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).

Level 2: Utility Powers

Your cantrips hint at the ways you can employ magical energy. As you hone your ability with battle magic, you learn to use other spells to protect you or help you control your circumstances.

Benefit: You add two 2nd-level wizard utility powers of your choice to your spellbook.

Expeditious Retreat This spell's name comes from its most common use, allowing a wizard to slip away safely as foes press in. However, many wizards use this spell for offense, pushing daringly into the midst of their foes.

Expeditious Retreat

Wizard Utility 2

Your form blurs as you hastily withdraw from the battlefield.

Daily ♦ Arcane

Move Action Personal

Effect: You shift up to twice your speed.

Feather Fall This spell ensures that you or an ally never has to fear a fall. Even though *feather fall* has limited application, many wizards who prepared it have thanked their foresight when confronted by a rapid and unexpected descent.

Feather Fall

Wizard Utility 2

You or a creature you choose falls gently, like a feather.

Daily ♦ Arcane

Free Action Ranged 10

Trigger: You fall, or a creature within 10 squares of you falls.

Target: The triggering creature

Effect: The target takes no damage from the fall, and consequently does not fall prone at the end of it.

Jump Arcanists are not normally known for their athletic prowess. With the right spells, however, they can compete with some of the best. *Jump* can give you a boost when leaping over an obstacle or a hazard. Sometimes it's better used to sacrifice your own move and let an ally spring forward and engage the enemy.

Jump

Wizard Utility 2

You or another creature you choose can suddenly leap great distances.

Encounter ♦ Arcane

Move Action Ranged 10

Target: You or one creature

Effect: The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.

Shield *Shield* is a potent defensive spell whose benefit remains dormant until you need it.

Shield

Wizard Utility 2

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

Encounter ♦ Arcane

Immediate Interrupt Personal

Trigger: You are hit by an attack.

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn.

Level 3: Encounter Power

Your spellcasting talent improves after several adventures. You now have ability and will enough to use multiple encounter attack powers in the same encounter.

Benefit: You gain a new wizard encounter attack power of your level or lower.

Color Spray You fling multicolored sand at your enemies, and when the granules pick up the light, they explode in brilliant colors. Your enemies recoil from the brightness and are left shaking their heads to clear away the spots before their eyes. An enemy dazzled by *color spray* is powerless to react to dangers around it, so your allies can move in to press their attacks with impunity.

Color Spray

Wizard Attack 3

A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.

Encounter ♦ Arcane, Evocation, Implement, Radiant

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier radiant damage, and the target is dazed until the end of your next turn.

Fire Shroud Many spells that arcanists wield today trace their origin to the battlefields of the past. An eladrin war wizard used *fire shroud* as a last resort against drow enemies when they cut their way through her defenders. As her foes fought against the spreading flames, she slipped away unharmed.

Fire Shroud

Wizard Attack 3

With a subtle gesture, you wreath nearby enemies in flames.

Encounter ♦ Arcane, Evocation, Fire, Implement

Standard Action Close burst 3

Target: Each enemy in the burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Icy Rays Another evolution of a simpler spell, *icy rays* calls forth elemental cold and focuses it into pale beams perfect for freezing your enemies in place. Like any spell that slows or pins down enemies, this spell can keep enemy soldiers away from your front lines to buy your allies the time they need to cut down the softer foes first.

Icy Rays

Wizard Attack 3

You fire two bolts of brilliant blue-white energy that freeze your enemies in place for a short time.

Encounter ♦ Arcane, Cold, Evocation, Implement

Standard Action Ranged 10

Target: One or two creatures

Attack: Intelligence vs. Reflex

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

Miss: The target is slowed until the end of your next turn.

Shock Sphere When you hurl this orb of arcane power, you balance the high number of potential targets against the need to avoid hitting your allies with a deadly burst of lightning. Use this spell in concert with forced movement that pushes your foes together, or to get the drop on enemies in a confined space.

Shock Sphere

Wizard Attack 3

You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.

Encounter ♦ Arcane, Evocation, Implement, Lightning

Standard Action Area burst 2 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Level 4: Ability Score Increase

Your constant training hones your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 5: Daily Powers

The more you practice your art, the better you become at drawing magical energy to power your spells. You increase your arsenal with new daily attack powers.

Benefit: You add two new wizard daily attack powers of your level or lower to your spellbook.

Bigby's Icy Grasp The archmage Bigby is best known for the various “hand” spells that bear his name. Legend holds that he recorded scores of these spells in the much-sought volume titled *Manual of Powers Beyond Life*. The more famous spells have been copied from the original tome and found their way into wizards' spellbooks across the known world. *Bigby's icy grasp* fashions a flexible hand from ice. While it is present, you can direct it to snatch your enemies and bind them in its grasp.

Bigby's Icy Grasp

Wizard Attack 5

You conjure a giant floating hand made of chiseled ice that clutches a foe and freezes it.

Daily ♦ Arcane, Cold, Conjuration, Evocation, Implement

Standard Action Ranged 20

Effect: You conjure a 5-foot-tall hand of ice in an unoccupied square within range. The hand lasts until the end of your next turn. When the hand appears, it immediately makes the following attack. While the hand persists and doesn't have a creature grabbed, you can use a standard action to command it to make the attack again or a move action to move it up to 6 squares.

Target: One creature adjacent to the hand

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier cold damage, and the hand grabs the target. The hand uses your Fortitude or Reflex if the target attempts to escape. You can end the grab as a free action.

Sustain Minor: The hand persists until the end of your next turn, and a creature grabbed by the hand takes 1d8 + Intelligence modifier cold damage.

Fireball The most famous evocation spell ever devised, *fireball* is known—and feared—by people who have never even seen it cast. Whether turning a gang of orc or goblin warriors to cinders in the blink of an eye, or used as the catalyst that unleashes an inferno in a tinder-dry building, *fireball* is a potent addition to any arcanist's storehouse of magic.

Fireball

Wizard Attack 5

A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.

Daily ♦ Arcane, Evocation, Fire, Implement

Standard Action Area burst 3 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier fire damage.

Miss: Half damage.

Stinking Cloud The noxious yellow vapors created by the *stinking cloud* spell spread out from their point of origin, swirling around and poisoning creatures in their midst. This spell is particularly dangerous, since it attacks everyone caught in its area.

Stinking Cloud

Wizard Attack 5

You call forth a thick cloud of bilious yellow vapors. The foul fumes overwhelm any creature within.

Daily ♦ Arcane, Implement, Poison, Zone

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier poison damage.

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is heavily obscured. Any creature that enters the zone or starts its turn there takes 5 + your Intelligence modifier poison damage (a creature can take this damage only once per turn). As a move action, you can move the zone up to 6 squares.

Sustain Minor: The zone persists until the end of your next turn.

Web The usefulness of *web* is instantly apparent when you snare several foes in a mass of sticky strands. This webbing anchors itself on any surface it can, holding fast for as long as you need it to. The spell is ideal for cutting off avenues of retreat, slowing pursuers, and catching mobile enemies. Once you snare a foe, concentrate your attacks against that enemy before it can escape.

Web

Wizard Attack 5

You create a giant web of thick magical strands that hangs in midair, trapping those within it.

Daily ♦ Arcane, Implement, Zone

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter. Any creature that ends its movement in the zone is immobilized (save ends).

Level 6: Utility Powers

You are always learning, always studying new forms of magic to help build your catalog of spells useful both on and off the battlefield.

Benefit: You add two new wizard utility powers of your level or lower to your spellbook.

Dimension Door You remain acutely cognizant of your lack of armor and hit points compared to your allies. When a fight goes against you, repositioning yourself with *dimension door* can prove more valuable than making any magical attack.

Dimension Door

Wizard Utility 6

You trace the outline of a doorway in front of you, step through the portal, and reappear somewhere else nearby.

Daily ♦ Arcane, Teleportation**Move Action** **Personal****Effect:** You teleport up to 10 squares.

Disguise Self An illusion created by the *disguise self* spell can mask your appearance and let you become anyone you want to be. Whether you're infiltrating an enemy encampment or evading pursuers, only the most dedicated scrutiny will pierce your disguise.

Disguise Self

Wizard Utility 6

With a snap of your fingers, you suddenly look like someone else.

Daily ♦ Arcane, Illusion**Minor Action** **Personal**

Effect: You make yourself, your clothing, and your equipment look different. You can take on the appearance of any creature of similar build and size, including a specific individual whom you've seen. You gain neither the abilities or mannerisms of the chosen form, nor the tactile or audible properties of your form or gear. For example, if you took on the illusion of a dwarf fighter in plate armor, anyone touching you would realize you weren't wearing plate armor, and you would not clank, creak, or jingle as you walked. The illusion lasts for 1 hour, although you can end it as a minor action. You must keep the same appearance for the entire duration.

Anyone who attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 power bonus to your check.

Dispel Magic One of the oldest of all spells is also one of the most useful. Your foes' magic is a threat only while it lasts. With *dispel magic* at your disposal, you can negate the continuing effects of a spell, prayer, or other power.

Dispel Magic

Wizard Utility 6

You send out a ray of crackling arcane energy that destroys a magical effect created by an opponent.

Encounter ♦ Arcane, Implement**Standard Action** **Ranged 10****Target:** One conjuration or zone**Attack:** Intelligence vs. the Will of the creator of the conjuration or the zone**Hit:** The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.

Invisibility The most potent combat illusion lets you summon up an image of nothing at all. A nearby creature of your choice seems to disappear, but only your sustained concentration can maintain its invisibility for very long.

Invisibility

Wizard Utility 6

A creature you choose vanishes from sight.

Daily ♦ Arcane, Illusion**Standard Action** **Ranged 5****Target:** You or one creature

Effect: The target becomes invisible until the end of your next turn. If the target makes an attack, the invisibility ends.

Sustain Standard: If the target is within 5 squares of you, the invisibility persists until the end of your next turn.

Levitate Positioning is crucial to an arcanist's success on the battlefield.

When faced with several enemies at once, you can use *levitate* to lift yourself clear of their attacks and reach a better vantage point. The spell's other applications are obvious. Don't rely on this spell too much, though. While you are hovering, your unsteadiness makes you vulnerable to missile fire.

Levitate

Wizard Utility 6

You rise off the ground a short distance.

Daily ♦ Arcane**Move Action** **Personal**

Effect: You move up to 4 squares vertically and hover there until the end of your next turn. While aloft, you are unsteady, taking a -2 penalty to AC and Reflex. If some effect, such as a pit opening below you, causes you to be more than 4 squares above the ground, you drop down to 4 squares above the ground. You do not take damage from such a fall. When the levitation ends, you descend to the ground without taking falling damage.

Sustain Move: You move up to 3 squares up or down or 1 square horizontally, and you hover there until the end of your next turn. You cannot go higher than 4 squares above the ground.

Wall of Fog Arcanists are adept at changing battlefield conditions to suit their allies. *Wall of fog* is an excellent defense against enemy artillery. With a word, you conjure thick fog that impairs visibility. Simply drop the wall on the battle's edge, and your enemies will have little choice but to close in for hand-to-hand combat.

Wall of Fog

Wizard Utility 6

You create a billowing wall of gray fog that obscures vision.

Daily ♦ Arcane, Conjuration

Standard Action Area wall 8 within 10 squares

Effect: You conjure a wall of fog that lasts until the end of your next turn. The wall can be up to 4 squares high. The wall is heavily obscured and blocks line of sight.

Sustain Minor: The wall persists until the end of your next turn.

Level 7: Encounter Power

Your practical experience with battle magic pays off with new breakthroughs in your research. You expand your combat options with a new encounter power.

Benefit: You gain a new wizard encounter attack power of your level or lower.

Fire Burst Sibling to the more famous *fireball*, this spell demonstrates your growing ability to call forth elemental energy and hurl it against your foes. Like many destructive spells, *fire burst* covers a wide area, but it does so at the expense of any allies in its area. Use this spell early to catch as many foes as you can.

Fire Burst

Wizard Attack 7

You send a fiery red bead streaking toward your foes, then make it burst into a great ball of magical flame.

Encounter ♦ Arcane, Evocation, Fire, Implement

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier fire damage.

Miss: Half damage.

Lightning Bolt One of the most famous evocation spells, *lightning bolt* lashes out against only the targets you choose, avoiding the collateral damage of *fireball* and other less forgiving spells. Use this spell against creatures that stay in the thick of combat against your allies.

Lightning Bolt

Wizard Attack 7

Brilliant strokes of blue-white lightning erupt from your outstretched hand.

Encounter ♦ Arcane, Evocation, Implement, Lightning

Standard Action Ranged 10

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Spectral Ram Few enemies can withstand your magical might when it's expressed as the *spectral ram* spell. This power lets you seize your enemy and fling it about. It's particularly useful for dealing with enemies that are close to overpowering your allies, since it gives your companions time to regroup.

Spectral Ram

Wizard Attack 7

You seize your foe with unseen magical force and bash it against the ceiling and walls before hurling it to the ground.

Encounter ♦ Arcane, Evocation, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier force damage, and you push the target up to 3 squares and knock it prone.

Miss: You push the target up to 3 squares.

Winter's Wrath Wizards can create their own weather by manipulating the magical energy flowing through their environment. This violent spell releases just enough elemental cold to wreak havoc in an area. Winds and snow swirl while temperatures plunge.

Winter's Wrath

Wizard Attack 7

You raise your hand, and an icy blizzard rains down mercilessly upon an area you designate.

Encounter ♦ Arcane, Cold, Evocation, Implement, Zone

Standard Action Area burst 2 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage.

Effect: The burst creates a zone that lasts until the end of your next turn or until you dismiss it as a minor action. The zone is lightly obscured, and any creature that starts its turn in the zone takes cold damage equal to your Intelligence modifier. A creature can take this damage only once per turn.

Level 8: Ability Score Increase

You reap the reward of constant challenge by increasing your physical and mental well-being.

Benefit: You increase two ability scores of your choice by 1.

Level 9: Daily Powers

You have almost reached the top of the heroic tier, and new power is again your reward for your efforts.

Benefit: You add two new wizard daily attack powers of your level or lower to your spellbook.

Ice Storm Few evocation spells are as visually impressive as *ice storm*. With a shout, you call down a pounding gale of fist-sized hailstones that can rend flesh from bone. In the aftermath, you leave the ground a frozen morass as a stark reminder of your power.

Ice Storm

Wizard Attack 9

A shower of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.

Daily ♦ Arcane, Cold, Evocation, Implement, Zone

Standard Action Area burst 3 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier cold damage, and the target is immobilized (save ends).

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

Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter.

Lightning Serpent This unusual spell causes arcane lightning to leap from your hand and swell in size and shape to strike at a distant foe. As it moves, it assumes an almost lifelike quality that is fully evidenced when it sinks its venomous fangs into your enemy.

Lightning Serpent

Wizard Attack 9

A crackling bolt of lightning springs from your hand and leaps at a foe, taking serpentine form as it strikes.

Daily ♦ Arcane, Evocation, Implement, Lightning, Poison

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d12 + Intelligence modifier lightning damage, and the target is slowed and takes ongoing 5 poison damage (save ends both).

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

Mordenkainen's Sword Mordenkainen might be the most famous wizard to have ever lived. Among his many contributions to the arcane arts were several spells that created something from nothing. *Mordenkainen's sword* is one of his better-known innovations, particularly useful for pressing enemies who hide behind the front ranks. Once you create the shimmering blade, it takes little effort to guide its strikes and thus gives you an extra ally on the battlefield.

Mordenkainen's Sword

Wizard Attack 9

You invoke a sword of crackling golden force that slashes and stabs furiously at a foe.

Daily ♦ Arcane, Conjuration, Evocation, Force, Implement

Standard Action Ranged 10

Effect: You conjure a sword of force in an unoccupied square within range, and it lasts until the end of your next turn. You then make the following attack. As a move action, you can move the sword adjacent to another creature within range.

Target: One creature adjacent to the sword

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier force damage.

Sustain Minor: The sword persists until the end of your next turn, and you make the attack again.

Wall of Fire A popular defensive spell with strong offensive applications, *wall of fire* lets you create an area of roiling fire. The spell can encircle your companions and punish enemies who draw too close, or you can use it to block exits and prevent foes from escaping. It's useful against ranged attackers since it blocks line of sight. If enemies want to continue their movement, they must pass through the flames and endure the worst of their heat.

Wall of Fire

Wizard Attack 9

*A blazing wall of flame erupts from the ground at your command.***Daily** ♦ Arcane, Conjunction, Fire, Implement**Standard Action** Area wall 8 within 10 squares**Effect:** You conjure a wall of fire that lasts until the end of your next turn. The wall can be up to 4 squares high. Any creature that starts its turn adjacent to the wall takes 1d6 + Intelligence modifier fire damage. Any creature that enters the wall or starts its turn there takes 3d6 + Intelligence modifier fire damage (a creature can take this damage only once per turn). The wall blocks line of sight. Each square of movement that includes one or more squares of the wall costs 3 extra squares of movement.**Sustain Minor:** The wall persists until the end of your next turn.

Level 10: Utility Powers

Having reached the peak of the heroic tier, you develop spells to give you and your allies a decided advantage on the battlefield.

Benefit: You add two new wizard utility powers of your level or lower to your spellbook.

Arcane Gate Your mastery of the battlefield is made more complete by *arcane gate*, which opens up a temporary portal controlled by the power of your mind.

Arcane Gate

Wizard Utility 10

*You open a dimensional rift connecting two nearby locations.***Daily** ♦ Arcane**Minor Action** Ranged 20**Effect:** You create a dimensional rift between two unoccupied squares in range. The rift lasts until the end of your next turn. Until the rift ends, the two squares are effectively adjacent to each other, but for movement only.**Sustain Minor:** The rift persists until the end of your next turn.

Blur First perfected by the legendary combat casters of old, the *blur* spell wraps you in an arcane shroud that shields you from your enemies' sight.

Blur

Wizard Utility 10

*You cloak yourself with a shimmering aura, making your outline almost impossible to discern.***Daily** ♦ Arcane, Illusion**Minor Action** Personal**Effect:** Until the end of the encounter, you gain a +2 power bonus to all defenses, and you are invisible to enemies 5 squares or more away from you.

Mirror Image The protective quality of this spell has made it a popular choice for many wizards throughout the long ages. Each duplicate it creates is an opportunity for an enemy's attack to be deflected from you. The spell's magic can be sufficient to keep you from harm until help comes your way.

Mirror Image

Wizard Utility 10

*Three duplicate images of you appear, imitating your actions perfectly and confusing your enemies.***Daily** ♦ Arcane, Illusion**Minor Action** Personal**Effect:** Three duplicate images of yourself appear in your space, and you gain a +6 power bonus to AC. Each time an attack misses you, one of your duplicate images disappears, and the bonus granted by this power decreases by 2. When the bonus reaches 0, all your images are gone and the power ends. Otherwise, the effect lasts for 1 hour.

Resistance Having long worked with various forms of arcane energy, you have gained insight into how to protect yourself or another from any of them.

Resistance

Wizard Utility 10

*You make yourself or another creature resistant to a particular kind of damage.***Daily** ♦ Arcane**Minor Action** Ranged 10**Target:** You or one creature**Effect:** Choose acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The target gains resistance to that damage type until the end of the encounter. The resistance equals your level + your Intelligence modifier.

PARAGON ARCANIST

The heroic tier's trials have taught you much. You expanded your knowledge, expanded your power, and developed your talents through the challenges and battles you fought. You are now prepared to face new and more powerful dangers in the paragon tier and to further your understanding of arcane magic's true potential.

At 11th level, you choose a paragon path (see pages 30-34 for a selection of wizard paragon paths).

ARCANIST PARAGON TIER

Total XP	Level	Feats Known	Class Features and Powers
26,000	11	+1	Ability score increase Paragon path features
32,000	12	+1	Paragon path feature
39,000	13	—	Encounter power
47,000	14	+1	Ability score increase
57,000	15	—	Daily powers
69,000	16	+1	Paragon path feature Utility powers
83,000	17	—	Encounter power
99,000	18	+1	Ability score increase
119,000	19	—	Daily powers
143,000	20	+1	Paragon path feature

Level 11: Ability Score Increase

Your improved physical and mental prowess highlights your entrance into the paragon tier.

Benefit: Each of your ability scores increases by 1.

Level 11: Paragon Path Features

The paragon path you choose provides you with one or more features that you gain right away.

Benefit: You gain features associated with your paragon path.

Level 12: Paragon Path Feature

As you begin your climb through the paragon tier, you gain another ability from your paragon path

Benefit: You gain a feature (typically a utility power) associated with your paragon path.

Level 13: Encounter Power

The threats you face now dwarf those you overcame in the heroic tier. You turn your attention to developing a new spell to meet the challenges ahead.

Benefit: You can gain a new wizard encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Frostburn An unlikely fusion of fire and ice is what makes this spell so powerful. Hurling the unstable mass created by the spell into your enemies' midst causes it to explode in a wave of flame-tinged ice, perfect for thwarting any resistance your foes might have to either fire or cold. The energy released by *frostburn* transforms an area into an unstable region where flame freezes and ice burns.

Frostburn

Wizard Attack 13

You whisper a word of elemental power and hurl a flaming ball of ice. Waves of fire and ice explode outward from the point of impact.

Encounter ♦ Arcane, Cold, Evocation, Fire, Implement, Zone

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier cold and fire damage.

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn or until you dismiss it as a minor action. Any creature that starts its turn in the zone takes 5 cold and fire damage.

Mesmeric Hold Your voice, aided by potent magic, burns your command to halt into a creature's mind, wreaking havoc with its thoughts and making it helpless to resist your will.

Mesmeric Hold

Wizard Attack 13

You command your foes to remain still, holding them in place.

Encounter ♦ Arcane, Charm, Enchantment, Implement, Psychic

Standard Action Ranged 10

Target: One, two, or three creatures

Attack: Intelligence vs. Will. You gain a +4 power bonus to the attack roll if you target only one creature.

Hit: 2d6 + Intelligence modifier psychic damage, and the target is immobilized until the end of your next turn.

Miss: The target is slowed until the end of your next turn.

Prismatic Burst Your enemies have nothing that you cannot take away. Focusing your study on unlocking light's destructive potential, you create a brilliant sphere and hurl it to a spot where it detonates in a flash of burning radiance. You can do little to shield your allies from the blinding burst, so you must be careful when and where you use this spell.

Prismatic Burst

Wizard Attack 13

You lob a fist-sized orb of pulsating white light among your enemies, blasting them with rays of multicolored light.

Encounter ♦ Arcane, Evocation, Implement, Radiant

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Will

Hit: 3d6 + Intelligence modifier radiant damage, and the target is blinded until the end of your next turn.

Miss: Until the end of the target's next turn, creatures have partial concealment against the target.

Thunderlance No elemental force is beyond your ken. With the slightest gesture, you let loose a thunderous blast to smash through your enemies and drive them back. As potent as this spell is, you must be close to your foes to use it effectively. It is often a good defensive spell, helping you keep foes at bay, but is also just as useful to force enemies into zones and clouds created by your other spells, such as *web* or *wall of fire*.

Thunderlance

Wizard Attack 13

A thunderous pulse of concussive energy rolls from your hand, throwing your enemies back.

Encounter ♦ Arcane, Evocation, Implement, Thunder

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier thunder damage, and you push the target up to 4 squares.

Miss: You push the target up to 4 squares.

Level 14: Ability Score Increase

Each new challenge only makes you stronger in body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 15: Daily Powers

As you progress through the paragon tier, you face ever greater challenges. To meet these dangers, you master even more powerful arcane attack powers.

Benefit: You can add up to two new wizard daily attack powers of your level or lower to your spellbook. If you do so, each new power must replace one of the daily attack powers you already have from your class (usually one of your lowest-level daily attack powers).

Bigby's Grasping Hands The various spells that Bigby created are unified by a common theme. Each spell conjures a magical hand that the caster can direct and use to make attacks. In some case, Bigby's sense of humor comes through, such as when two magical hands crash a pair of enemies into one another.

Bigby's Grasping Hands

Wizard Attack 15

Two hands of glowing golden force materialize, grab a couple of your foes, and slam them together.

Daily ♦ Arcane, Conjunction, Evocation, Force, Implement

Standard Action Ranged 10

Effect: You conjure two 5-foot-tall hands of force, each in a different unoccupied square within range. The hands occupy their squares, and they last until the end of your next turn.

When the hands appear, you make the following attack with each hand. While a hand persists, you can use a move action to move the hand to a square adjacent to a creature within range and command the hand to attack that creature. In addition, if each hand has a creature grabbed during your turn and the creatures are within 5 squares of each other, you can use a standard action to slam the hands together, pulling each of the creatures 2 squares to squares adjacent to each other, and those creatures each take 2d10 + Intelligence modifier force damage. Each hand then returns to its original square, pulling its grabbed creature with it.

Target: One creature adjacent to the hand

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier force damage, and the hand grabs the target. The hand uses your Fortitude or Reflex if the target attempts to escape.

Sustain Minor: The hands persist until the end of your next turn.

Blast of Cold Where its cousin *cone of cold* is useful for taking enemies alive, *blast of cold* has no room for mercy. You manipulate the latent sentience lurking within the elemental cold you create and direct it to scourge your foes with killing frost that binds them in clinging ice.

Blast of Cold

Wizard Attack 15

You emit a wave of supernatural cold that freezes your enemies in place.

Daily ♦ Arcane, Cold, Evocation, Implement

Standard Action Close blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Reflex

Hit: 6d6 + Intelligence modifier cold damage, and the target is immobilized (save ends).

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

Otiluke's Resilient Sphere Although Otiluke is not as well known as Mordenkainen or Bigby, his contributions to magic cannot be understated. Otiluke's interests focused on spheres, especially those created from force. His most famous spell, perhaps because of its dual applications, is *Otiluke's resilient sphere*. You can use it to imprison an enemy and thus take it out of the fight, or as a barrier to protect yourself from attacks.



The eladrin wizard assails an angel of valor with a sudden blast of cold

Otiluke's Resilient Sphere

Wizard Attack 15

You trap your enemy in a transparent, immobile globe of impenetrable force.

Daily ♦ Arcane, Conjunction, Evocation, Force, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex. If you target yourself or a willing ally, you automatically hit.

Hit: You conjure a sphere of force that encompasses the target's space until the end of your next turn. While in the sphere, the target is immobilized and cannot attack anything outside its space. Creatures outside the sphere cannot attack the target, and the sphere blocks objects and creatures attempting to pass through it. The sphere can be attacked. It has 100 hit points, and attacks against it hit automatically.

Sustain Minor: The sphere persists until the end of your next turn.

Miss: The target is immobilized (save ends).

Prismatic Beams Originating from the same theories that led to both *color spray* and *prismatic burst*, this spell creates a burst of shimmering, intertwined, multicolored beams that spring from your hand and lance into your enemies. The magic imbuing the rainbow of colors targets every aspect of your foes from their endurance to their minds, and finds a way through any defense to deliver a punishing magical assault.

Prismatic Beams

Wizard Attack 15

Scintillating beams of rainbow-colored light spring from your outstretched hand, affecting your foes in unpredictable ways.

Daily ♦ Arcane, Evocation, Fire, Implement, Poison

Standard Action Close blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Fortitude, Reflex, and Will. You make a single attack roll and use it against each defense.

Hit (Fortitude): Ongoing 10 poison damage (save ends).

Hit (Reflex): 2d6 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Hit (Will): The target is dazed (save ends).

Wall of Ice Principally a defensive spell, *wall of ice* proves it is more than a simple barrier when creatures draw too close to its surface. The murky ice drains heat and life from anyone who comes near and thus forces enemies to find some other way through or around the wall.

Wall of Ice

Wizard Attack 15

A wall of glittering, jagged ice appears at your command.

Daily ♦ Arcane, Cold, Conjunction, Implement

Standard Action Area wall 12 within 10 squares

Effect: You conjure a solid wall of ice in unoccupied squares. The wall can be up to 6 squares high, and it lasts for 1 hour or until it is destroyed.

Any creature that starts its turn adjacent to the wall takes 2d6 + Intelligence modifier cold damage. The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.

The squares of the wall can be attacked. Each square has your defenses, and each has 50 hit points as well as vulnerable 25 fire. Any creature that makes a melee attack against the wall takes 2d6 cold damage.

Level 16: Paragon Path Feature

You are now in the upper half of the paragon tier. To mark this status, you gain a new feature of your paragon path.

Benefit: You gain a feature associated with your paragon path.

Level 16: Utility Powers

As your mastery of battle magic evolves, so does your ability to wield other useful forms of magic. Such spells help you contend with the various challenges that still lie ahead.

Benefit: You add two new wizard utility powers of your level or lower to your spellbook.

Displacement Many spell-crafting wizards of yore drew their inspiration from the creatures they encounter. With this power, you become like the displacer beast. When an enemy closes in, you can thwart its attack with an illusion that makes you appear to be somewhere you're not.

Displacement

Wizard Utility 16

You make yourself or an ally seem to be standing somewhere else, avoiding an enemy's attack.

Encounter ♦ Arcane, Illusion

Immediate Interrupt Ranged 5

Trigger: A ranged or a melee attack hits you or an ally within 5 squares of you

Effect: The attacker must reroll the attack roll and use the new result.

Fly When melee foes close in, this spell allows you to soar to safety, ready to unleash potent magic from above.

Fly

Wizard Utility 16

You leap into the air and are borne aloft on wings of magic.

Daily ♦ Arcane

Standard Action Personal

Effect: You gain a fly speed of 8 until the end of your next turn. When the fly speed ends, you float to the ground without taking falling damage.

Sustain Minor: The fly speed persists until the end of your next turn.

Greater Invisibility A more powerful version of *invisibility*, this power lets you conceal an ally at an even greater range.

Greater Invisibility

Wizard Utility 16

With a wave of your hand, you or another creature nearby fades away, becoming invisible.

Daily ♦ Arcane, Illusion

Standard Action Ranged 20

Target: You or one creature

Effect: The target is invisible until the end of your next turn or until it attacks.

Sustain Minor: If the target is in range, the invisibility persists until the end of your next turn.

Stoneskin Without the benefit of armor, arcanists draw on their magical expertise to protect themselves. *Stoneskin* is one of the more famous efforts in this regard. It gives your flesh the appearance and durability of stone.

Stoneskin

Wizard Utility 16

With an arcane word and a sprinkle of diamond dust, you imbue yourself or an ally with skin as hard as granite.

Daily ♦ Arcane, Transmutation

Standard Action Melee touch

Target: You or one ally

Effect: The target gains resist 10 to all damage until the end of the encounter.

Level 17: Encounter Power

Your achievements with arcane magic continue to mount as you add an even more powerful spell to your repertoire.

Benefit: You can gain a new wizard encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Combust On speaking this incantation, you call forth elemental fire. This untamed energy latches onto nearby creatures and causes them to erupt in flames. Like many similarly aggressive spells, *combust* targets all creatures in its area, so use it to soften up your opponents before the battle is truly joined.

Combust

Wizard Attack 17

You cause several foes to burst into flame.

Encounter ♦ Arcane, Evocation, Fire, Implement

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 5d6 + Intelligence modifier fire damage.

Miss: Half damage.

Crushing Titan's Fist Another potent spell designed to destroy several enemies, *crushing titan's fist* works by thickening the arcane energy flowing through an area into constricting bands of force. For as long as the effect lingers, the area is practically impassable.

Crushing Titan's Fist

Wizard Attack 17

You clench your fist, crushing your enemies within a huge, invisible grip of force.

Encounter ♦ Arcane, Evocation, Force, Implement, Zone

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier force damage, and the target is immobilized until the end of your next turn.

Effect: The burst creates a zone that lasts until the end of your next turn or until you dismiss it as a minor action. Each square of movement that includes one or more squares of the zone costs 4 extra squares of movement.

Force Volley It's believed that *force volley* was another one of Mordenkainen's creations, since he developed much of what is known today about magical force. A more powerful version of *magic missile*, this spell creates numerous darts of force and sends them smashing into your foes. You can also concentrate these missiles against a single target to be practically assured of a hit.

Force Volley

Wizard Attack 17

Silvery missiles spring from your fingertips and streak across the battlefield, striking your enemies with a staggering impact.

Encounter ♦ Arcane, Evocation, Force, Implement

Standard Action Ranged 20

Target: One, two, or three creatures

Attack: Intelligence vs. Reflex. You gain a +4 power bonus to the attack roll if you target only one creature.

Hit: 3d6 + Intelligence modifier force damage, and the target is dazed until the end of your next turn.

Ice Tomb This spell lets you trap an enemy in a block of solid ice. *Ice tomb* is useful for dealing with enemy spellcasters, since it has a long range and shuts down the enemies' attacks. While the ice is thawing, your allies can converge to make the kill.

Ice Tomb

Wizard Attack 17

You target your enemy with a freezing ray that briefly traps it in an icy sarcophagus.

Encounter ♦ Arcane, Cold, Evocation, Implement

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier cold damage. Until the end of your next turn, the target is stunned and outside line of effect for all attacks.

Miss: The target is slowed until the end of your next turn.

Level 18: Ability Score Increase

You are a true paragon of physical and mental achievement.

Benefit: You increase two ability scores of your choice by 1.

Level 19: Daily Powers

Near the end of the paragon tier, your spells achieve a level of destruction and potency unlike anything you have ever before seen.

Benefit: You can add up to two new wizard daily attack powers of your level or lower to your spellbook. If you do so, each new power must replace one of the daily attack powers you already have from your class (usually one of your lowest-level daily attack powers).

Acid Wave Your incantation creates a globular mass of undulating fluid that swells in size until you reach the crescendo, at which point it collapses in a terrible wave. The caustic fluids dissolve flesh and bone and keep working even after the initial splash. Once the wave is created, you have little control over whom it strikes, so must be cautious when using it around your companions.

Acid Wave

Wizard Attack 19

You throw out your hands and send a wave of caustic acid over your enemies. The acid continues to burn long after the wave passes.

Daily ♦ Acid, Arcane, Evocation, Implement

Standard Action Close blast 5

Target: Each creature in the blast

Attack: Intelligence vs. Reflex

Hit: 5d6 + Intelligence modifier acid damage, and ongoing 10 acid damage (save ends).

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

Cloudkill The vile mist rising from fissures in the ground is born from the natural vapors drawn from the Underdark's depths. Once summoned, they gather into a killing cloud that spreads out in all directions, often large enough to cover a significant portion of the battlefield. The vapor finds ways to poison any creature it touches.

Cloudkill

Wizard Attack 19

Yellow-green vapors emerge from the ground with a hiss, forming a thick, toxic cloud.

Daily ♦ Arcane, Implement, Poison, Zone

Standard Action Area burst 5 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier poison damage.

Effect: The burst creates a zone that lasts until the end of your next turn. Any creature that enters the zone or starts its turn there takes 10 + your Intelligence modifier poison damage (a creature can take this damage only once per turn). As a move action, you can move the zone up to 3 squares.

Sustain Minor: The zone persists until the end of your next turn.

Disintegrate Foes that recognize evocation magic take steps to defend against the types of damage that such spells often channel. One casting of *disintegrate* demonstrates the futility of this strategy. Although he did not create the spell, the mighty wizard Emirikol the Chaotic is said to have perfected its use as he destroyed many foes—as well as any underlings that were foolish enough to displease him.

Disintegrate

Wizard Attack 19

A brilliant line of ravening green energy bursts from your pointing finger. Where the emerald beam touches, flesh and bone disappear in a puff of gray dust.

Daily ♦ Arcane, Evocation, Implement
Standard Action Ranged 10

Target: One creature or object

Attack: Intelligence vs. Reflex. You automatically hit an unattended object with this power.

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

Aftersave: Ongoing 5 damage (save ends).

Miss: 2d10 + Intelligence modifier damage, and ongoing 5 damage (save ends).

Evard's Black Tentacles The dark wizard Evard devised many dangerous spells by blending arcane and shadow magic. *Evard's black tentacles* is his best known spell, both dreadful in aspect and effective at ensnaring enemies. It coalesces raw shadow into grasping tentacles that grab and tear your foes to pieces.

Evard's Black Tentacles

Wizard Attack 19

Wriggling, ebon tentacles of necrotic energy erupt from the ground, grasping toward every creature within reach.

Daily ♦ Arcane, Implement, Necrotic, Nethermancy, Zone
Standard Action Area burst 3 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier necrotic damage, and the target is immobilized (save ends).

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. Whenever a creature enters the zone, you can use an opportunity action to make the attack against that creature.

Sustain Minor: The zone persists until the end of your next turn, and each creature within the zone takes 10 necrotic damage.

Level 20: Paragon Path Feature

You gain the capstone ability of your paragon path at 20th level.

Benefit: You gain a feature (typically a daily attack power) associated with your paragon path.

EPIC ARCANIST

Throughout the heroic and paragon tiers, you met many threats, and you proved you were equal to them all. Your experience and training carried you through these challenges to prepare you to seize the destiny that awaits you at the end of the epic tier. You are now among the most powerful wizards the world has ever known.

When your wizard reaches 21st level, he or she takes on an epic destiny. This epic destiny represents the grand finale of your adventuring career, and like your paragon path, it grants a set of related features and powers.

ARCANIST EPIC TIER

Total XP	Level	Feats Known	Class Features and Powers
175,000	21	+1	Ability score increase Epic destiny feature
210,000	22	+1	Utility powers
255,000	23	–	Encounter power
310,000	24	+1	Ability score increase Epic destiny feature
375,000	25	–	Daily powers
450,000	26	+1	Epic destiny feature
550,000	27	–	Encounter power
675,000	28	+1	Ability score increase
825,000	29	–	Daily powers
1,000,000	30	+1	Epic destiny feature

Level 21: Ability Score Increase

You have become an epic hero, and your physical strength and mental acuity have expanded beyond normal mortal limits.

Benefit: Each of your ability scores increases by 1.

Level 21: Epic Destiny Feature

Your epic destiny provides you with one or more class features that you gain when you select that destiny.

Benefit: You gain a feature associated with your epic destiny.

Level 22: Utility Powers

By ascending into the epic tier, you gain access to new spells that can shape reality to suit your needs.

Benefit: You add two new wizard utility powers of your level or lower to your spellbook.

Mass Fly This spell was first cast by planar wizards exploring the unpredictable reaches of the Elemental Chaos, but its utility in combat is what makes it valuable. With the power of flight at your command, you and your allies can easily gain the advantage over land-bound foes.

Mass Fly

Wizard Utility 22

White motes of light fly from your fingertips and swirl about, lifting you and your allies off the ground and granting each of you the power of flight.

Daily ♦ Arcane

Standard Action Close burst 5

Target: You and each ally in the burst

Effect: Each target gains a fly speed of 8 until the end of your next turn. When the fly speed ends, each target floats to the ground without taking falling damage.

Sustain Minor: The fly speed persists until the end of your next turn.

Mordenkainen's Mansion As Mordenkainen worked to become an archmage, he found the rigors of travel annoying. To provide comfort and security, he developed a powerful spell to shelter himself and his companions from any dangers they might face on their quests. Using this spell ensures that your nightly rest will never again be troubled.

Mordenkainen's Mansion

Wizard Utility 22

You trace the outline of a door, and a shimmering portal appears, leading to a space accessible only by you and your allies.

Daily ♦ Arcane, Conjunction

Standard Action Melee touch

Effect: You conjure a spacious extradimensional dwelling that can hold up to fifty Medium creatures. It is reached through a single doorway that you trace on a surface or in the air. Only you and those you designate can pass through it. You can close the entrance and make it invisible after you enter the mansion, and only someone inside the mansion can open the portal once it's closed. The mansion contains comfortable furnishings and enough food and drink to satisfy its denizens. The furniture and food disappear if removed from the mansion. The mansion lasts for 8 hours, and any creatures still in the mansion when the power ends reappear in unoccupied squares outside the entrance portal.

Time Stop The relentless advancement of time is a reality that even the gods cannot fully control. However, as you advance into the epic tier, you learn a small measure of temporal mastery that lets you act at lightning speed compared to your foes. Make use of this power at the beginning of combat, using your extra standard actions to cast utility powers that can set up your eventual victory.

Time Stop

Wizard Utility 22

Everything around you slows to a halt, frozen in time. Then, after a few moments, everything starts to speed up again, returning to normal time.

Daily ♦ Arcane

Minor Action Personal

Effect: You gain two extra standard actions, which you must use before the end of your turn. You can't use these extra actions to make attacks.

Level 23: Encounter Power

As you climb through the epic tier, your mastery over arcane magic becomes more and more secure.

Benefit: You can gain a new wizard encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Acid Storm Favored by no-nonsense wizards who delight in their enemies' suffering, *acid storm* summons a vile black cloud that spills green droplets capable of eating through anything they touch. Like many destructive spells, *acid storm* is blind to your allies and melts anyone in its path. It's an effective way to eliminate enemies that are sequestered in hard-to-reach places, since they can't see out of it to continue their attacks.

Acid Storm

Wizard Attack 23

You create a thick, black cloud of acid droplets that burns everything inside it.

Encounter ♦ Acid, Arcane, Evocation, Implement, Zone

Standard Action Area burst 4 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier acid damage.

Effect: The burst creates a zone that lasts until the end of your next turn or until you dismiss it as a minor action. The zone is heavily obscured and blocks line of sight. Any creature that enters the zone or starts its turn there takes 10 acid damage (a creature can take this damage only once per turn).

Chain Lightning Few spells can produce as much destruction in a single casting as *chain lightning*. Used early in combat, this spell can deliver a decisive opening blow against a powerful enemy leader while thinning the ranks of its minion allies. Kept in reserve until late in the battle, *chain lightning* can wipe out an entire wounded enemy force, lashing out at targets across the battlefield.

Chain Lightning

Wizard Attack 23

From your fingertips springs a stroke of blinding purple-white lightning that leaps from one enemy to another.

Encounter ♦ Arcane, Evocation, Implement, Lightning

Standard Action Ranged 20

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Effect: Make the secondary attack.

Secondary Attack

Secondary Target: One or two creatures within 5 squares of the primary target

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Effect: Make the tertiary attack.

Tertiary Attack

Tertiary Target: Each enemy within 20 squares of you that was not a primary or a secondary target

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier lightning damage.

Miss: Half damage.

Thunderclap Your smallest gesture creates a resounding thunderclap that knocks your enemy senseless. Perfect for dealing with enemy spellcasters, leaders, and elite foes, this spell levels the playing field and gives your allies a chance to rally and renew their attack.

Thunderclap

Wizard Attack 23

You create a peal of thunder that rolls across the battlefield and slams into a foe, disorienting it for a short time.

Encounter ♦ Arcane, Evocation, Implement, Thunder

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 3d10 + Intelligence modifier thunder damage, and the target is stunned until the end of your next turn.

Miss: The target is dazed until the end of your next turn.

Level 24: Ability Score Increase

The threats of the epic challenges you face are countered by the perfection of your body and mind.

Benefit: You increase two ability scores of your choice by 1.

Level 24: Epic Destiny Feature

Your epic destiny continues to transform you, granting you abilities and talents that are beyond the merely mortal.

Benefit: You gain a feature associated with your epic destiny.



A dwarf wizard

Level 25: Daily Powers

The foes arrayed against you in the epic tier compel you to develop more powerful and effective spells.

Benefit: You can add up to two new wizard daily attack powers of your level or lower to your spellbook. If you do so, each new power must replace one of the daily attack powers you already have from your class (usually one of your lowest-level daily attack powers).

Elemental Maw This spell coalesces a small portion of the Elemental Chaos. Elemental substance exudes from it and swirls in a vortex that sucks in and destroys everything in its reach. Natural laws offset the effect after a few moments, but until the maw closes, it pulls everyone nearby into it. Those pulled inside reappear a moment later, far worse off for the experience.

Elemental Maw

Wizard Attack 25

You call up a spinning vortex of elemental energy that draws your enemies inside. It then spits them out where you direct, fallen and reeling.

Daily ♦ Acid, Arcane, Cold, Fire, Implement, Lightning, Teleportation, Thunder, Zone Standard Action Area burst 4 within 20 squares

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn. Any creature that enters the origin square of the zone or starts its turn there takes 10 acid, cold, fire, lightning, and thunder damage (a creature can take this damage only once per turn). You must teleport the creature to a square within 20 squares of you that is outside the zone. The creature then falls prone, and it is dazed until the start of your next turn.

When the zone appears, make the following attack.

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 6d6 + Intelligence modifier acid, cold, fire, lightning, and thunder damage, and the target is pulled up to 2 squares toward the zone's origin square.

Miss: Half damage.

Maze The *maze* spell casts an enemy into an extradimensional labyrinth of your making. To escape, your foe must pit its mind against your will and navigate the confusing passages until it can find a way out. The power is best used to imprison a troublesome opponent while your allies mop up its underlings.

Maze

Wizard Attack 25

You trap an enemy in an extradimensional vault resembling a maze, which holds the foe until it can figure out how to escape. Where the foe vanished, a faintly glowing sigil hovers in the air.

Daily ♦ Arcane, Enchantment, Implement, Psychic

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d12 + Intelligence modifier psychic damage.

Effect: The target is removed from play. At the end of each of its turns, the target makes an Intelligence check against your Will. On a success, the target returns to play in the space it last occupied or in the nearest unoccupied space of its choice, if that space is occupied. On each failure, the target gains a cumulative +5 bonus to the check.

Necrotic Web This power takes the *web* spell to new heights (or depths).

The strands of this web drain the energy of any creature it ensnares as the victim struggles to break free.

Necrotic Web

Wizard Attack 25

You cover your enemies in a giant web made from strands of black, life-draining energy.

Daily ♦ Arcane, Implement, Necromancy, Necrotic, Zone

Standard Action Area burst 3 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier necrotic damage, and the target is immobilized (save ends).

Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter. Any creature that starts its turn in the zone takes 4d6 necrotic damage, and is slowed (save ends).

Prismatic Spray When you cast *prismatic spray*, you create a sudden bright light. The spell's magic separates the light into colors that can poison, burn, or disorient any enemy exposed to them. This spell's full effect is revealed when you hit a target with several colors at once.

Prismatic Spray

Wizard Attack 25

A dazzling spray of multicolored light springs from your hands, enveloping your enemies.

Daily ♦ Arcane, Evocation, Fire, Implement, Poison

Standard Action Close blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Fortitude, Reflex, and Will. You make a single attack roll and use it against each defense.

Hit (Fortitude): The target is slowed and takes ongoing 15 poison damage (save ends both).

Hit (Reflex): 3d6 + Intelligence modifier fire damage, and ongoing 15 fire damage (save ends).

Hit (Will): The target is stunned (save ends).

Level 26: Epic Destiny Feature

At 26th level, your epic destiny provides you with a another ability.

Benefit: You gain a feature (typically a utility power) associated with your epic destiny.

Level 27: Encounter Power

Nearing the end of the epic tier, you come to rely on a new spell that reinforces your ability to control the battlefield and the enemies you face.

Benefit: You can gain a new wizard encounter attack power of your level or lower. If you do so, this new power must replace one of the encounter attack powers you already have from your class (usually your lowest-level encounter attack power).

Black Fire The supernatural flames created by the *black fire* spell recall those that burn in the City that Waits, Moil, the lost city on the edge of oblivion. Many sages claim that Acererak himself created this spell, for the flames it creates burn not just the flesh but also the very soul.

Black Fire

Wizard Attack 27

A blast of crackling black fire erupts from your hand, charring your foes' flesh and burning their souls.

Encounter ♦ Arcane, Fire, Implement, Necromancy, Necrotic

Standard Action Close blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Reflex

Hit: 6d6 + Intelligence modifier fire and necrotic damage.

Miss: Half damage.

Confusion In an echo of the magic of the Feywild from which this spell was crafted, *confusion* allows you to impose your will upon an enemy. A more powerful form of control than mere domination, this spell lets you force your foe to move and attack, leaving it out of position and vulnerable.

Confusion

Wizard Attack 27

You magically compel your enemy to attack its ally.

Encounter ♦ Arcane, Charm, Enchantment, Implement, Psychic

Standard Action Ranged 20

Target: One enemy

Attack: Intelligence vs. Will

Hit: 3d10 + Intelligence modifier psychic damage.

Effect: At the start of the target's next turn, you can use a free action to slide it a number of squares equal to its speed. It then makes a basic attack against a creature of your choice as a free action.

Forcecage You have learned to mold force into any shape you wish. Rather than batter an enemy with a brutal barrage, you ensnare it in a prison of invisible energy. A foe so imprisoned is helpless to avoid your allies when they move in for the kill.

Forcecage

Wizard Attack 27

You erect an invisible cage of unbreakable bars of force around your foe, trapping it momentarily.

Encounter ♦ Arcane, Evocation, Force, Implement

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier force damage. The target is confined in the forcecage until the end of your next turn. While confined, it is immobilized, grants combat advantage, and cannot gain line of effect against nonadjacent enemies.

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

Level 28: Ability Score Increase

Training, practice, and experience have molded your abilities. Even as you near your final destiny, you continue to hone your talents for the tests you will soon face.

Benefit: You increase two ability scores of your choice by 1.

Level 29: Daily Powers

The end of the epic tier is in sight, and your mightiest spells are the very powers of the gods themselves.

Benefit: You can add up to two new wizard daily attack powers of your level or lower to your spellbook. If you do so, each new power must replace one of the daily attack powers you already have from your class (usually one of your lowest-level daily attack powers).

Greater Ice Storm Overwhelming force is sometimes the only answer for a tenacious enemy. *Greater ice storm* improves on the spell's earlier version by calling down punishing hailstones and gripping your enemies with cold. Even after the torrent stops, the ground is slick with ice.

Greater Ice Storm

Wizard Attack 29

You mount a storm of bitterly cold hailstones that pummels a wide swath of ground and covers the area in ice.

Daily ♦ Arcane, Cold, Evocation, Implement, Zone

Standard Action Area burst 5 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 4d8 + Intelligence modifier cold damage, and the target is immobilized (save ends).

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

Effect: The burst creates a zone of difficult terrain that lasts until the end of the encounter.

Legion's Hold The more magic you gather, the more formidable you become. *Legion's hold* is evidence of your great prowess, since it lets you command nearly every enemy on the battlefield. With just a softly spoken word, your mental power crushes your enemies, halting their progress and scourging their thoughts while they stand fast, reeling from your psychic assault.

Legion's Hold

Wizard Attack 29

Your eyes darken, becoming black orbs as you command your enemies to stop in their tracks.

Daily ♦ Arcane, Charm, Enchantment, Implement, Psychic

Standard Action Close burst 20

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier psychic damage, and the target is dazed and immobilized (save ends both).

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

Meteor Swarm The height of destructive wizardry, *meteor swarm* allows you to evoke a fiery cataclysm from the heavens. This spell is indiscriminate in its effects, so beware of including your allies in the conflagration.

Meteor Swarm

Wizard Attack 29

Fiery orbs rain down from above, shrieking loudly as they fall. They smash into your foes, obliterating them in a storm of fire.

Daily ♦ Arcane, Evocation, Fire, Implement

Standard Action Area burst 5 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 8d6 + Intelligence modifier fire damage.

Miss: Half damage.

Level 30: Epic Destiny Feature

Your epic destiny is fully realized, and you reach the heights of fame and accomplishment for which you have been striving so long. You are mortal no longer!

Benefit: You gain a feature associated with your epic destiny.

WIZARD PARAGON PATHS

The wizard paragon paths reflect different arcane traditions and specialties found in the world. Some introduce new tactics, while others offer new resources.

BATTLE MAGE

Prerequisite: Wizard

You didn't leave behind the thrill of battle when you took up the mantle of wizard, so why should you stand back and let the fighters have all the fun? You have developed skills and techniques that have turned you into a true battle mage, ready to deal damage up close and personal or from afar, depending on the situation and how the mood strikes you. You have even learned of a technique for using arcane energy to temporarily stave off death—and you can't wait to try it out in battle.

Level 11: Arcane Riposte

Imbued with magical might, your hands bristle with arcane energy in the heat of battle. Your enemy realizes its mistake too late when you lash out, shaping the energy into cold, fire, force, or lightning. It scourges the enemy you would punish.

Benefit: When a creature provokes an opportunity attack from you, you can make an opportunity attack with one of your hands (Intelligence + 4 vs. Reflex). The bonus increases to +6 at 21st level. Choose cold, fire, force, or lightning. On a hit, the attack deals 1d8 + Intelligence modifier damage of that type.

Level 11: Battle Mage Action

You can shape magical energy into destructive spells. When you call on greater arcane power, you find it easy to direct your next spell where it can achieve the greatest effect.

Benefit: When you spend an action point to take an extra action, you also gain a +4 bonus to attack rolls until the start of your next turn.

Level 11: Forceful Retort

You are comfortable on the battlefield, at home both when casting spells and when blowing enemies to bits. If your enthusiasm attracts unwanted attention, you can respond with a pulse of destructive energy to fling back your foes.

Benefit: You gain the *forceful retort* power.

Forceful Retort

Battle Mage Attack 11

The power and certainty of your words knock your enemies off their feet.

Encounter ♦ Arcane, Evocation, Force, Implement

Standard Action Close burst 1

Target: Each enemy in the burst

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier force damage, and you can push the target 1 square and knock it prone.

Level 12: Arcane Rejuvenation

Blasting enemies right and left often puts you in danger. To safeguard against an untimely end, you hold back magical energy to heal your wounds if you find yourself overwhelmed.

Benefit: You gain the *arcane rejuvenation* power.

Arcane Rejuvenation

Battle Mage Utility 12

In a bad spot, you draw on arcane energy to help you stay on your feet.

Daily ♦ Arcane, Healing

Immediate Interrupt Personal

Trigger: You drop to 0 hit points or fewer.

Effect: You regain hit points equal to your level + your Intelligence modifier.

Level 16: Battle Edge

You concentrate on the battle at hand. If an injury disrupts your concentration, you lash out with a swift and destructive counterattack.

Benefit: When you first become bloodied in an encounter, you can use an at-will power of yours as an immediate reaction.

Level 20: Closing Spell

One of the mightiest powers known to wizards, *closing spell* calls down raw elemental destruction that only intensifies if your other resources are drained.

Benefit: You gain the *closing spell* power.

Closing Spell**Battle Mage Attack 20**

You save the best for last—a devastating display of pure elemental power that your enemies aren't likely to see again.

Daily ♦ Arcane, Evocation, Implement; **Varies****Standard Action** Area burst 3 within 20 squares**Special:** Choose cold, fire, lightning, or thunder. Your choice determines the power's damage type.**Target:** Each enemy in the burst**Attack:** Intelligence vs. Reflex**Hit:** 3d10 + Intelligence modifier damage of the chosen type, or 8d10 + Intelligence damage of that type if you have no other daily attack powers remaining.**Miss:** Half damage.

BLOOD MAGE

Prerequisite: Wizard

You have learned to combine your blood with arcane formulas to cast more powerful spells. Your blood is your life, but it is also your source of power. Few wizards travel this route to arcane mastery, because it is a path steeped in pain and soaked in blood. But you have embraced the way of blood and magic, and you have become more powerful because of it.

Level 11: Blood Action

You can draw deep on the magic flowing through your blood to exceed your normal limitations, putting more lethality into your next strike.

Benefit: When you spend an action point to make an attack, each target hit by the attack takes ongoing 10 damage (save ends).

Level 11: Bolstering Blood

Pain is power. Your suffering adds weight to your spells, improving their potency at the expense of your own vitality. When you slash yourself, the blood released mingles with arcane magic to intensify your spell's effects.

Benefit: You learn to turn your own pain into additional pain for your enemies. When you use a wizard encounter attack power, a wizard daily attack power, or a blood mage attack power that deals damage, you can, once per turn as a free action just prior to using the power, deal either a minor wound or a severe wound to yourself.

A minor wound deals 1d10 damage to you.

A severe wound deals 2d10 damage to you.

You then gain a bonus to the power's damage rolls. The bonus equals the damage you dealt to yourself.

Level 11: Blood Pulse

Your blood becomes the instrument of your foes' demise. You call on its essence and unveil its destructive potential in the midst of your enemies.

Benefit: You gain the *blood pulse* power.

Blood Pulse**Blood Mage Attack 11**

A mote of crimson plasma springs from your hand, streaks across the battlefield, and detonates amid your enemies, covering them in a blood-red shroud.

Encounter ♦ Arcane, Implement**Standard Action** Area burst 3 within 20 squares**Target:** Each enemy in the burst**Attack:** Intelligence vs. Will**Hit:** 2d6 + Intelligence modifier damage. Until the end of your next turn, the target takes 5 damage for every square it moves willingly.

Level 12: Soul Burn

With this spell, you sacrifice your long-term health for greater access to arcane energy. When you use *soul burn*, you feel new energy lancing through you as your blood begins to surge.

Benefit: You gain the *soul burn* power.

Soul Burn**Blood Mage Utility 12**

You trade your recuperative ability for more arcane power.

Daily ♦ Arcane**Minor Action** Personal**Effect:** You spend a healing surge. Instead of regaining hit points, you regain the use of one encounter power you have already used during this encounter.

Level 16: Burning Blood

Your very vitality is a weapon. When you pause to recover from your injuries, your foes shriek from mental anguish, while those touched by your magic erupt in eldritch flames.

Benefit: When you use your second wind, each enemy within 10 squares of you takes ongoing 10 fire damage (save ends), but only if that enemy is subject to an effect that a save can end.

Level 20: Destructive Salutation

You have mastered the power in your blood and discovered how to tap its greatest strength. With *destructive salutation*, you channel this energy to assail your enemies' minds, leaving the victims savaged and hampered by your dark magic.

Benefit: You gain the *destructive salutation* power.

Destructive Salutation

Blood Mage Attack 20

You greet your enemies with a psychic wave that scrambles their minds and leaves them dazed.

Daily ♦ Arcane, Implement, Psychic

Standard Action Area burst 3 within 20 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 4d6 + Intelligence modifier psychic damage, and the target takes ongoing 10 psychic damage and is dazed (save ends both).

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

SPELLSTORM MAGE

Prerequisite: Wizard

To you, the arcane energy flowing through the world is like a raging storm that only you can see. Moreover, you can shape and control this storm to accomplish amazing things. The storm consists of individual spells, like each drop of rain in the maelstrom, and you can pluck these spells free and direct them as you will. You are a spellstorm mage, and you stand among the arcane torrent and use it to enhance the power that you wield.

Level 11: Extra Damage Action

You learn to tap into the eldritch storm, to make its strength your own. In doing so, you visit wild and destructive magic upon your foes.

Benefit: When you spend an action point to take an extra action, you gain a power bonus to the damage rolls of your standard action attacks during this turn. The bonus equals one-half your level.

Level 11: Storm Cage

This spell calls forth the arcane storm, manifesting it where you will. Enemies in its midst are trapped in the maelstrom, with lightning striking and thunder booming from all sides. Spellstorm mages often use *storm cage* early to keep enemies in position for their next destructive spell.

Benefit: You gain the *storm cage* power.

Storm Cage

Spellstorm Mage Attack 11

You trap your enemies in a cage made of lightning and filled with roaring thunder.

Encounter ♦ Arcane, Conjuration, Implement, Lightning, Thunder

Standard Action Area burst 2 within 20 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier lightning and thunder damage.

Effect: You conjure a wall in the 16 outer squares of the burst (forming a square enclosure). The wall is 1 square high. Any creature that enters the wall or starts its turn adjacent to it takes 10 lightning damage (a creature can take this damage only once per turn). Each square of movement that includes 1 or more squares of the wall costs 1 extra square of movement. The wall does not grant cover or concealment. It lasts until the end of your next turn.

Level 11: Storm Spell

If arcane magic is the seething maelstrom you envision it to be, the power you wield must come from the storm and return to it when used. You test this theory by drawing energy from the storm to replenish your resources.

Benefit: Once per day, you can reach into the spellstorm and extract an arcane power that you have already used so that you can use it again. Make a Wisdom check. The result indicates the kind of arcane power that you can extract. You can choose to extract an arcane power associated with a lower result than the result you rolled.

1-10: Arcane encounter utility power.

11-15: Arcane encounter attack power.

16-20: Arcane daily utility power.

21 or Higher: Arcane daily attack power.

Level 12: Sudden Storm

You manifest the eldritch storm so that it forms into a raging squall. The swirling winds and lashing rains hamper your foes' movement and visibility.

Benefit: You gain the *sudden storm* power.

Sudden Storm

Spellstorm Mage Utility 12

With a wave of your hand, you create an area of torrential rain and wind.

Daily ♦ Arcane, Zone

Standard Action Area burst 2 within 20 squares

Effect: The burst creates a zone that lasts until the end of your next turn. The zone is difficult terrain and lightly obscured. As a move action, you can move the zone up to 5 squares.

Sustain Minor: The zone persists until the end of your next turn.

Level 16: Storm Fury

It might be that the arcane storm you envision is in fact within yourself, and only through focus and study are you able to contain it. Indeed, when you suffer an injury, elemental lightning bursts out from you to scorch your foes.

Benefit: When you first become bloodied in an encounter, you unleash a burst of arcane energy that deals 5 + your Wisdom modifier lightning damage to each enemy within 10 squares of you.

Level 20: Maelstrom of Chaos

This power creates an insidious storm of force that singles out your foes, rips through them, and flings them about until the storm abates.

Benefit: You gain the *maelstrom of chaos* power.

Maelstrom of Chaos

Spellstorm Mage Attack 20

Arcane winds and a hailstorm of force energy surrounds you, battering your enemies and teleporting them from one place to another.

Daily ♦ Arcane, Evocation, Force, Implement, Teleportation

Standard Action Close burst 5

Target: Each enemy in the burst

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier force damage, and you can teleport the target to a square in the burst.

Miss: Half damage.

WIZARD OF THE SPIRAL TOWER

Prerequisite: Wizard, proficiency with the longsword

You have decided to adopt the traditions of the Spiral Tower, the arcane teachings of the followers of Corellon. This decision links your use of arcane power firmly to the Feywild and the arcane-focused eladrin traditions. As a wizard of the Spiral Tower, you carry a longsword that emulates the one carried by Corellon and glows with the arcane beauty of the Feywild, and the secrets of the Feywild become pages in your spellbook.

Level 11: Corellon's Implement

Wizards of the Spiral Tower uphold traditions established by Corellon himself. To honor their benefactor, the wizards master the longsword. The blade is more than a weapon, however; it is the implement through which they channel magic.

Benefit: You gain proficiency with the longsword as an implement. In addition, if you have the Arcane Implement Mastery class feature, the benefits you gain from that feature for one implement, such as a staff or a wand, can be used with a longsword.

Level 11: Spiral Tower Action

You learn to hold arcane energy in your weapon, retaining it for future use. When the need is great, you can reclaim this energy to power one of your spells.

Benefit: You can spend an action point to regain the use of one wizard encounter attack power that you have already used during this encounter, instead of taking an extra action.

Level 11: The One Sword

You emulate Corellon by using sword and spell in concert, channeling the magic of the Feywild through your weapon to enhance your attacks.

Benefit: You gain the power *the one sword*.

The One Sword

Wizard of the Spiral Tower Attack 11

*Your blade flashes with the twilight power of the Feywild as you strike your foe.***Encounter** ♦ Arcane, Enchantment, Weapon**Standard Action** Melee weapon**Target:** One creature**Attack:** Intelligence vs. Reflex**Hit:** 2[W] + Intelligence modifier damage. Make the secondary attack against the target.**Secondary Attack****Attack:** Intelligence vs. Will**Hit:** The target is dazed until the end of your next turn, and this power is not expended.

Level 12: Shape the Dream

With your blade, you slice through fate's strands to alter your fortunes. What might have taxed your mind is now no more than a fleeting memory.

Benefit: You gain the *shape the dream* power.**Shape the Dream**

Wizard of the Spiral Tower Utility 12

*You alter reality slightly, so that an attack your foe assumed it had made didn't actually happen.***Daily** ♦ Arcane**Immediate Interrupt** Personal**Trigger:** You are hit by an attack against your Will.**Effect:** The attack has no effect on you.

Level 16: Radiant Censure

Corellon favors the wizards of the Spiral Tower, for they uphold his ancient magical teachings. This blessing reveals itself when an enemy attacks your mind, as Corellon scourges the offending creature with radiant energy.

Benefit: When an enemy attacks your Will, the enemy takes radiant damage equal to your Charisma modifier (minimum 1).

Level 20: Corellon's Blade

This power imbues your longsword with the ability to emulate Corellon's weapon. With a single sweep, you attack all nearby foes and twist reality to dismiss them from your presence.

Benefit: You gain the *Corellon's blade* power.**Corellon's Blade**

Wizard of the Spiral Tower Attack 20

*You swing your glowing longsword around you, striking nearby enemies with the flat of the blade and banishing them into the Feywild.***Daily** ♦ Arcane, Enchantment, Radiant, Weapon**Standard Action** Close burst 1**Target:** Each enemy you can see in the burst**Attack:** Intelligence + 4 vs. Will**Hit:** 3[W] + Intelligence modifier radiant damage. In addition, the target is removed from play until the end of your next turn. When the target returns to play, it appears in its former space, or if that space is occupied, the target appears in the nearest unoccupied space (its choice).**Miss:** Half damage.

Addendum:

Wizard Updates in Brief (*Player's Handbook*)

Name	Page	Change
Orb of Imposition (Class Feature)	157	The free action you take must be on your turn.
Arcanist's Spellbook	158	Renames class feature from "Spellbook" to avoid confusion.
Cloud of Daggers	159	Adds the zone keyword.
Chill Strike	159	Adds a Miss entry to the power.
Force Orb	160	Clarifies that the secondary attack is an area burst.
Icy Terrain	160	Clarifies that the ground of the zone is difficult terrain. Adds the zone keyword.
Ray of Enfeeblement	160	Adds a Miss entry to the power.
Acid Arrow	160	Makes the secondary attack part of the Effect instead of the Hit entry, and clarifies that the secondary attack is an area burst.
Freezing Cloud	160	Increases the power's damage from 1d8 to 2d8. The Effect now creates a zone. A creature can take the zone damage only once per turn. Adds a Sustain entry. Adds the zone keyword.
Icy Rays	161	Adds a Miss entry to the power.
Stinking Cloud	161	A creature can take the Effect entry damage only once per turn. Changes the zone damage to a static amount instead of a damage roll. The zone is heavily obscured.
Levitate	162	Clarifies that Sustain duration does not persist until the end of the encounter.
Fire Burst	162	Adds a Miss entry to the power.
Spectral Ram	163	Adds a Miss entry to the power.
Winter's Wrath	163	The Effect now creates a zone. Adds the zone keyword.
Frostburn	164	The Effect now creates a zone. Adds the zone keyword.
Mesmeric Hold	164	Adds a Miss entry to the power.
Prismatic Burst	164	Adds a Miss entry to the power.
Thunderlance	164	Adds a Miss entry to the power.
Bigby's Grasping Hands	164	Clarifies what happens when the wizard uses a standard action to slam the hands together.
Prismatic Beams	165	The spell's area is now a blast, and the Fortitude attack now deals only ongoing damage.
Combust	166	Adds a Miss entry to the power.
Crushing Titan's Fist	166	The Effect now creates a zone. Adds the zone keyword.
Ice Tomb	166	Adds a Miss entry to the power.
Cloudkill	166	Changes the zone damage to a static amount instead of a damage roll.

Wizard Updates in Brief (*Player's Handbook*), continued

Name	Page	Change
Mordenkainen's Mansion	167	Removes the teleportation keyword.
Acid Storm	167	The Effect now creates a zone. Adds the zone keyword.
Thunderclap	167	Adds a Miss entry to the power. This power's damage has been increased.
Elemental Maw	167	The Effect now creates a zone, adding the zone keyword. Updates the power's formatting to tighten order of effects. Updates the zone's damage to a static amount instead of a damage roll. All damage is of the listed damage types. Clarifies that you must teleport the target outside of the zone.
Maze	168	Tightens the removed from play language. The Intelligence check is made at the end of the target's turn. Removes the teleportation keyword.
Necrotic Web	168	Tightens the zone language. Changes the immobilization from the Effect entry to a slow.
Prismatic Spray	168	The spell's area is now a blast, and the Fortitude attack now deals only ongoing damage. Removes the fear keyword.
Black Fire	168	Adds a Miss entry to the power.
Forcecage	168	Adds a Miss entry to the power.
Arcane Riposte	169	This feature now attacks Reflex, instead of AC.
Closing Spell	169	Reduces the power's burst from 5 to 3. Makes it easier to deal the bonus damage by tying it to daily attack powers only, not daily powers of any kind.
Bolstering Blood (Path Feature)	169	The extra psychic damage is now a bonus to damage rolls.
Burning Blood (Path Feature)	169	Updates and combines the feature's effects: revises the damage type from psychic to fire and makes it ongoing damage, but requires the target to be suffering an effect that a save can end.
Destructive Salutation	170	Reduces the power's damage from 6d6 to 4d6. Changes stunned to dazed in the Hit and Miss entries.
Extra Damage Action	170	The damage bonus now applies only to damage rolls.
Corellon's Implement (Path Feature)	171	Clarifies proficiency wording and how this feature interacts with Arcane Implement Mastery.
Spiral Tower Action	171	The feature now applies only to attack powers.
Shape the Dream	171	Clarifies that the triggering attack has no effect on you but also is not cancelled. Removes the implement keyword.
Corellon's Blade	171	Removes the teleportation keyword.
Wizard Schools	–	Updates powers with school of magic keywords as appropriate. These additions are not noted in the previous changes.
December 2011 Rules Update	–	Several damaging effects now deal damage to a creature only once per turn. These changes are noted in the errata for the <i>Player's Handbook</i> .