

Illusory Ambush

Wizard Attack 1



10



You create an illusion of swirling spectral assailants that swarm over your enemy.

At-Will ♦ **Arcane, Illusion, Implement, Psychic**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage, and the target takes a –2 penalty to attack rolls until the end of your next turn.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Int (Will)

Dmg (Int)

Grasping Shadows

Wizard Attack 1



1
10

At your command, the shadows reach out, grab hold of your foes, and wreath the area in darkness.

Encounter ♦ Arcane, Illusion, Implement, Psychic

Standard Action Area burst 1
within 10 squares

Target: Each creature in burst

Int (Will)

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage and the target is slowed until the end of your next turn.

Effect: Shadows writhe in the designated area and continue until the end of your next turn. Any creature that enters the area of the grasping shadows takes psychic damage equal to your Intelligence modifier and is slowed until the end of its next turn.

Dmg (Int)

Dmg (Int)

Maze of Mirrors

Wizard Attack 3



You envelop your enemies in an illusory labyrinth made of mirrors, which conceals the world around them.

Encounter ♦ **Arcane, Illusion, Implement**

Standard Action **Area** burst 1
within 10 squares

Int (Will)

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: The target is immobilized and takes a penalty to attack rolls equal to your Intelligence modifier until the end of your next turn.

-Atk (Int)

Enemies Abound

Wizard Attack 7



1
20



You weave a veil of illusion over the eyes your enemies, causing them to view their allies as threats.

Encounter ♦ **Arcane, Illusion, Implement, Psychic**

Standard Action **Area** burst 1
within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 2d8 + Intelligence modifier psychic damage, and you and your allies can treat the target as an ally for the purposes of flanking until the end of your next turn.

Int (Will)

Dmg (Int)

Phantom Chasm

Wizard Attack 1



You create the image of a bottomless chasm that opens beneath your foes, convincing them that they are plummeting to their deaths.

Daily ♦ Arcane, Illusion, Implement, Psychic

Standard Action Area burst 1 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

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

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

Int (Will)

Dmg (Int)

Phantasmal Terrain

Wizard Utility 2



2
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You make already treacherous terrain even more difficult for your enemies to traverse.

**Daily ♦ Arcane, Illusion,
Implement, Zone**

Standard Action Area burst 2
within 10 squares

Effect: Until the end of the encounter, difficult terrain in the designated area costs 2 extra squares of movement instead of the normal 1 extra square for your enemies. Additionally, hazards and traps within the area gain a bonus to attack rolls equal to your Intelligence modifier against your enemies.

+Atk (Int)

Phantasmal Assailant

Wizard Attack 5



20



You craft an elaborate image of a deadly assassin whose blade cuts deeply into your foes.

**Daily ♦ Arcane, Illusion,
Implement, Psychic**

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Int (Will)

Hit: 2d10 + Intelligence modifier
psychic damage.

Effect: The target takes ongoing 5
psychic damage and grants combat
advantage to all your allies (save
ends both).

Dmg (Int)

Spectral Hound

Wizard Utility 6



10



You summon the ghostly image of a powerful mastiff that follows you protectively.

**Daily ♦ Arcane, Illusion,
Implement**

Standard Action Ranged 10

Effect: You create the illusion a spectral hound, which appears in a square you designate within range. The spectral hound does not occupy that square but does count as an ally for the purposes of flanking. Additionally, as long as the hound remains within 10 squares of you, you gain a +1 power bonus to AC and all defenses, along with a +5 power bonus to Perception checks, since the spectral hound warns you of approaching danger.

Sustain Minor: You can sustain this power until the end of the encounter. Each round you can move the hound up to 5 squares as a free action; the spectral hound ignores difficult terrain but the effect ends if the hound leaves your line of sight.

Illusory Wall

Wizard Utility 10



8
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A seemingly solid wall materializes before your foes, dividing the battlefield with your convincing illusion.

Daily ♦ **Arcane, Illusion, Implement**

Standard Action Area wall 8 within 20 squares

Int (Will)

Effect: You create the illusion of a contiguous wall of solid material (stone or metal, for example). The wall can be up to 8 squares long and 4 squares high. The wall blocks line of sight for all enemies (but not your allies). When any enemy moves adjacent to or starts its turn adjacent to the wall, as a free action you can make an attack (Intelligence vs. Will) against that target; if successful, the target treats the wall as blocking terrain (save ends). On a miss, the wall no longer blocks line of sight or movement for that creature for the remainder of the encounter.

Sustain Minor: You can sustain this power until the end of the encounter.