Force Orb
Encounter, Arcane, Force, Implement

You hurl an orb of magical force at an enemy. It bursts against the target and throws off razor-sharp shards of force that cut nearby enemies to ribbons.

Standard Action   Ranged 20

Primary Target: One creature or object.

Attack: +5 vs. Reflex

> **Hit:** 2d8 + 5 force damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target.

Secondary Attack: +5 vs. Reflex

> **Hit:** 1d10 + 5 force damage.

Acid Arrow
Daily, Acid, Arcane, Implement

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Standard Action   Ranged 20

Primary Target: One creature.

Attack: +5 vs. Reflex

> **Hit:** 2d8 + 5 acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.
> **Miss:** Half damage, and ongoing 2 acid damage to primary target (save ends), and no secondary attack.
> **Secondary Target:** Each creature adjacent to the primary target.
> **Secondary Attack:** +5 vs. Reflex
> **Hit:** 1d8 + 5 acid damage, and ongoing 5 acid damage (save ends).

Sleep
Daily, Arcane, Implement, Sleep

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

Standard Action   Area burst 2 within 20 squares

Target: Each creature in burst.

Attack: +5 vs. Will

> **Hit:** The target is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).
> **Miss:** The target is slowed (save ends).