

# ARCANIST IMPLEMENT POWERS

## AT-WILL ATTACK POWERS

### Breath of Night Wizard Attack 1

*At your whisper, the chill night wind answers, a forceful gust that heeds your will.*

At-will ♦ Arcane, Cold, Evocation, Implement

Standard Action

Close burst 1

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

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

Level 21: 2d6 + Intelligence modifier cold damage.

**Staff of Defence (Special):** This power targets only your enemies. If you hit, the number of squares you push the target equals your Constitution modifier.

### 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 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 Constitution modifier (minimum 1). A creature can take this damage only once per turn.

**Tome of Binding (Special):** Creatures summoned by you do not take damage from the zone and have combat advantage against creatures in the zone.

### Erupting Flare Wizard Attack 1

*You kindle a massive, sudden flame within your enemy. The fires burn your foe and spill out to singe any who stay near it.*

At-will ♦ Arcane, Evocation, Fire, Implement

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier fire damage, and any creature enemy that ends its turn adjacent to the target before the end of the target's next turn takes fire damage equal to your Intelligence Wisdom modifier.

Level 21: 2d8 + Intelligence modifier fire damage.

**Tome of Readiness (Special):** You can use this power as a melee touch attack. You can also use this power as a basic attack.

### 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, plus one additional creature per five levels above 1<sup>st</sup> (i.e. two at 6<sup>th</sup> level, three at 11<sup>th</sup> level, etc.)

**Effect:** The target takes force damage equal to 2 + your Intelligence modifier + the enhancement bonus of your implement.

Level 11: The force damage equals to 3 + your Intelligence modifier + the enhancement bonus of your implement.

Level 21: The force damage equals to 5 + your Intelligence modifier + the enhancement bonus of your implement.

**Wand of Accuracy (Effect):** Add your Dexterity modifier to the force damage taken by the target.

**Special:** You can use this power as a ranged basic attack.

### Phantom Cage Wizard Attack 1

*Your enemy shrieks in terror, desperately trying to avoid the cage of razor-sharp blades that it sees closing in around it.*

At-will ♦ Arcane, Illusion, Implement, Psychic

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage. If the target moves before the end of your next turn, it takes 5 psychic damage.

Level 21: 2d8 + Intelligence modifier psychic damage.

**Orb of Deception (Hit):** The damage taken by the target if it moves equals 3 + your Charisma modifier. In addition, you can mark the target.

### 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 enemy

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.

**Orb of Imposition (Hit):** When you hit a target that is not resistant or immune to cold with this power you can choose to reduce the damage dealt to the target by your Intelligence modifier. If you do so, instead of slowing the target, you immobilise the target until the end of your next turn.

### 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

**Wand of Accuracy (Special):** When you use this power, you can choose to reduce the damage dealt to each target by your Intelligence modifier. If you do so, each target that you hit takes ongoing fire damage (save ends) equal to your Dexterity modifier.

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier fire damage.

Level 21: 2d6 + Intelligence modifier fire damage.

## ENCOUNTER ATTACK POWERS

### Level 1

#### Astral Wasp Wizard Attack 1

A crystalline wasp with gossamer wings appears next to your foe and stings it, then buzzes about, waiting for another opening to attack.

Encounter ♦ Arcane, Conjuration, Evocation, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier damage.

Effect: You conjure an astral wasp that appears in 1 square within the target's space. It lasts until the end of your next turn.

If the target moves out of the astral wasp's square, it takes damage equal to your Constitution modifier. If the target ends its turn more than 2 squares away from the astral wasp, it takes damage equal to your Constitution modifier.

**Tome of Binding (Special):** You can use this power twice per encounter, but both uses must be in successive rounds. If the target of your second use of this power is in a square occupied by the astral wasp from your first use of this power, you gain combat advantage against it for the second attack.

#### Burning Hands Wizard Attack 1

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

Encounter ♦ Arcane, Conjuration, Fire, Implement

Standard Action Close blast 5

**Tome of Readiness (Special):** When you use this power, you can choose one of the following modifications of the power:

- change the damage type from fire to acid, cold, lightning or thunder, changing the fire keyword as appropriate; or
- exclude a number of squares from the blast up to your Wisdom modifier.

Target: Each creature in the blast

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Miss: Half damage.

#### Charm of Misplaced Wrath Wizard Attack 1

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

Encounter ♦ Arcane, Charm, Enchantment, Implement

Standard Action Ranged 10

Target: One enemy

Attack: Intelligence vs. Will

Hit: You slide the target up to 3 squares. The target is then dazed until the end of your next turn.

Effect: The target makes a basic attack against a creature of your choice as a free action. The basic attack gains a +2 power bonus to the damage roll.

**Orb of Deception (Effect):** The power bonus to the basic attack's damage roll equals your Charisma modifier (minimum 2).

#### Empowering Lighting Wizard Attack 1

Green and yellow lightning twines around your wand, then flashes toward your enemy and explodes in a shower of sparks.

Encounter ♦ Arcane, Evocation, Implement, Lightning

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

**Wand of Accuracy (Effect):** Until the end of your next turn, all your attacks do extra lightning damage equal to your Dexterity modifier.

Hit: 2d8 + Intelligence modifier lightning damage, and you push the target 1 square.

**Wand of Accuracy:** The next time you use the Wand of Accuracy class feature before the end of the encounter, you also gain a

bonus to that attack's damage roll equal to your Intelligence modifier.

#### Force Orb Wizard Attack 1

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.

Encounter ♦ Arcane, Evocation, Force, Implement

Standard Action

Ranged 20

Primary Target: One creature or object

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier force damage. Make a secondary attack.

**Wand of Accuracy (Hit):** After resolving the secondary attack, you can push the primary target up to 2 squares.

#### Force Orb Secondary Attack

Encounter ♦ Arcane, Evocation, Force, Implement

Free Action

Area burst 1 centred 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.

**Wand of Accuracy (Hit):** You push the target 1 square from the origin square of the burst.

#### Glorious Presence Wizard Attack 1

Radiant moonlight streams from you in all directions, and those who behold you are stricken with awe.

Encounter ♦ Arcane, Charm, Enchantment, Implement, Radiant

Standard Action

Close burst 2

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier radiant damage, and you push the target up to a number of squares equal to your Wisdom modifier.

**Staff of Defence (Hit):** You and each ally in the burst gain partial concealment against the target until the end of your next turn.

Effect: You and each ally in the burst gain temporary hit points equal to your Wisdom modifier.

#### Illusory Obstacles Wizard Attack 1

The image of treacherous terrain appears in the minds of your enemies, which become disoriented.

Encounter ♦ Arcane, Illusion, Implement

Standard Action

Area burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Will

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

**Orb of Deception (Hit):** Choose one target you hit with this power. That target also falls prone.

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

#### Orbmaster's Incendiary Detonation Wizard Attack 1

Gouts of flame pulse from your orb and explode amid your enemies, setting the area alight and roasting them as they attempt to escape.

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

Standard Action

Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier force damage, and you knock the target prone.

Effect: The burst creates a zone of licking flames that lasts until the end of your next turn. Each enemy that enters or starts its turn in the zone takes 2 fire damage fire damage equal to your Wisdom modifier. An enemy can take this damage only once per turn.

**Orb of Imposition (Effect):** You can extend the duration of this effect, even though it is not an at-will power. If you do so, the area expands to burst 3 and doesn't affect you or your allies.

### Skewering Spikes Wizard Attack 1

*You call forth floating spikes of metal and stone that rapidly streak toward your foes.*

Encounter ♦ Arcane, Evocation, Implement

Standard Action Ranged 5

Target: One, two or three creatures

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier damage, or 2d8 + Intelligence modifier damage if you only target one creature.

**Wand of Accuracy (Hit):** If the target is adjacent to blocking terrain, it is also immobilised until the end of its next turn.

### Staffstrike Corrosion Wizard Attack 1

*You tap your staff on the ground, and acid boils up to envelop your target in a caustic haze.*

Encounter ♦ Acid, Arcane, Evocation, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier acid damage. Until the end of your next turn, creatures more than 5 squares away from the target have partial concealment against it.

**Staff of Defence (Effect):** The next time you use the Staff of Defence class feature before the end of the encounter, the attacker also takes acid damage equal to your Intelligence modifier.

### Twilight Falls Wizard Attack 1

*You weave draining shadow energy into an oppressive gloom that dims your enemies' senses.*

Encounter ♦ Arcane, Implement, Nethermancy, Psychic, Shadow, Zone

Standard Action Area burst 1 within 10 squares

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage. If the target is in the origin square, the target is also dazed until the end of your next turn.

**Effect:** The burst creates a zone that lasts until the end of your next turn. When any enemy in the zone attacks a creature, the creature has partial concealment against that enemy.

**Orb of Imposition (Effect):** You can extend the duration of this effect, even though it is not an at-will power. If you do so, you can move the zone up to 10 squares at the same time.

## Level 3

### Arcane Bolts Wizard Attack 3

*Silver arrows of force appears next to you. You gesture toward a foe, sending the arrows on an unerring path toward that enemy.*

Encounter ♦ Arcane, Evocation, Force, Implement

Standard Action Ranged 40 20

Target: One creature One or more creatures or objects (see Effect).

**Effect:** The target takes force damage equal to 5 + your Intelligence modifier + the enhancement bonus of your implement. You fire one or more arcane bolts at creatures or objects in range. You fire one bolt at 3<sup>rd</sup> level, and one additional bolt for every three levels above 3<sup>rd</sup> (i.e. two at 6<sup>th</sup> level, three at 9<sup>th</sup> level, etc.). You can fire each bolt at a different target, but no more than two bolts at any single target. Each bolt causes force damage to the target equal to 2 + your Intelligence modifier + the enhancement bonus of your implement.

**Wand of Accuracy (Effect):** Add your Dexterity modifier to the force damage dealt by each bolt, and each bolt pushes the target 1 square.

**Special:** Insubstantial creatures take full damage from this power.

### Cinderfall Wizard Attack 3

*A thousand motes of fire momentarily linger in the air in front of you before streaking toward a single foe.*

Encounter ♦ Arcane, Evocation, Fire Implement

Standard Action Area burst 1 within 10 squares

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier fire damage.

**Effect:** You deal 5 fire damage to one target in burst.

**Tome of Readiness (Effect):** The target is also blinded until the end of your next turn.

### 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).

**Staff of Defence (Effect):** Until the end of your next turn, any creature that makes a melee attack against you takes fire damage equal to 3 + your Constitution modifier. A creature can take this damage only once per round.

### Grim Shadow Wizard Attack 3

*Reaching into the Shadowfell, you cast a tangible, looming shadow that strikes fear into the living.*

Encounter ♦ Arcane, Fear, Implement, Necrotic, Nethermancy

Standard Action Close blast 3

**Orb of Deception (Special):** When you use this power, you can choose to make it cause psychic damage instead of necrotic damage (this also changes the necrotic keyword to psychic).

Target: Each creature in the blast

Attack: Intelligence vs. Will

Hit: 2d8 + Intelligence modifier necrotic damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

**Effect:** Each target takes a -2 penalty to Will until the end of your next turn.

### Pinioning Vortex Wizard Attack 3

*A miniature tornado roars forth to batter your enemy and lift it into the air.*

Encounter ♦ Arcane, Evocation, Implement

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier damage, and you slide the target 10 feet (2 squares) vertically. The target remains aloft until the start of its next turn; while aloft, it is dazed and immobilized, and it grants combat advantage to you and your allies. At the start of its next turn, it lands on its feet in the space it formerly occupied or in the nearest unoccupied space of its choice.

**Orb of Imposition (Hit):** You can use your Orb of Imposition class feature to extend the period the target remains aloft by one round.

### Radiant Pillar Wizard Attack 3

*You conjure a cylinder of light that illuminates the battlefield, searing the eyes of your foes.*

Encounter ♦ Arcane, Evocation, Implement, Radiant, Zone

Standard Action Area burst 1 within 10

**Effect:** The burst creates a zone of bright light until the end of your next turn. Creatures are blinded while within the zone. If a creature vulnerable to radiant damage starts its turn within the zone, it takes damage equal to double its vulnerability.

**Staff of Defence (Effect):** This power only affects your enemies.

**Shock Beetle Swarm****Wizard Attack 3**

*A sudden mass of insects limned with lightning crawls over your foes. Energy arcs between your enemies as the swarm feasts on their flesh.*

**Encounter ♦ Arcane, Conjuration, Evocation, Implement, Lightning**  
**Standard Action** Area burst 1 within 10 squares

**Target:** Each creature in the burst

**Attack:** Intelligence vs. Fortitude

**Hit:** 1d6 + Intelligence modifier lightning damage, and you conjure a shock beetle in 1 square within the target's space. Each beetle lasts until the end of your next turn. Each enemy that starts its turn in or adjacent to at least 1 square containing a shock beetle takes lightning damage equal to your Constitution modifier.

**Tome of Binding (Hit):** The target is slowed until the end of your next turn.

**Level 7****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.

**Wand of Accuracy (Hit):** Add your Dexterity modifier to the damage dealt.

**Miss:** Half damage.

**Fire Sea Travel****Wizard Attack 7**

*After your fiery attack, you open a window into the Fire Sea and skip through it to a nearby location.*

**Encounter ♦ Arcane, Evocation, Fire, Implement, Teleportation**

**Standard Action** Close burst 1

**Staff of Defence (Special):** You can use this power as an immediate interrupt when an enemy adjacent to you makes an attack against you.

**Target:** Each creature in the burst

**Attack:** Intelligence vs. Reflex

**Hit:** 2d6 + Intelligence modifier fire damage, and the target cannot see anything farther than 3 squares from it until the end of your next turn.

**Effect:** You teleport 5 squares.

**Tome of Binding (Effect):** Immediately after teleporting, you can use one of your daily attack powers with both the fire and summoning keywords as a free action, with the summoned creature appearing in the square you vacated.

**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.

**Wand of Accuracy (Hit):** If you use your Wand of Accuracy class feature with one of the attack rolls for this power, if that attack hits, you also daze the target until the end of your next turn.

**Miss:** Half damage.

**Thunder Cage****Wizard Attack 7**

*Your foe is rocked by thunderous noise, and an ominous rumble begins at your enemy's slightest move.*

**Encounter ♦ Arcane, Evocation, Implement, Thunder**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Hit:** 2d10 + Intelligence modifier thunder damage. If the target leaves the space it currently occupies before the start of your next turn, it takes an extra 1d10 + Intelligence modifier thunder damage.

**Orb of Imposition (Hit):** If the target does not move on its turn, it falls prone at the end of its turn.

**Tomebound Ooze****Wizard Attack 7**

*Your foe is engulfed by an acidic, jellylike mass that continues to eat at it when that foe tries to attack.*

**Encounter ♦ Acid, Arcane, Conjuration, Evocation, Implement**

**Standard Action** Ranged 10

**Target:** One creature

**Effect:** You conjure an ooze that fills the target's space. It lasts until the end of your next turn. If the target moves, the ooze moves with it while it remains within range.

**Attack:** Intelligence vs. Reflex

**Hit:** 4d8 + Intelligence modifier acid damage. Until the end of your next turn, whenever the target makes an attack roll, it takes acid damage equal to your Constitution modifier.

**Tome of Binding (Hit):** When the target first makes an attack roll before the end of your next turn, the ooze explodes. The explosion deals acid damage equal to your Constitution modifier to all enemies within 2 squares of the target, and the effect ends. Whenever the target makes an attack roll, each enemy adjacent to it takes acid damage equal to your Constitution modifier.

**Vile Vermin****Wizard Attack 7**

*The ground seems to burst upward as a surge of centipedes, beetles, rats, and snakes work their way to the surface around your foe.*

**Encounter ♦ Arcane, Implement, Poison**

**Standard Action** Ranged 10

**Tome of Readiness (Special):** When you use this power, you can choose one of the following modifications of the power:

- change the damage type from poison to acid or psychic, changing the poison keyword as appropriate; or
- a target hit by the power is also immobilised until the end of your next turn.

**Target:** One creature

**Attack:** Intelligence vs. Reflex

**Hit:** 2d10 + Intelligence modifier poison damage.

**Effect:** Until the end of your next turn, any enemy that ends its turn adjacent to the target takes 5 poison damage.

**Worms of Minauros****Wizard Attack 7**

*You drop a mass of writhing maggots onto your enemy. The horrors feast on its flesh, dissolving it with acidic drool.*

**Encounter ♦ Acid, Arcane, Conjuration, Evocation, Implement**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** Intelligence vs. Fortitude

**Effect:** You conjure a mass of worms in 1 square within the target's space. They last until the end of your next turn.

**Tome of Binding (Effect):** While a creature summoned by you is in a square adjacent to the worms, it can use its standard action attack as an opportunity attack against the target of this power.

**Hit:** 2d8 + Intelligence modifier acid damage. If the target ends its turn within 2 squares of the worms, it takes 10 acid damage.

**Effect:** If the target ends its turn within 2 squares of the worms, it takes 1d8 acid damage.