

HEROIC TIER FEAT

CANTRIP EXPERTISE (WIZARD)

Prerequisites: Wizard, cantrip class feature.

Benefit: Choose one of your wizard cantrips. You gain a benefit when you use that cantrip.

Ghost Sound (add Thunder keyword): You can use *ghost sound* as a minor action. Once per encounter, you can choose to use *ghost sound* as a standard action. Depending on what the target of the cantrip is, a different outcome is possible:

If cast on an object: If the object is fragile it shatters, making the area that contained the object difficult terrain until the start of your next turn. Creatures that enter or start their turn in the area are slowed until the start of your next turn.

If cast on an unoccupied square: All creatures adjacent to the square are deafened until the start of your next turn.

Light (add Radiant keyword): Your *light* shines bright light within 6 squares of it and it has range 20. Once per encounter, you can choose to use a *light* cantrip as a standard action. Depending on what the target of the cantrip is, a different outcome is possible:

If cast on an object: Melee and ranged attacks with the object gain the radiant keyword and deal radiant damage on a hit until the start of your next turn.

If cast on an unoccupied square: All creatures within the lights radius grant combat advantage until the start of your next turn. Expending a light puts it out at the start of your next turn.

Mage Hand (add Teleportation keyword): Your *mage hand* can manipulate objects weighing 50 pounds or less. Moving it is a minor action.

Once per encounter, you can use a *mage hand* cantrip with either a move or a standard action:

Move action: A prone ally in a square adjacent to the *mage hand* can stand up.

Standard action: A prone ally in a square adjacent to the *mage hand* is teleported to any square adjacent to you.

Expending a set of mage hands dispels them immediately.

Prestidigitation (add Conjunction keyword): Your *prestidigitation* has range 5, can be used as a minor action and you can have as many as five *prestidigitation* effects active at one time. Once per encounter, you can use a *prestidigitation* cantrip as either a move or a standard action:

Move action: The duration of an effect you create with *prestidigitation* is extended until the end of the encounter or doubled, whichever is longer.

Standard action: Choose a cantrip for which you don't have Cantrip Expertise. You can mimic the cantrip as if you had the appropriate Cantrip Expertise feat until the end of your next turn. This does not allow you to use any of the once per encounter effects of the cantrip.

Special: You can take this feat more than once. Each time you select this feat, choose another wizard cantrip you know.

PARAGON TIER FEAT

CANTRIP MASTERY (WIZARD)

Prerequisites: Wizard, Cantrip Expertise.

Benefit: Choose one of your wizard cantrips for which you have Cantrip Expertise. You gain a greater benefit when you use that cantrip.

Ghost Sound (add Thunder keyword): You can use *ghost sound* as a free action (1/round; subsequent uses are minor actions), and it has range 20. Once per encounter, as a move action, you can use *ghost sound* as a close burst 10. Once per day, you can choose to use *ghost sound* as a standard action. Depending on what the target of the cantrip is, a different outcome is possible:

If cast on an object: The object resonates, and all fragile objects in the square and all adjacent squares shatter, making the area that contained the objects difficult terrain until the start of your next turn. Creatures that enter or start their turn in the area are immobilized until the start of your next turn.

If cast on an unoccupied square: All creatures adjacent to the square are deafened and dazed until the start of your next turn.

Light (add Radiant keyword): Your *light* shines bright light within 8 squares of it and it has range 20. You can have up to two *light* cantrips active simultaneously. Once per encounter, you can use *light* as a free action; this can be done even if you are surprised. Once per day, you can choose to use a *light* cantrip as a standard action. Depending on what the target of the cantrip is, a different outcome is possible:

If cast on an object: All attacks with the object gain the radiant keyword and deal radiant damage on a hit until the start of your next turn. Additionally, the target of an attack with the object

before the start of your next turn is stripped of any radiant resistance until the end of its next turn.

If cast on an unoccupied square: All squares within the lights radius become totally obscured terrain and all creatures within the light radius are blinded until the start of your next turn. Expending a light puts it out at the start of your next turn.

Mage Hand (add Teleportation keyword): Your *mage hand* can manipulate objects weighing 100 pounds or less and it has range 10. Moving it is a minor action. Once per encounter, you can sustain, move, or order your mage hand as a free action. Once per day, you can use a *mage hand* cantrip with either a move or a standard action:

Move action: All prone allies in a square adjacent to the *mage hand* can stand up.

Standard action: An ally in a square adjacent to the *mage hand* is teleported to any square within range.

Expending a set of mage hands dispels them immediately.

Prestidigitation (add Conjunction keyword): Your *prestidigitation* has range 10, can be used as a minor action and you can have as many as ten *prestidigitation* effects active at one time. Three times per encounter, you can use *prestidigitation* as a free action (max 1/round). Once per day, you can use *prestidigitation* as either a move or a standard action:

Move action: The duration of an effect you create with *prestidigitation* is extended until the end of your next extended rest or for 24 hours, whichever is longer.

Standard action: Choose a cantrip for which you don't have Cantrip Mastery. You can mimic the cantrip as if you had the appropriate Cantrip Mastery feat until the end of your next turn. This does not allow you to use any of the once per day effects of the cantrip.

Special: You can take this feat more than once. Each time you select this feat, choose another wizard cantrip you know. Cantrip Mastery still allows you to benefit from the cantrip's once per encounter effects granted by Cantrip Expertise.