

## WIZARD

WIZARDS ARE SCIONS OF ARCANES MAGIC. WIZARDS TAP the true power that permeates the cosmos, research esoteric rituals that can alter time and space, and hurl balls of fire that incinerate massed foes. Wizards wield spells the way warriors brandish swords. Magic lured you into its grasp, and now you seek to master it in turn. You could be a bespectacled sage searching for dusty tomes in forgotten sepulchers, a scarred war mage plying foes with fireballs and foul language in equal measure, a disgruntled apprentice who absconded with your master's spellbooks, an eladrin upholding the magical tradition of your race, or even a power-hungry student of magic who might do anything to learn a new spell. A cloak of spells enfolds you, ancient rituals bolster your senses, and runed implements of your craft hang from your belt. Effervescing arcane lore pulses through your consciousness, a constant pressure craving release. When will you know enough magic to storm the ramparts of reality itself?

## WIZARD OVERVIEW

Your powers are all about affecting multiple targets at the same time—sometimes two or three foes, sometimes everyone in a room. In addition, you are the master of utility spells that let you avoid or overcome many obstacles, from flying across chasms to halting the flow of time. Wizards conduct their adventures with caution and forethought. They seek knowledge, power, and the resources to conduct their studies. They may also have any of the noble or ignoble motivations other adventurers have.

**Role:** Controller. You exert control through magical effects that cover large areas—sometimes hindering foes, sometimes consuming them with fire.

**Power Source:** Arcane. You channel arcane forces through extensive study, hidden knowledge, and intricate preparation. To you, magic is an art form, an expressive and powerful method by which you seek to control the world around you.

**Key Abilities:** Intelligence, Wisdom, Dexterity.

**Armor Proficiencies:** Cloth.

**Weapon Proficiencies:** Dagger, quarterstaff.

**Implements:** Orbs, staves, and wands. Every wizard has mastery of one type of implement (see “Class Features”). Without an implement, a wizard can still use his or her powers. A wizard wielding a magic orb, staff, or wand can add its enhancement bonus to the attack rolls and the damage rolls of wizard powers, as well as wizard paragon path powers, that have the implement keyword.

**Class Defense Bonus:** Will +2.

**Hit Points:** At 1st level, 10 + Constitution score; +4 hit points per level gained.

**Healing Surges per Day:** 6 + Constitution modifier.

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

**Trained Skills:** Arcana plus three more trained skills at 1st level.

**Class Features:** Arcane Implement Mastery, Cantrips, Ritual Casting, Spellbook.

**Races:** Eladrin, humans, and half-elves esteem and excel at the practice of arcane magic.

**Religion:** Wizards favor deities of magic, art, knowledge, and secrets, such as Corellon, Ioun, and Vecna.

## WIZARD CLASS FEATURES

You have the following class features.

## ARCANES IMPLEMENT MASTERY

You specialize in the use of one kind of implement to gain additional abilities when you wield it. Choose one of the following forms of implement mastery.

**Orb of Imposition:** Once per encounter as a free action, you can use your orb to gain one of the following two effects.

- You can designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a penalty to its saving throws against that effect equal to your Wisdom modifier.
- Alternatively, you can choose to extend the duration of an effect created by a wizard at-will spell (such as *cloud of daggers* or *ray of frost*) that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn.

You must wield an orb to use this ability. Control wizards select this form of mastery because it helps extend the duration of their control effects.

**Staff of Defense:** A staff of defense grants you a +1 bonus to AC. In addition, once per encounter as an immediate interrupt, you gain a bonus to defense against one attack equal to your Constitution modifier. You can declare the bonus after the Dungeon Master has already told you the damage total. You must wield your staff to benefit from these features. This form of mastery is useful for all wizards, particularly if you dabble in both control and damage-dealing spells.

**Wand of Accuracy:** Once per encounter as a free action, you gain a bonus to a single attack roll equal to your Dexterity modifier. You must wield your wand to benefit from this feature. This form of mastery is good for war wizards because it helps increase their accuracy with damaging powers.

## CANTRIPS

Cantrips are minor spells you gain at 1st level. You can use the *ghost sound*, *light*, *mage hand*, and *prestidigitation* cantrips (qq.v.) as at-will powers.

## RITUAL CASTING

You gain the Ritual Caster feat (page 200) as a bonus feat, allowing you to use magical rituals (see Chapter 10).

A wizard's spells are potent in combat and useful in a variety of challenge encounters and other situations, but the wizard is also the undisputed master of magical rituals.

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

## SPELLBOOK

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

**Rituals:** Your book 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. Any ritual you add must be your level or lower.

**Daily and Utility Spells:** Your spellbook also holds your daily and utility spells. You begin knowing two daily spells, one of which you can use on any given day. Each time you gain a level that lets you select a daily spell or a utility spell, choose two different daily spells or utility spells of that level to add to your book. If you replace a spell because of gaining a level or through retraining, the previous spell vanishes from your spellbook and is replaced by the new spell.

After an extended rest, you can prepare (choose) the daily and utility spells you will have available to you until your next extended rest. The number of daily and utility spells you may have prepared is based on your level (see page 29). You can't prepare the same spell twice.

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

## WIZARD POWERS

Your arcane powers are called spells, and in the minds of most people in the world, a wizard's spells define what arcane magic is all about.

## CANTRIPS

## Ghost Sound

Wizard Cantrip (Arcane, Illusion)

Standard Action; At-Will

**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

Wizard Cantrip (Arcane)

Minor Action; At-Will

**Ranged** 5

**Target** One object or unoccupied square

**Effect** You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

**Special** You can have only one *light* cantrip active at a time. If you create a new light, your previously cast *light* winks out.

## Mage Hand

Wizard Cantrip (Arcane, Conjuration)

Minor Action; At-Will

**Ranged** 5

**Effect** You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the 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.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

**Sustain Minor** You can sustain the hand indefinitely.

**Special** You can have only one *mage hand* cantrip active at a time. If you create a new one, your previously cast *mage hand* winks out.

