

Sadie  
Character Name  
Human  
Race  
Medium  
Size  
18  
Age  
Female  
Gender  
5'10"  
Height  
200 lbs  
Weight  
Good  
Alignment  
Odin  
Deity  
Spellstorm Mage  
Class  
Paragon Path  
Archmage  
Epic Destiny  
310,000  
Total XP  
Adventuring Company  
RPGA Number

INITIATIVE			
SCORE	DEX	1/2 LVL	MISC
12	Initiative	12	

CONDITIONAL MODIFIERS

ABILITY SCORES			
SCORE	ABILITY	ABIL MOD	MOD + 1/2 LVL
13	STR Strength	1	13
12	CON Constitution	1	13
10	DEX Dexterity	0	12
27	INT Intelligence	8	20
13	WIS Wisdom	1	13
20	CHA Charisma	5	17

HIT POINTS			
MAX HP	BLOODED	HEALING SURGES SURGE VALUE	SURGES/DAY
114	57	28	7
CURRENT HIT POINTS		CURRENT SURGE USES	
SECOND WIND 1/ENCOUNTER		USED	
TEMPORARY HIT POINTS			
DEATH SAVING THROW FAILURES			
SAVING THROW MODS			
RESISTANCES			
CURRENT CONDITIONS AND EFFECTS			

SKILLS						
BONUS	SKILL NAME		ABIL MOD + 1/2 LVL	TRND (+5)	ARMOR PENALTY	MISC
12	Acrobatics	DEX	12	0		
25	Arcana	INT	20	5	n/a	
13	Athletics	STR	13	0		
17	Bluff	CHA	17	0	n/a	
22	Diplomacy	CHA	17	5	n/a	
18	Dungeoneering	WIS	13	5	n/a	
13	Endurance	CON	13	0		
13	Heal	WIS	13	0	n/a	
30	History	INT	20	5	n/a	5
13	Insight	WIS	13	0	n/a	
17	Intimidate	CHA	17	0	n/a	
13	Nature	WIS	13	0	n/a	
13	Perception	WIS	13	0	n/a	
25	Religion	INT	20	5	n/a	
12	Stealth	DEX	12	0		
17	Streetwise	CHA	17	0	n/a	
12	Thievery	DEX	12	0		

DEFENSES									
SCORE	DEFENSE	10 + 1/2 LVL	ARMOR/ ABIL	CLASS	FEAT	ENH	MISC	MISC	
36	AC	22	9			5			

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
30	FORT	22	1		2		1	4	

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
32	REF	22	8		1		1		

CONDITIONAL BONUSES

SCORE	DEFENSE	10 + 1/2 LVL	ABIL	CLASS	FEAT	ENH	MISC	MISC	
31	WILL	22	5	2	1		1		

CONDITIONAL BONUSES

ACTION POINTS		
	MILESTONES	ACTION POINTS
	0	1
	1	2
	2	3

ADDITIONAL EFFECTS FOR SPENDING ACTION POINTS

RACE FEATURES	
Bonus Feat	- Choose an extra feat at 1st level.
Bonus Skill	- Trained in one additional class skill.
Bonus At-Will Power	- Know one extra 1st-level attack power from your class.
Human Defense Bonuses	- +1 to Fortitude, Reflex, and Will.

CLASS / PATH / DESTINY FEATURES	
Arcane Implement Mastery	- Choose Orb of Imposition, Staff of Defense, or Wand of Accuracy.
Orb of Deception	- Encounter, free; with orb, spread a wider net of deception over foes.
Cantrips	- Use ghost sound, light, mage hand, and prestidigitation as at-will powers.
Ritual Casting	- Gain Ritual Caster as a bonus feat.
Spellbook	- Three 1st-level rituals, plus more at higher levels. Also, twice the daily and utility spells you can use; choose from among these at each extended rest.
Storm Fury	- When first bloodied, deal 5 + Wis mod lightning damage to each foe within 10.
Storm Spell	- Daily, regain use of used spell, make Wis check and consult power
Extra Damage Action	- When you spend action point to take action, add 1/2 level to damage with standard action

LANGUAGES KNOWN	
Common, Elven	

Player Name

310,000  
Total XP

Adventuring Company  
RPGA Number

MOVEMENT				
SCORE	BASE	ARMOR	ITEM	MISC
6	Speed (Squares)	6		

SPECIAL MOVEMENT

SENSES			
SCORE	PASSIVE SENSE	BASE	SKILL BONUS
23	Passive Insight	10 +	13
23	Passive Perception	10 +	13

SPECIAL SENSES

ATTACK WORKSPACE									
ABILITY: Melee Basic Attack - Quarterstaff									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 15	12	1		2					
ABILITY: Magic Missile - Quarterstaff									
ATT BONUS	1/2 LVL	ABIL	CLASS	PROF	FEAT	ENH	MISC		
+ 20	12	8							

DAMAGE WORKSPACE						
ABILITY: Melee Basic Attack - Quarterstaff						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
2d8+1	1					
ABILITY: Magic Missile - Quarterstaff						
DAMAGE	ABIL	FEAT	ENH	MISC	MISC	
4d4+8	8					

BASIC ATTACKS			
ATTACK	DEFENSE	WEAPON OR POWER	DAMAGE
15	vs AC	Quarterstaff (Melee)	2d8+1
20	vs Ref	Magic Missile (Quarterstaff)	4d4+8
13	vs AC	Unarmed (Melee)	2d4+1
12	vs AC	Unarmed (Range)	2d4

FEATS	
Phantom Echoes	- Gain combat advantage against target hit by illusion power
Ritual Caster	- Master and perform rituals
Skill Focus (History)	- +3 to History checks
Implement Expertise (orb)	- +1 to attack rolls with orbs
Action Surge	- +3 to attacks when you spend an action point
Reaper's Touch	- You gain a benefit with some attack powers.
Distant Advantage	- Gain combat advantage with ranged and area attacks against flanked enemies
Expert Ritualist	- +2 bonus to ritual skill checks
Improved Second Wind	- Heal 5 additional damage with second wind
Lasting Frost	- Target hit with cold power gains vulnerable cold 5
Great Fortitude	- +2 to Fortitude defense
Mettle	- No damage from missed area or close attacks against Fortitude or Will



CHARACTER NAME <b>Sadie</b>		
PLAYER NAME		
RACE Human	CLASS Wizard	LEVEL 24
<b>HP</b> 114 <b>Spd</b> 6 <b>Init</b> +12 <b>23</b> Passive Insight	<b>13 STR</b> <b>12 CON</b> <b>10 DEX</b> <b>27 INT</b> <b>13 WIS</b> <b>20 CHA</b> <b>23</b> Passive Perception	<b>AC</b> 36 <b>Fort</b> 30 <b>Ref</b> 32 <b>Will</b> 31

PLAY DATA **DUNGEONS & DRAGONS**

KEYWORDS Arcane, Illusion, Implement, Psychic		
Standard	+ 10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
27	vs Will	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Attack:</b> Intelligence vs. Will <b>Hit:</b> 1d6 + Intelligence modifier (+8) 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 (+8) at 21st level.  Orb of Reversed Polarities +5: +27 attack, 2d6 +13 damage		
ADDITIONAL EFFECTS +3 to attack rolls if this attack was gained by spending an action point - Action Surge.		
CLASS Wizard	LEVEL 1	BOOK AP

AT-WILL POWER **DUNGEONS & DRAGONS**

KEYWORDS Arcane, Conjunction		
Minor	+ 5	Ranged 5
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Effect:</b> 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. <b>Sustain Minor:</b> You can sustain the hand indefinitely. <b>Special:</b> You can create only one hand at a time.		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**



ENCOUNTER SPECIAL **DUNGEONS & DRAGONS**

KEYWORDS Arcane, Illusion		
Standard	+ 10	Ranged 10
<b>ACTION</b>		<b>RANGE</b>
	vs	One object or unoccupied square
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Effect:</b> 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.		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

KEYWORDS Arcane		
Standard	+ 2	Ranged 2
<b>ACTION</b>		<b>RANGE</b>
	vs	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Effect:</b> Use this cantrip to accomplish one of the effects given below. • Move up to 1 pound of material. • Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor. • Color, clean, or soil items in 1 cubic foot for up to 1 hour. • Instantly light (or snuff out) a candle, a torch, or a small campfire. • Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour. • Make a small mark or symbol appear on a surface for up to 1 hour. • Produce out of nothingness a small item or image that exists until the end of your next turn. • Make a small, handheld item invisible until the end of your next turn. Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power. <b>Special:</b> You can have as many as three prestidigitatation effects active at one time.		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

KEYWORDS			USED
Standard	+ 10	Personal	
<b>ACTION</b>		<b>RANGE</b>	
	vs	Self	
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>	
Effect: You spend a healing surge and regain 28 hit points. You gain a +2 bonus to all defenses until the start of your next turn.			
ADDITIONAL EFFECTS			
CLASS	LEVEL	BOOK	PH

ENCOUNTER ACTION **DUNGEONS & DRAGONS**

KEYWORDS Arcane		
Minor	+ 5	Ranged 5
<b>ACTION</b>		<b>RANGE</b>
	vs	One object or unoccupied square
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Effect:</b> 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. <b>Special:</b> You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.		
ADDITIONAL EFFECTS		
CLASS Wizard	LEVEL 1	BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

KEYWORDS Arcane, Force, Implement		
Standard	+ 20	Ranged 20
<b>ACTION</b>		<b>RANGE</b>
27	vs Reflex	One creature
<b>ATTACK</b>	<b>DEFENSE</b>	<b>TARGET</b>
<b>Attack:</b> Intelligence vs. Reflex <b>Hit:</b> 2d4 + Intelligence modifier (+8) force damage. Increase damage to 4d4 + Intelligence modifier (+8) at 21st level. <b>Special:</b> This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.		
Orb of Reversed Polarities +5: +27 attack, 4d4 +13 damage		
ADDITIONAL EFFECTS +3 to attack rolls if this attack was gained by spending an action point - Action Surge.		
CLASS Wizard	LEVEL 1	BOOK PH

AT-WILL POWER **DUNGEONS & DRAGONS**

Ray of Frost

KEYWORDS

Arcane, Cold, Implement

USED

Standard

10

Ranged 10

ACTION

1

RANGE

27

vs

Fort

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Fortitude  
**Hit:** 1d6 + Intelligence modifier (+8) cold damage, and the target is slowed until the end of your next turn.  
Increase damage to 2d6 + Intelligence modifier (+8) at 21st level.  
  
Orb of Reversed Polarities +5: +27 attack, 2d6 +13 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

1

BOOK

PH

AT-WILL POWER

DUNGEONS &amp; DRAGONS

Orb of Deception

KEYWORDS

USED

Free

ACTION

RANGE

vs

ATTACK

DEFENSE

TARGET

**Trigger:** When you miss an enemy with a wizard illusion power  
**Effect:** Choose another enemy within 3 squares of the missed target. The chosen enemy cannot also be a target of the original attack. Repeat the attack against this new target, with a bonus to the attack roll equal to your Charisma modifier (+5).  
**Requirement:** You must wield an orb to benefit from this feature.

ADDITIONAL EFFECTS

CLASS

LEVEL

\*

BOOK

AP

ENCOUNTER POWER

DUNGEONS &amp; DRAGONS

Storm Cage

KEYWORDS

Arcane, Conjunction, Implement, Lightning, Thund

USED

Standard

20

Area burst 2 within 20 squares

ACTION

2

RANGE

27

vs

Reflex

Each creature in burst

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Reflex  
**Hit:** 4d6 + Intelligence modifier (+8) lightning and thunder damage.  
**Effect:** You conjure a wall in the 16 outer squares of the burst (forming a square enclosure). Any creature that starts its turn adjacent to the wall or moves into a wall square takes 10 lightning damage. Moving into a wall square costs 1 extra square of movement. The wall does not grant cover or concealment. It lasts until the end of your next turn.  
  
Orb of Reversed Polarities +5: +27 attack, 4d6+13 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Spellstorm Mage

LEVEL

11

BOOK

PH

ENCOUNTER POWER

DUNGEONS &amp; DRAGONS

Illusory Assailant

KEYWORDS

Arcane, Illusion, Implement, Psychic

USED

Standard

10

Ranged 10

ACTION

1

RANGE

vs

ATTACK

DEFENSE

TARGET

**Effect:** You bring forth a Medium illusory warrior in an unoccupied square within range, and the warrior makes the following melee attack. Enemies cannot enter the illusory warrior's space, but allies can, and the illusory warrior is considered an ally for the purpose of flanking. The illusory warrior lasts until the end of your next turn,  
**Target:** One creature adjacent to the warrior  
**Attack:** Intelligence vs. Reflex  
**Hit:** 4d8 + Intelligence modifier (+8) damage.  
  
Orb of Reversed Polarities +5: +27 attack, 4d8+13 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

13

BOOK

AP

ENCOUNTER POWER

DUNGEONS &amp; DRAGONS

Phantasmal Horror

KEYWORDS

Arcane, Fear, Illusion, Implement

USED

Standard

10

Ranged 10

ACTION

1

RANGE

27

vs

Will

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Will  
**Hit:** The target is stunned until the end of your next turn. While the target is stunned by this power, you gain a bonus to damage rolls against it equal to your Charisma modifier (+5).  
  
Orb of Reversed Polarities +5: +27 attack

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

17

BOOK

AP

ENCOUNTER POWER

DUNGEONS &amp; DRAGONS

Freezing Bolts

KEYWORDS

Arcane, Cold, Implement

USED

Standard

20

Ranged 20

ACTION

1

RANGE

27

vs

Reflex

One, two, or three creatures

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Reflex  
**Hit:** 3d6 + Intelligence modifier (+8) cold damage, and the target is immobilized until the end of your next turn.  
**Wand of Accuracy:** Reroll any missed attack with this power.  
  
Orb of Reversed Polarities +5: +27 attack, 3d6 +13 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

23

BOOK

AP

ENCOUNTER POWER

DUNGEONS &amp; DRAGONS

Taunting Phantoms

KEYWORDS

Arcane, Illusion, Implement

USED

Standard

10

Area burst 1 within 10 squares

ACTION

1

RANGE

27

vs

Will

Each creature in burst

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Will  
**Hit:** The target makes a melee basic attack roll against a creature of your choice, including itself.  
**Effect:** The target takes 5 damage each time it misses with a melee attack (save ends).  
  
Orb of Reversed Polarities +5: +27 attack

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

9

BOOK

AP

DAILY POWER

DUNGEONS &amp; DRAGONS

Maelstrom of Chaos

KEYWORDS

Arcane, Force, Implement, Teleportation

USED

Standard

Close burst 10

ACTION

10

RANGE

27

vs

Fort

Each enemy in burst

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Fortitude  
**Hit:** 3d8 + Intelligence modifier (+8) force damage, and you can teleport the target to a location of your choice within the burst.  
**Miss:** Half damage, and no teleportation.  
  
Orb of Reversed Polarities +5: +27 attack, 3d8 +13 damage

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Spellstorm Mage

LEVEL

20

BOOK

PH

DAILY POWER

DUNGEONS &amp; DRAGONS

Wall of Ice

KEYWORDS

Arcane, Cold, Conjunction, Implement

USED

Standard

10

Area wall 12 within 10 squares

ACTION

1

RANGE

vs

ATTACK

DEFENSE

TARGET

**Effect:** You conjure a solid wall of contiguous squares filled with arcane ice. The wall can be up to 12 squares long and up to 6 squares high.  
Any creature that starts its turn adjacent to the wall takes 2d6 + Intelligence modifier (+8) cold damage. The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.  
**Special:** A creature can attack the wall. Each square has 50 hit points. Any creature that makes a melee attack against the wall takes 2d6 cold damage. The wall has vulnerability 25 to fire. If the wall is not destroyed, it melts away after 1 hour.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

15

BOOK

PH

DAILY POWER

DUNGEONS &amp; DRAGONS

Plague of Illusions

KEYWORDS

Arcane, Illusion, Implement

USED

Standard

↑

20

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Ranged 20

ACTION

↶

✱

RANGE

27

vs

Will

One creature

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Will  
**Hit:** The target cannot use attack powers (save ends).  
**First Failed Save:** The target is blinded (save ends).  
**Second Failed Save:** The target is immobilized (save ends).  
**Miss:** The target is blinded (save ends).  
**First Failed Save:** The target is immobilized (save ends).

Orb of Reversed Polarities +5: +27 attack

ADDITIONAL EFFECTS

+3 to attack rolls if this attack was gained by spending an action point - Action Surge.

CLASS

Wizard

LEVEL

19

BOOK

AP

DAILY POWER

DUNGEONS & DRAGONS®

Animate Dead

KEYWORDS

Arcane, Implement, Necrotic, Summoning

USED

Minor

↑

10

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Ranged 10

ACTION

↶

✱

RANGE

vs

One dead creature

ATTACK

DEFENSE

TARGET

**Effect:** You summon the animated corpse of one of your fallen enemies in an unoccupied square within range. The summoned creature is the same size as one dead creature within the range of this power. The animated creature has reach equal to the target creature's reach and speed 6. It has a +2 bonus to AC and a +2 bonus to Fortitude. You can give the animated creature the following special commands.  
**Standard Action:** Targets one enemy in reach; Intelligence vs. AC; 1d10 + Intelligence modifier (+8) necrotic damage.  
**Opportunity Attack:** Targets one enemy in reach; Intelligence vs. AC; 1d10 + Intelligence modifier (+8) necrotic damage.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

9

BOOK

Dragon 372

DAILY POWER

DUNGEONS & DRAGONS®

Prismatic Beams

KEYWORDS

Arcane, Fire, Implement, Poison

USED

Standard

↑

20

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↶

✱

Close burst 5

ACTION

↶

✱

RANGE

vs

Each enemy in burst

ATTACK

DEFENSE

TARGET

**Attack:** Intelligence vs. Fortitude, Reflex, Will  
**Hit (Reflex):** If the attack hits the target's Reflex defense, the target takes 2d6 + Intelligence modifier (+8) fire damage, and ongoing 5 fire damage (save ends).  
**Hit (Fortitude):** If the attack hits the target's Fortitude defense, the target takes 2d6 + Intelligence modifier (+8) poison damage, and ongoing 5 poison damage (save ends).  
**Hit (Will):** If the attack hits the target's Will defense, the target is dazed (save ends).  
**Special:** You make only one attack per target, but compare that attack result against all three defenses. A target might be subject to any, all, or none of the effects depending on how many of its defenses were hit. The target must make a saving throw against each ongoing effect separately.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

15

BOOK

PH

DAILY POWER

DUNGEONS & DRAGONS®

Phantasmal Terrain

KEYWORDS

Arcane, Illusion, Implement, Zone

USED

Standard

↑

10

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↶

2

✱

Area burst 2 within 10 squares

ACTION

↶

2

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

**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 (+8) against your enemies.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

2

BOOK

AP

UTILITY POWER

DUNGEONS & DRAGONS®

Disguise Self

KEYWORDS

Arcane, Illusion

USED

Minor

↑

10

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↶

✱

Personal

ACTION

↶

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

**Effect:** You make yourself, your clothing, and your equipment look different. You can take on the appearance of any creature of similar build and size, including a specific individual whom you've seen. You gain neither the abilities or mannerisms of the chosen form, nor the tactile or audible properties of your form or gear. For example, if you took on the illusion of a dwarf fighter in plate armor, anyone touching you would realize you weren't wearing plate armor, and you would not clank, creak, or jingle as you walked. The illusion lasts for 1 hour, although you can end it as a minor action. You must keep the same appearance for the entire duration.  
Anyone who attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 power bonus to your check.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

6

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Illusory Wall

KEYWORDS

Arcane, Illusion, Implement

USED

Standard

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20

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✱

Area wall 8 within 20 squares

ACTION

↶

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

**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 the wall, you can make an attack (Intelligence vs. Will) against that target; if successful, the target cannot move through the wall on its current turn, but it can try again on later turns. On a miss, the wall no longer blocks line of sight or movement for that creature.  
**Sustain Minor:** You can sustain this power until the end of the encounter.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

10

BOOK

AP

UTILITY POWER

DUNGEONS & DRAGONS®

Sudden Storm

KEYWORDS

Arcane, Zone

USED

Standard

↑

20

↗

↶

2

✱

Area burst 2 within 20 squares

ACTION

↶

2

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

**Effect:** The burst creates a zone of wind and rain that lasts until the end of your next turn. Squares in the zone are difficult terrain and are lightly obscured. As a move action, you can move the zone up to 5 squares.  
**Sustain Minor:** The zone persists.

ADDITIONAL EFFECTS

CLASS

Spellstorm Mage

LEVEL

12

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®

Phantom Mask

KEYWORDS

Arcane, Illusion

USED

Minor

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10

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↶

✱

Close burst 10

ACTION

↶

10

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

**Target:** You and each ally in burst  
**Effect:** Until the end of the encounter, each target assumes the appearance of a humanoid creature of your size, even the appearance of a specific individual you have seen. You can choose a different disguise for each target. A creature can perceive a target's true form by succeeding on an Insight check (DC 20 + one-half your level + your Intelligence modifier (+8)). As a standard action, you can modify this illusion to cause any of the targets to assume the appearance of a different humanoid creature.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

16

BOOK

AP

UTILITY POWER

DUNGEONS & DRAGONS®

Mordenkainen's Mansion

KEYWORDS

Arcane, Conjuration, Teleportation

USED

Standard

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✱

Melee touch

ACTION

↶

✱

RANGE

AT-WILL

ENCOUNTER

DAILY

**Effect:** You conjure a spacious extradimensional dwelling that can hold up to fifty Medium creatures. It is reached through a single doorway that you trace on a surface or in the air. Only you and those you designate can pass through it. You can close the entrance and make it invisible after you enter the mansion, and only someone inside the mansion can open the portal once it's closed. The mansion contains comfortable furnishings and enough food and drink to satisfy its denizens. The furniture and food disappear if removed from the mansion. The mansion lasts for 8 hours, and any creatures still in the mansion when the power ends reappear in unoccupied squares outside the entrance portal.

ADDITIONAL EFFECTS

CLASS

Wizard

LEVEL

22

BOOK

PH

UTILITY POWER

DUNGEONS & DRAGONS®



Expeditious Retreat

SPELLBOOK

KEYWORDS

Arcane

USED

Move

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect:

Shift up to twice your speed.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 2

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®

Summon Diamond Falcon

SPELLBOOK

KEYWORDS

Arcane, Implement, Summoning

USED

Minor

Ranged 5

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect:

You summon a Medium diamond falcon in an unoccupied square within range. The falcon has a speed of fly 8 (hover). It has a +2 bonus to AC and a +2 bonus to Reflex. You can give the diamond falcon the following special command.  
**Move Action:** The diamond falcon can carry you or one Medium or smaller ally that is adjacent to it when the falcon begins its move. The carried creature moves with the falcon and occupies its space; if the falcon provokes opportunity attacks, the attacker can target either the falcon or the carried creature. At the end of the falcon's move, the carried creature can either remain in the falcon's space (continuing to be carried) or land in a square adjacent to the falcon. A carried creature grants combat advantage and takes a –5 penalty to attack rolls.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 16

BOOK AP

UTILITY POWER

DUNGEONS & DRAGONS®

Counterstrike Feyweave Armor +5

1	-	-	1
AC BONUS	CHECK	SPEED	QUANTITY
+5 AC		25	Armor
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

The first enemy that hits you during an encounter takes ongoing 10 damage (save ends).

☐ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

ITEM SLOT Body

WEIGHT 5

PRICE 625000

BOOK PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Dimension Door

SPELLBOOK

KEYWORDS

Arcane, Teleportation

USED

Move

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect:

Teleport 10 squares. You can't take other creatures with you.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 6

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®

Time Stop

SPELLBOOK

KEYWORDS

Arcane

USED

Minor

Personal

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Effect:

You gain two extra standard actions, which you can't use to attack other creatures.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 22

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®

Flying Carpet (paragon tier)

			1
AC BONUS	CHECK	SPEED	QUANTITY
		20	Wondrous Item
ENHANCEMENT	LEVEL	TYPE	

PROPERTIES

☒ AT-WILL

☐ ENCOUNTER

☐ DAILY

POWER

**Power (At-Will):** Move Action. A character on a flying carpet can mentally command it to fly 6 squares. The carpet has a maximum altitude of 10 squares. If no rider is upon it, it hovers in place 1 foot above the ground if it is unrolled or sits on the ground if it is rolled up.  
The carpet's flight isn't entirely stable; while on the carpet, a rider takes a –2 penalty to AC and Reflex defense. The carpet can carry one Medium or Small character of no more than 300 pounds. If more than 300 pounds are placed on it, the carpet (and all it carries) falls to the ground, and the character and all objects the carpet was holding take falling damage.

ITEM SLOT

WEIGHT 0

PRICE 125000

BOOK PH

MAGIC ITEM

DUNGEONS & DRAGONS®

Arcane Gate

SPELLBOOK

KEYWORDS

Arcane, Teleportation

USED

Minor

Ranged 20

ACTION

RANGE

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

Target:

Two unoccupied squares

Effect:

You create a dimensional rift between the two target squares that lasts until the end of your next turn. Any creature that enters one of the target squares can move to the other target square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature.  
**Sustain Minor:** The rift persists.

ADDITIONAL EFFECTS

CLASS Wizard

LEVEL 10

BOOK PH

UTILITY POWER

DUNGEONS & DRAGONS®

Orb of Reversed Polarities +5

DAMAGE	PROFICIENT	GROUP	RANGE
+5 attack rolls and damage rolls		24	+5d6 damage
ENHANCEMENT	LEVEL	CRITICAL	

PROPERTIES

Magic Missile: +27 attack, 4d4+13 damage

☐ AT-WILL

☐ ENCOUNTER

☒ DAILY

POWER

**Power (Daily):** Minor Action. Until the end of your next turn, your attacks treat any resistance possessed by the target as vulnerable 15 to the same damage type.

ITEM SLOT Off-hand

WEIGHT 0

PRICE 252000

BOOK PH

MAGIC WEAPON

DUNGEONS & DRAGONS®