

The Scribe

"In the beginning was the word. Listen closely; it might teach you something."

Class Traits

Role: Leader. The glyphs that you draw infuse your allies with forgotten power, revitalizing and improving them.

Power Source: Arcane. Words of ancient languages spoken in their original incarnation contain fragments of the concepts they represent, and you tap from that power with every stroke of your brush.

Key Abilities: Intelligence and Constitution, Dexterity, or Strength

Armor Proficiencies: Cloth

Weapon Proficiencies: Simple melee, simple ranged

Implements: Rods, staves, wands

Bonus to Defense: +2 Will

Hit Points at 1st Level: 12 + Constitution Score

Hit Points per Level Gained: 5

Healing Surges per Day: 6 + Constitution modifier

Trained Skills: Arcana. From the class skills list below, choose three more trained skills at 1st level.

Class Skills: Arcana (Int), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Perception (Wis), Religion (Int)

Class Features: Enlightening Word, Ritual Caster, Tongues, True Lexis

Scribes are keepers of ancient knowledge and arcane secrets. They use their magic as a tool to bolster their peers with supportive glyphs while keeping enemies at bay with baleful ones. Scribes may have been trained in ivory towers, but on the battlefield they can be devastatingly effective allies.

Your ability to cast these runes can come from a variety of backgrounds and sources. You could be a pious cleric of a monastery just now exploring the world, an educated noble using his knowledge for his subjects' benefit, an explorer who's stumbled across ancient words of power, or a chieftain who has inherited the arcane symbols passed down through his tribe. Regardless of how you learned them, your mastery has made you a force to be reckoned with.

You wave your wand not to cast, but to write. You speak words not of prayer, but of potency. For you, knowledge truly is power, and you are eager to teach your enemies just how powerful it can be.

Creating a Scribe

A scribe has three basic builds to start: the controlling scribe, the destructive scribe, and the protective scribe. All scribes use their Intelligence to create their runes, but might use Constitution, Dexterity, or even Strength to bolster their powers, depending on their choice of class features.

Controlling Scribe

You prefer helping your allies by weakening your enemies, making their lives miserable with a variety of negative conditions and penalizing effects. You'd rather direct the battlefield as a whole, and your ability to see the bigger picture is the best help to your friends. Intelligence is your most important score, as it powers your runes and sigils. Constitution should be next, improving your hit points and Fortitude defense to make sure you can survive your wrathful enemies. Dexterity and Wisdom or Charisma should be last, as they can improve your Initiative and Will defense. Controlling scribes should choose the Language of the Earth class feature (see "Class Features").

Suggested Feat: Staff Expertise (Human feat: Human Perseverance)

Suggested Skills: Arcana, Heal, History, Perception

Suggested At-Will Powers: *word of draining*, *word of the wind*

Suggested Encounter Power: *frozen sigil*

Suggested Daily Power: *glyph of speed*

Destructive Scribe

Your powers cause destruction, whether directly through your words or through your allies, and that's just the way you like it. The best defense is a good offense, and you protect your allies by granting them the strength they need to shorten the fight before they can be hurt. Intelligence should be your best score, improving your chance to hit and deal damage with your spells. Strength should be next, as it improves your Fortitude defense and the effects of many destructive powers. Constitution and Dexterity, lastly, are important for your hit points and Initiative.

Destructive scribes should choose the Language of the Dragons class feature (see "Class Features")

Suggested Feat: Implement Focus (Human feat: Action Surge)

Suggested Skills: Arcana, Endurance, History, Insight

Suggested At-Will Powers: *word of empowerment*, *word of illumination*

Suggested Encounter Power: *volatile sigil*

Suggested Daily Power: *glyph of disaster*

Protective Scribe

You're here to protect your partners, plain and simple. Your spells shield your allies from harm and heal them when they do become hurt, directly promoting their well-being. To you, your friends are your most important resource, far more important than any rune you could conjure. Your powers depend on Intelligence, so make that your first priority. Dexterity improves certain protective powers, as well as your Initiative, letting you get in quickly before your enemies have time to react. Last of all, Constitution bolsters your own hit points and defenses to make sure that you don't get too hurt as well.

Protective scribes should choose the Language of the Fey class feature (see "Class Features")

Suggested Feat: Improved Enlightening Word (Human feat: Improved Initiative)

Suggested Skills: Arcana, Heal, Insight, Religion

Suggested At-Will Powers: *word of draining*, *word of empowerment*

Suggested Encounter Power: *pacifying sigil*

Suggested Daily Power: *glyph of reflection*

Scribe Overview

Characteristics: You are a ranged character in very light armor, allowing your magic to do your fighting for you. Your powers create harmful or beneficial zones of the concepts they represent, harrying your enemies and giving your allies the edge they need.

Religion: Scribes favor gods of creation and order, chief among them Corellon, Erathis, and Moradin. Evil scribes strive to keep their arcane knowledge secret, and so usually pray to Vecna or Lolth.

Races: Scribes can be found among any race with the patience and skill to master the words of power, but some are particularly drawn to it. Eladrin, dragonborn, and dwarves, for example, routinely found places of learning for their ancient languages to make sure they are passed on. Tieflings and humans make excellent scribes as well.

Scribe Class Features

Scribes have the following class features.

Enlightening Word

True learning refreshes the soul as it expands the mind. You gain the *enlightening word* power.

Ritual Casting

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals. You own a ritual book, and it contains two rituals of your choice that you have mastered: Comprehend Language and one other 1st-level ritual.

Tongues

Through knowledge of one of the ancient languages, the scribe gains insight into the forming of all worldly speech. You gain Linguist as a bonus feat. If you don't already know the required language of your True Lexis (see below), you must choose it as one of your languages.

True Lexis

What is spoken between the creatures of today is weak, the languages of ancient times having been diluted by dialects and accents. You have learned one of the true lexes, its words and syllables still pulsing with the arcane power that forged the world. Choose Language of the Dragons, Language of the Earth, or Language of the Fey. The choice you make grants you specific features and also provides bonuses to certain Scribe powers, as detailed in those powers.

Language of the Dragons

Required Language: Draconic

Grand and full of portent, Draconic was spoken by the earliest dragons in a whisper lest their voices sunder creation. The scribes that learn it are taught in the old methods, carefully carving each symbol into blocks of stone using rusted and blunted tools. Only the strongest students could chisel the necessary words, thus proving that they were strong enough to handle the words themselves. You have shown yourself worthy of the Draconic language, and like the ancient dragons your whispers too hold untold magic.

Draconic Voice: You gain a bonus to Intimidate checks equal to your Strength modifier. In addition, whenever you use a burst scribe attack power, you can choose to use that power as a close blast of equal size instead. For example, burst 1 would become close blast 3, burst 2 would become close blast 5, and so forth.

Practiced Carvings: Once per day, you may reduce the time required to perform a ritual in your ritual book by half.

Language of the Earth

Required Language: Dwarven

The runes of the Dwarven language are distinctive and well-known, they themselves being derived by holy symbols of Moradin. Looking beneath their divinity, however, reveals an arcane power that lifted mountains and carved rivers: the very strength of the earth itself.

Memorizing hundreds—if not thousands—of individual runes and sigils is grueling to say the least, and Dwarven monasteries conduct exhausting physical and mental training. You have survived their preparation and have proven yourself to join their ranks as a scribe.

Arduous Memorization: Your ritual book contains an additional 1st-level ritual. In addition, you gain a bonus to Nature checks equal to your Constitution modifier.

Mark the Earth: Whenever you use a scribe encounter or daily attack power that creates a zone, one square within the zone becomes difficult terrain until the start of your next turn.

Language of the Fey

Required Language: Elven

Corellon, Sehanine, and Lolth gifted the fey with many incredible things, but it was the language their creations invented that surprised the gods. The Elven language has always been known to possess strange power, and no place in the Feywild is untouched by its influence. After the schism between the gods, the language spread quickly to the World on the tongues of Elven diplomats, becoming synonymous with negotiation. Its letters are elegant and precise, and those students with the skill to bring out its magic are gifted to become scribes.

Graceful Handwriting: You can create scrolls in half the normal time (that is, the same amount of time it takes to create a ritual book).

Uplifting Speech: Whenever you use an encounter or daily scribe attack power that creates a zone, each ally in the zone gains a +1 bonus to AC until the start of your next turn. In addition, you gain a bonus to Diplomacy checks equal to your Dexterity modifier.

Scribe Powers

Your scribe powers are called spells, although they differ dramatically from a wizard's or sorcerer's. You trace or speak a word in an ancient language, and your arcane magic brings it to life as the concept it represents.

Class Feature

Scribes gain the *enlightening word* power.

Enlightening Word: Scribe Feature

A faint, calming symbol appears before you or an ally, and its healing waves refresh and restore.

Encounter (Special) * Arcane, Healing

Minor Action, Close burst 5 (10 at 11th level, 15 at 21st level)

Target: You or one ally in the burst

Effect: The target can spend a healing surge. If this would restore the target to full hit points, it gains 1d6 temporary hit points. If not, it regains 1d6 additional hit points.

Level 6: The target gains 2d6 temporary hit points or regains 2d6 additional hit points.

Level 11: The target gains 3d6 temporary hit points or regains 3d6 additional hit points.

Level 16: The target gains 4d6 temporary hit points or regains 4d6 additional hit points.

Level 21: The target gains 5d6 temporary hit points or regains 5d6 additional hit points.

Level 26: The target gains 6d6 temporary hit points or regains 6d6 additional hit points.

Special: You can use this power twice per encounter, but only once per round. At 16th level, you can use enlightening word three times per encounter.

Level 1 At-Will Spells

Word of Draining: Scribe Attack 1

A foreboding feeling sweeps the foe as his life force is siphoned into your ally.

At-Will * Arcane, Implement, Necrotic

Standard Action, Ranged 10

Target: One enemy in the burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier necrotic damage, and the next ally that hits the target before the end of your next turn gains temporary hit points equal to your Intelligence modifier.

Level 21: 2d6 + Intelligence modifier necrotic damage, and temporary hit points equal to twice your Intelligence modifier.

Word of Empowerment: Scribe Attack 1

Your words swirl around an ally, granting their next attack astonishing strength.

At-Will * Arcane, Force, Implement

Standard Action, Close burst 5

Target: One ally in the burst

Effect: The next attack made by the target before the end of your next turn that deals damage deals an extra 1d8 force damage.

Level 21: 1d8 + Intelligence modifier force damage.

Word of Illumination: Scribe Attack 1

Your powerfully illuminating words light the way for your allies.

At-Will * Arcane, Implement, Radiant

Standard Action, Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier radiant damage, and your allies gain a +2 bonus to attack rolls against the target until the end of your next turn.

Level 21: 2d6 + Intelligence modifier radiant damage.

Word of the Wind: Scribe Attack 1

Your words cause a gust of wind to shift the battlefield to your liking.

At-Will * Arcane, Implement

Standard Action, Close burst 5

Target: One, two, or three creatures in the burst

Attack: Intelligence vs. Reflex

Special: If the target is an ally, they can choose to be automatically hit by the attack and take no damage.

Hit: 1d4 + Intelligence modifier damage, and you slide the target 1 square.

Level 21: 2d4 + Intelligence modifier damage.

Level 1 Encounter Spells

Frozen Sigil: Scribe Attack 1

The sigil that floats above your enemies slows their attacks and leaves them frozen.

Encounter * Arcane, Cold, Implement Zone

Standard Action, Area burst 1 within 10

Target: Each enemy in the burst

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier cold damage.

Effect: The burst creates a frozen zone that lasts until the end of your next turn. The enemies within the zone take a penalty to damage rolls equal to your Intelligence modifier.

Volatile Sigil: Scribe Attack 1

Your sigil ruptures the earth as it appears, and threatens to explode again.

Encounter * Arcane, Fire, Implement, Thunder, Zone

Standard Action, Area burst 1 within 10

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier fire and thunder damage.

Effect: If you hit at least one target, the burst creates a volatile zone that lasts until the end of your next turn. Attacks that deal damage to enemies within the zone deal an extra 2 fire and thunder damage.

Language of the Dragons: The fire and thunder damage instead equals your Strength modifier.

Pacifying Sigil: Scribe Attack 1

Calming waves exude from your words, giving enemies a chance at a change of heart.

Encounter * Arcane, Implement, Zone

Immediate Interrupt, Ranged 10

Trigger: An enemy within range hits an ally

Target: The triggering enemy

Attack: Intelligence vs. Will

Hit: The target deals half damage to one target of the triggering attack. After the triggering attack is resolved, one of the target's spaces becomes a pacifying zone that lasts until the end of your next turn. Enemies within the zone are weakened.

Language of the Fey: A 2 x 2 square that includes one of the target's spaces becomes a pacifying zone instead.

Swirling Sigil: Scribe Attack 1

Your sigil creates a howling vortex of debris, making it nearly impossible to see for your foes.

Encounter * Arcane, Implement, Thunder, Zone

Standard Action, Area burst 1 within 10

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier thunder damage.

Language of the Earth: The target takes a -2 penalty to attack rolls until the end of your next turn.

Effect: If you hit at least one target, the burst creates a swirling zone until that lasts until the end of your next turn. All creatures have concealment against enemies inside the zone.

Level 1 Daily Spells

Glyph of Disaster: Scribe Attack 1

An earthquake strikes below your glyph, rumbling again with every attack.

Daily * Arcane, Implement, Zone

Standard Action, Close blast 5

Target: Each enemy in the burst

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier damage, and the target is knocked prone.

Effect: The blast creates a zone of disaster that lasts until the end of your next turn. Whenever an enemy within the zone is hit by an attack, that enemy falls prone after the attack is resolved. As a move action, you can move the zone 1 square.

Sustain Minor: The zone persists.

Glyph of Reflection: Scribe Attack 1

A scintillating shield covers your allies, your glyph redirecting attacks away or even back towards their source.

Daily * Arcane, Implement, Zone

Standard Action, Close burst 3

Effect: The burst creates a reflective zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, your allies gain a +1 power bonus to AC and Reflex, and whenever an enemy makes a ranged attack against an ally within the zone and misses, the target can make a saving throw. If it succeeds, the triggering enemy takes damage as if the triggering attack hit them.

Sustain Minor: The zone persists.

Glyph of Speed: Scribe Attack 1

Your enemies shiver as their momentum is stolen, speeding up your allies instead.

Daily * Arcane, Force, Implement, Zone

Standard Action, Close blast 5

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier force damage, and the target is slowed until the end of your next turn.

Effect: The burst creates a zone of speed that lasts until the end of the encounter. Allies within the zone gain a +2 power bonus to speed until the end of their turn and can shift 2 squares as a move action.

Level 2 Utility Spells

Rune of Breaking: Scribe Utility 2

Runes swirl around a nearby object, weakening it for a short time.

Encounter * Arcane

Minor Action, Close burst 1

Target: One inanimate object in the burst

Effect: Until the end of your next turn, the target gains vulnerable 5 to all damage.

Language of the Dragons: The target instead gains vulnerability to all damage equal to 3 + your Strength modifier.

Rune of Proficiency: Scribe Utility 2

Knowledge flows into your mind, granting you instant expertise.

Encounter * Arcane

Minor Action, Personal

Effect: Choose a skill. You are trained in that skill until the end of your next turn.

Language of the Fey: You gain an additional +2 power bonus to that skill while you are trained in it.

Rune of Refreshing: Scribe Utility 2

Your ally feels refreshed and ready to fight again under the calming waves of your rune.

Encounter * Arcane, Healing, Implement

Minor Action, Close burst 5

Target: One ally

Effect: The target can make a saving throw with a power bonus to the roll equal to your Intelligence modifier.

Level 3 Encounter Spells

Crushing Sigil: Scribe Attack 3

Your foes are bound by a crushing sigil of force that holds them steady for your ally's attacks.

Encounter * Arcane, Force, Implement, Zone

Standard Action, Close blast 5

Target: Each creature in the blast

Attack: Intelligence vs. Fortitude

Hit: Intelligence modifier force damage.

Language of the Earth: The target takes additional force damage equal to your Constitution modifier.

Effect: If you hit at least one target, the burst creates a crushing zone that lasts until the end of your next turn. The enemies within the zone grant combat advantage.

Musical Sigil: Scribe Attack 3

Beautiful music fills the area around your sigil, soothing and uplifting your allies.

Encounter * Arcane, Healing, Implement, Zone

Standard Action, Close burst 1

Target: Each ally in the burst

Effect: The target regains hit points equal to your Intelligence modifier. The burst creates a musical zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Allies that start their turn within the zone can make a saving throw against one effect that a save can end.

Language of the Fey: The target regains additional hit points equal to your Dexterity modifier.

Shocking Sigil: Scribe Attack 3

A bolt of lightning strikes down from your sigil, blasting your enemies and empowering your allies.

Encounter * Arcane, Implement, Lightning, Zone

Standard Action, Area burst 1 within 10

Target: Each enemy in the burst

Attack: Intelligence vs. Reflex

Language of the Dragons: Intelligence + 2 vs. Reflex.

Hit: 1d10 + Intelligence modifier lightning damage.

Effect: If you hit at least one target, the burst creates a shocking zone until that lasts until the end of your next turn. Allies within the zone gain a +2 power bonus to attack rolls.

Level 5 Daily Spells

Glyph of Blood: Scribe Attack 5

Your glyph manipulates the very source of life itself, drawing strength from wounded enemies and allies alike.

Daily * Arcane, Implement, Zone

Standard Action, Area burst 2 within 10

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier damage, or 2d8 + Intelligence modifier damage if the target is bloodied.

Effect: The burst creates a zone of blood that lasts until the end of your next turn. Once per round, when ally within the zone becomes bloodied, that ally gains temporary hit points equal to your Intelligence modifier.

Sustain Minor: The zone persists.

Glyph of the Collective: Scribe Attack 5

A glyph representing the ideals of togetherness guides you and your allies to move as one.

Daily * Arcane, Implement, Zone

Standard Action, Close burst 5

Effect: The burst creates a zone of collectiveness that lasts until the end your next turn. When you move, the zone moves with you, remaining centered on you. While within the zone, your allies can shift their speed to any square adjacent to an ally within the zone as a move action.

Sustain Minor: The zone persists.

Glyph of Ownership: Scribe Attack 5

You mark your enemies as belonging to you, and for a time they are forced to obey your commands.

Daily * Arcane, Force, Implement, Zone

Standard Action, Close blast 5

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: The target makes a basic attack against an enemy of your choice with a +2 power bonus to the attack roll.

Effect: The blast creates a zone of ownership that lasts until the end of your next turn. Whenever an enemy within the zone misses an ally with an attack, as an immediate reaction you can force the triggering enemy to target an enemy within the triggering attack's range instead.

Sustain Minor: The zone persists.

Level 6 Utility Spells

Rune of Disappearance: Scribe Utility 6

Your rune hides you and an ally under a barrier of magical invisibility.

Encounter * Arcane, Implement

Standard Action, Close burst 1

Target: One ally in the burst

Effect: You and the target are invisible until the end of your next turn.

Rune of Motion: Scribe Utility 6

Your words react to your rune of motion, re-arranging them as you please.

Encounter * Arcane, Implement

Minor Action, Close burst 5

Target: Each zone you've created in burst

Effect: You slide the target 3 squares.

Rune of the Avalanche: Scribe Utility 6

Your next attack channels the power of tumbling earth to crush its targets.

Encounter * Arcane, Implement

Minor Action, Personal

Effect: The next attack you make before the end of your next turn that deals damage deals 5 additional damage to one target of the attack.

Language of the Earth: The attack instead deals extra damage equal to 3 + your Constitution modifier.

Level 7 Encounter Spells

Rushing Sigil: Scribe Attack 7

A rushing wave appears from the image of an ideal river, knocking down your foes and sweeping up your allies.

Encounter * Arcane, Cold, Implement, Zone

Standard Action, Close blast 3

Target: Each enemy in the burst

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier cold damage, and the target is knocked prone.

Effect: If you hit at least one target, the burst creates a rushing zone that lasts until the end of your next turn. You can slide allies that start their turn within the zone 1 square as a free action.

Language of the Earth: You can instead push allies a number of squares equal to your Constitution modifier.

Burning Sigil: Scribe Attack 7

Waves of shimmering heat emanate from your sigil, sapping your enemy's strength.

Encounter * Arcane, Fire, Implement, Zone

Standard Action, Area burst 1 within 10

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier fire damage.

Effect: If you hit at least one target, the burst creates a burning zone that lasts until the end of your next turn. Enemies that start their turn within the zone take a -1 penalty to all defenses until the end of their turn.

Language of the Dragons: The penalty instead equals one-half your Strength modifier.

Victorious Sigil: Scribe Attack 7

The symbol of victory gives your allies hope, and your enemies fear their imminent defeat.

Encounter * Arcane, Implement, Psychic, Zone

Standard Action, Close burst 2

Language of the Fey: The range is instead close burst 3.

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier psychic damage.

Effect: If you hit at least one target, the burst creates a victorious zone until that lasts until the end of your next turn. Whenever an ally within the zone hits with an attack, that ally can make a saving throw against one effect that a save can end.

Level 9 Daily Spells

Glyph of Sickness: Scribe Attack 9

Just gazing upon your glyph causes your foes to become uncontrollably sick.

Daily * Arcane, Implement, Poison, Zone

Standard Action, Close blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Will

Hit: 2d4 + Intelligence modifier poison damage, and the target is dazed (save ends).

Effect: The burst creates a zone of sickness that lasts until the end of the encounter. Attacks made by allies within the zone deal an extra 1d6 poison damage on a hit. As a move action, you can move the zone 3 squares.

Glyph of the Wild: Scribe Attack 9

A field of wild plants, from sweet-smelling flowers to thorny vines, sprout around your glyph.

Daily * Arcane, Implement, Zone

Standard Action, Area burst 2 within 10

Target: Each enemy in the burst

Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier damage, and the target is immobilized until the end of your next turn.

Effect: The burst creates a zone of plants that lasts until the end of your next turn. The zone is difficult terrain to your enemies. Whenever an enemy begins or ends its turn within the zone, it takes a -2 penalty to attack rolls until the end of its next turn. Whenever an ally begins or ends its turn within the zone, it gains a +2 penalty to attack rolls until the end of its next turn.

Sustain Minor: The zone persists.

Glyph of Revelation: Scribe Attack 9

Your enemies begin to understand that they are on the wrong side of this conflict, while your allies are bolstered by the revelation.

Daily * Arcane, Implement, Psychic, Zone

Standard Action, Close burst 5

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 3d6 + Intelligence modifier psychic damage, and one ally within the burst gains 10 temporary hit points.

Effect: The blast creates a zone of revelation that lasts until the end of the encounter. Enemies that start their turn within the zone take a -2 penalty to Will until the end of their next turn, and allies within the zone gain a +10 power bonus to Bluff, Diplomacy, and Intimidate checks.

Level 10 Utility Spells

Rune of Life: Scribe Utility 10

The magic of your rune keeps an enemy on the verge of death from crossing.

Daily * Arcane, Implement

Immediate Reaction, Close burst 20

Trigger: An ally in the burst fails a death saving throw

Target: The triggering ally

Effect: The target can reroll the failed saving throw with a +5 power bonus. The target must take the second result, even if it's lower.

Rune of Sacrifice: Scribe Utility 10

You transfer some of your life force to an ally, mending their wounds.

Daily * Arcane, Healing, Implement

Minor Action, Melee touch

Target: One ally

Effect: You can take damage up to your healing surge value, which cannot be reduced in any way. The target then regains hit points equal to the hit points lost + your Intelligence modifier.

Rune of the Diplomat: Scribe Utility 10

Your honesty and directness with your speech catches them off guard, winning you a better chance.

Encounter * Arcane, Charm

Minor Action, Personal

Effect: Until the end of your next turn, whenever you would make a Bluff check or an Intimidate check, you can make a Diplomacy check with a +2 power bonus instead.

Language of the Fey: The power bonus instead equals your Intelligence modifier.

Level 13 Encounter Spells

Erupting Sigil: Scribe Attack 13

A fissure of molten rock cracks open where your sigil passes, threatening to erupt.

Encounter * Arcane, Fire, Implement, Zone

Standard Action, Area wall 5 within 10

Target: Each creature in the wall

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Effect: If you hit at least one target, the burst creates an erupting zone that lasts until the end of your next turn. Enemies that end their turn within the zone take 1d6 + your Intelligence modifier fire damage and are knocked prone.

Language of the Earth: Enemies that end their turn within the zone are also pushed 2 squares.

Hailing Sigil: Scribe Attack 13

Massive chunks of armor-cracking ice crash to earth beneath your sigil, signaling a short-lived hailstorm that hinders those caught in it.

Encounter * Arcane, Cold, Implement, Zone

Standard Action, Area burst 1 within 10

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier cold damage, and the target takes a -2 penalty to AC until the end of your next turn.

Language of the Dragons: The target instead takes a -2 penalty to all defenses.

Effect: If you hit at least one target, the burst creates a hailing zone until that lasts until the end of your next turn. Enemies within the zone cannot shift.

Twilight Sigil: Scribe Attack 13

A sigil of the twilight sky makes foes believe they are slowly becoming trapped in the dark.

Encounter * Arcane, Fear, Implement, Psychic, Zone

Standard Action, Area burst 1 within 10

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage, and the target grants combat advantage until the end of your next turn.

Language of the Fey: The target takes additional psychic damage equal to your Dexterity modifier.

Effect: If you hit at least one target, the burst creates a darkening zone that lasts until the end of your next turn. All creatures have concealment against enemies inside the zone.

Level 15 Daily Spells

Glyph of Bending: Scribe Attack 15

Space seems to bend around your glyph, stealing distance from some spots to add to others.

Daily * Arcane, Force, Implement, Zone

Standard Action, Close blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier force damage, and one ally within 5 squares of the target increases its melee reach by 1 until the end of your next turn.

Effect: The burst creates a zone of bending space that lasts until the end of your next turn. Allies within the zone can teleport 2 squares as a move action.

Sustain Minor: The zone persists.

Glyph of Disarming: Scribe Attack 15

Your enemies must actively resist your glyph's commands that they drop their weapons and surrender.

Daily * Arcane, Charm, Implement, Psychic, Zone

Standard Action, Close burst 2

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier psychic damage, and the target grants combat advantage (save ends).

Miss: Half damage, and the target grants combat advantage until the end of your next turn.

Effect: The burst creates a zone of disarming magic that lasts until the end your next turn. When you move, the zone moves with you, remaining centered on you. Whenever an enemy within the zone attacks, it takes a -2 penalty to the attack roll. If it deals damage with the attack, that enemy grants combat advantage until the end of its next turn.

Sustain Minor: The zone persists.

Glyph of the Rockslide: Scribe Attack 15

A rumbling rockslide sweeps aside your enemies, then infuses your allies with the power of earth.

Daily * Arcane, Implement, Zone

Standard Action, Close blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Reflex

Hit: 2d12 + Intelligence modifier damage, and the target is pushed 3 squares.

Miss: Half damage, and the target must shift 1 square.

Effect: The blast creates a zone of earthen power that lasts until the end of the encounter. Allies that start their turn within the zone gain a bonus to damage rolls equal to your Intelligence modifier, and a +2 bonus to speed while charging, until the end of their next turn.

Level 16 Utility Spells

Rune of Trading: Scribe Utility 16

Two allies agree to exchange one's wellbeing for another's, and your rune facilitates the trade.

Daily * Arcane, Healing, Implement

Minor Action, Close burst 10

Target: Two allies in the burst

Effect: The first target loses a healing surge, and the second target gains a healing surge. Then, the second target loses one effect that a save can end, and the first target gains that effect.

Rune of Escape: Scribe Utility 16

Needing a fast escape, your rune transports you a short distance away.

Daily * Arcane, Teleportation

Immediate Interrupt, Personal

Trigger: An enemy hits you with an attack

Effect: You teleport 3 squares.

Rune of Silence: Scribe Utility 16

Under your rune, others can only hear the faintest of whispers from your footsteps.

Daily * Arcane, Charm, Implement

Minor Action, Close burst 2

Target: You and each ally in the burst

Effect: The target gains a +5 bonus to Stealth until the end of your next turn.

Sustain Minor: The effect persists.

Level 17 Encounter Spells

Energetic Sigil: Scribe Attack 17

Your allies are suddenly filled with energy, and they put it to good use.

Encounter * Arcane, Implement, Zone

Standard Action, Close burst 1

Target: Each ally in the burst

Effect: The target can make a basic attack as a free action with a +2 power bonus to the attack roll. If at least one basic attack granted this way hits, the burst creates an energetic zone that lasts until the end of your next turn. Allies within the zone gain a +2 power bonus to attack rolls.

Language of the Fey: Allies within the zone also gain a +1 power bonus to AC and Reflex.

Storming Sigil: Scribe Attack 17

Powerful winds and black clouds appear from clear skies thanks to your sigil, striking enemies with lightning when your allies strike.

Encounter * Arcane, Implement, Lightning, Thunder, Zone

Standard Action, Area burst 2 within 10

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier thunder damage, and you slide the target 1 square.

Language of the Dragons: The target takes additional lightning damage equal to your Strength modifier.

Effect: If you hit at least one target, the burst creates a zone of storms that lasts until the end of your next turn. Attacks made against enemies within the zone deal an extra 1d6 + your Intelligence modifier lightning damage on a hit.

Whirling Sigil: Scribe Attack 17

A whirlpool suddenly opens up under your sigil, sweeping up enemies and providing allies needed momentum.

Encounter * Arcane, Cold, Implement, Zone

Standard Action, Area burst 1 within 10

Target: Each creature in the burst

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier cold damage, and the target is knocked prone.

Effect: If you hit at least one target, the burst creates an whirlpool zone that lasts until the end of your next turn. Whenever an ally within the zone moves or shifts, that ally can move or shift 2 extra squares if it does not pass through the burst's origin square.

Language of the Earth: You can also slide enemies that end their turn within the zone 1 square.

Level 19 Daily Spells

Glyph of Iron: Scribe Attack 19

Your enemies' feet seem impossibly heavy, while your allies' armor seems impossibly hard.

Daily * Arcane, Force, Implement, Zone

Standard Action, Close burst 2

Target: Each enemy in the burst

Attack: Intelligence vs. Fortitude

Hit: 3d4 + Intelligence modifier force damage, and the target is slowed (save ends).

Miss: Half damage, and the target is not slowed.

Effect: The burst creates an ironclad zone that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. Allies within the zone gain resist 3 to all damage.

Sustain Minor: The zone persists.

Glyph of Rhythm: Scribe Attack 19

An impossibly loud drumming startles your enemies while providing your allies a fighting tune.

Daily * Arcane, Fear, Implement, Thunder, Zone

Standard Action, Close blast 5

Target: Each enemy in the blast

Attack: Intelligence vs. Will

Hit: 2d12 + Intelligence modifier thunder damage, and you slide the target 2 squares.

Miss: Half damage, and no slide.

Effect: The blast creates a rhythmic zone that lasts until the end of the encounter. Allies that start their turn within the zone can make a saving throw against one effect that a save can end. If an ally has no effects that a save can end, they can shift 1 square as a free action instead.

Glyph of Spring: Scribe Attack 19

Spring represents renewal and new beginnings, which is exactly what you grant your allies.

Daily * Arcane, Healing, Implement, Zone

Standard Action, Area burst 2 within 10

Target: Each ally in the burst

Effect: The target can spend a healing surge. The burst creates a renewing zone that lasts until the end your next turn. Once per round, when an ally within the zone starts their turn, you may grant that ally temporary hit points equal to your Intelligence modifier.

Sustain Minor: The zone persists.

Level 22 Utility Spells

Rune of Expertise: Scribe Utility 22

Your knowledge of runes makes even the most foreign of rituals a simple matter.

Daily * Arcane

No Action, Personal

Trigger: You begin a ritual

Effect: You may use Arcana for every roll required to complete the ritual.

Rune of Freedom: Scribe Utility 22

The ideals of freedom transcend mere language.

Daily * Arcane, Implement

Minor Action, Close burst 10

Target: You and each ally in the burst

Effect: The target can make a saving throw.

Rune of Lasting: Scribe Utility 22

A pulse of arcane energy sustains your other glyphs and sigils.

Daily * Arcane, Implement

Minor Action, Close burst 5

Target: Each zone you've created in the burst

Effect: If the target would expire at the end of your turn, it instead expires at the end of your next turn.

Level 23 Encounter Spells

Potent Sigil: Scribe Attack 23

Your allies are suddenly filled with the strength to smash mountains—and your foes.

Encounter * Arcane, Force Implement, Zone

Standard Action, Close burst 3

Effect: The burst creates an zone of potency that lasts until the end of your next turn. Allies within the zone deal extra force damage with their attacks equal to 10 + your Intelligence modifier.

Language of the Dragons: Allies within the zone also gain a +2 power bonus to attack rolls.

Desert Sigil: Scribe Attack 23

The burning sand of the desert threatens to strip the flesh from your enemies' bones, then swirls around your allies protectively.

Encounter * Arcane, Fire, Implement, Zone

Standard Action, Area burst 1 within 10

Target: Each creature in the burst

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier fire damage, and the target takes a -2 penalty to attack rolls until the end of your next turn.

Effect: If you hit at least one target, the burst creates a zone of burning sand that lasts until the end of your next turn. Whenever an ally within the zone is hit by an enemy, that enemy takes 10 fire damage.

Language of the Earth: The triggering enemy takes additional fire damage equal to your Constitution modifier.

Despairing Sigil: Scribe Attack 23

Your enemies are unable to handle the waves of crushing despair that emanate from your sigil.

Encounter * Arcane, Charm, Implement, Psychic, Zone

Standard Action, Close burst 1

Target: Each creature in the burst

Attack: Intelligence vs. Will

Language of the Fey: Intelligence + 2 vs. Will

Hit: The target is weakened until the end of your next turn.

Effect: If you hit at least one target, the burst creates a zone of despair that lasts until the end of your next turn. Whenever an ally within the zone hits an enemy, that enemy is weakened until the end of their next turn.

Level 25 Daily Spells

Glyph of Acid: Scribe Attack 25

A rain of sizzling acid rains down upon your foes, eating through their armor at an alarming rate.

Daily * Acid, Arcane, Implement, Zone

Standard Action, Area burst 2 within 10

Target: Each enemy in the burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier acid damage, and the target takes a penalty to AC equal to your Intelligence modifier (save ends).

Miss: Half damage, and the target takes a penalty to AC equal to one-half your Intelligence modifier until the end of your next turn.

Effect: The burst creates a zone of acid rain that lasts until the end of your next turn. Enemies within the zone take a -2 penalty to all defenses. As a move action, you can move the zone 3 squares.

Sustain Minor: The zone persists.

Glyph of Growth: Scribe Attack 25

Your allies suddenly grow impossibly tall, becoming a force to be reckoned with on the battlefield.

Daily * Arcane, Implement, Zone

Standard Action, Area burst 1 within 10

Effect: The burst creates a zone of growth that lasts until the end of the encounter. Allies that start their turn within the zone gain a +5 bonus to damage rolls, improve their reach by 1, and gain threatening reach until the end of their next turn.

Glyph of Madness: Scribe Attack 25

Just looking at your sigil causes your enemies to go mad, and they begin to attack themselves in a fit of lunacy.

Daily * Arcane, Implement, Psychic, Zone

Standard Action, Area burst 2 within 10

Target: Each enemy in the burst

Attack: Intelligence +2 vs. Will

Hit: The target makes a basic attack against itself with a +2 power bonus to the attack roll. If it hits, the target grants combat advantage until the end of its next turn.

Effect: The burst creates a zone of madness that lasts until the end of your next turn. When an enemy within the zone starts its turn, you may repeat the attack against that enemy as an immediate interrupt.

Sustain Minor: The zone persists.

Level 27 Encounter Spells

Glacial Sigil: Scribe Attack 27

The ice coats your allies' armor and your enemy's weapons, turning them into living glaciers and walking popsicles respectively.

Encounter * Arcane, Fire, Implement, Thunder, Zone

Standard Action, Area burst 3 within 10

Target: Each ally in the burst

Effect: The target gains 20 temporary hit points. The burst creates a zone of glacial ice that lasts until the end of your next turn. Enemies that start their turn within the zone take a -2 penalty to attack rolls until the end of their next turn.

Language of the Earth: The temporary hit points instead equal 20 + twice your Constitution modifier.

Crescendoing Sigil: Scribe Attack 27

At the height of the battle, your sigil takes an ally even higher.

Encounter * Arcane, Implement, Zone

Standard Action, Ranged 10

Target: One ally

Language of the Fey: One or two allies

Effect: The target's square becomes a crescendoing zone that lasts until the end of your next turn. While the target is within the zone, it gains a +2 bonus to attack rolls, a +10 bonus to damage rolls, and cannot be effected by pushes, pulls, or slides.

Combusting Sigil: Scribe Attack 27

Your sigil floats harmlessly for a moment. Suddenly, your enemies and your allies' armor burst into flame

Encounter * Arcane, Fire, Implement, Zone

Standard Action, Area burst 1 within 10

Target: Each enemy in the burst

Attack: Intelligence vs. Fortitude

Language of the Dragons: Intelligence + 2 vs. Fortitude

Hit: 3d10 + Intelligence modifier fire damage.

Effect: If you hit at least one target, the burst creates a zone of combustion until that lasts until the end of your next turn. Allies within the zone gain resist 20 fire and deal an extra 10 fire damage with their attacks.

Level 29 Daily Spells

Glyph of Fear: Scribe Attack 29

Your glyph is the ultimate symbol of fear, and it shows its frightening presence to an awestruck audience.

Encounter * Arcane, Fear, Implement, Psychic, Zone

Standard Action, Close burst 5

Target: Each enemy in the burst

Attack: Intelligence vs. Will

Hit: 3d10 + Intelligence modifier psychic damage, and the target is stunned until the end of your next turn.

Effect: The burst creates a zone of frightful presence that lasts until the end of your next turn. When you move, the zone moves with you, remaining centered on you. You and allies within the zone are immune to fear and gain a +2 bonus to Will. Whenever an you or an ally within the zone deals damage with an attack, the target takes an extra 2d6 + your Intelligence modifier psychic damage and is pushed 1 square.

Sustain Minor: The zone persists.

Glyph of Finishing: Scribe Attack 29

With the finishing touches on your glyph, the battle will soon be finished.

Encounter * Arcane, Force, Implement, Zone

Standard Action, Close burst 10

Target: Each enemy in the burst

Attack: Intelligence vs. Fortitude

Hit: 4d12 + Intelligence modifier force damage, or 8d12 + Intelligence modifier force damage if the target is bloodied.

Effect: The blast creates a zone of finishing that lasts until the end of the encounter. Enemies within the zone grant combat advantage and cannot willingly leave the zone.

Glyph of the Hurricane: Scribe Attack 29

A tremendous storm whirls around your glyph, knocking away foes like flies while sliding allies into position to attack.

Encounter * Arcane, Cold, Implement, Zone

Standard Action, Area burst 3 within 10

Target: Each enemy in the burst

Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier cold and thunder damage, and you slide the target 3 squares to another square in the burst.

Effect: The burst creates a hurricane zone that lasts until the end of your next turn. Whenever an ally within the zone starts their turn, you may slide that ally 3 squares and grant them a basic attack against an enemy of their choice.

Sustain Minor: The zone persists.

Heroic Tier Feats

Improved Enlightening Word

Heroic Tier

Prerequisite: Scribe, *enlightening word* power

Benefit: When you use the *enlightening word* power and it would grant the target temporary hit points, the target gains additional temporary hit points equal to your Intelligence modifier.

Improved Language of the Dragons

Heroic Tier

Prerequisite: Scribe, Language of the Dragons class feature

Benefit: Whenever you use an encounter or daily scribe attack power that creates a zone, you gain a +2 bonus to damage rolls with at-will attack powers until the end of your next turn.

Increase the bonus to +4 at 11th Level, and to +6 at 21st level.

Improved Language of the Earth

Heroic Tier

Prerequisite: Scribe, Language of the Earth class feature

Benefit: You create an additional square of difficult terrain with your Mark the Earth feature.

Improved Language of the Fey

Heroic Tier

Prerequisite: Scribe, Language of the Fey class feature

Benefit: Whenever you use an encounter or daily scribe attack power that creates a zone, each ally within the zone instead gains a +1 bonus to all defenses.

Paragon Tier Feats

Draconic Enunciation

Paragon Tier

Prerequisite: Scribe, Language of the Dragons class feature

Benefit: Whenever you use an encounter or daily scribe attack power that creates a zone, you can re-roll the attack roll against one target of the attack and take the second result.

Greater Uplifting

Paragon Tier

Prerequisite: Scribe, Language of the Fey class feature

Benefit: Whenever you use an encounter or daily scribe attack power that creates a zone, each ally within the zone also gains a +1 bonus to speed.

Moving Earth

Paragon Tier

Prerequisite: Scribe, Language of the Earth class feature

Benefit: Whenever a zone would allow you to spend a move action to move the zone, you can spend a minor action instead.

Bonus Options

Language of the Gods

Required Language: Supernal

Though the scribes study the original languages of the world, the gods refuse to reveal their own language to anyone other than their most ardent worshippers. There was, however, one deity who scoffed at the pride of the other gods and taught you: Asmodeus. He and his long-suffering angels know its magic well, as the runes that bind them to the Nine Hells are written in the most powerful words of Supernal. Though you were forced to play diplomat to the king of the devils, he has taught you of the arcane power in this most sacred language.

Forceful Words: Whenever you use a scribe encounter or daily attack power that creates a zone, you may slide one creature in the zone 1 square after resolving the attack.

Immortal Lessons: Once per day, you may reduce the ritual component cost of a ritual in your ritual book by half. In addition, you gain a bonus to Religion checks equal to your Charisma modifier.