

Staff of Defense	Wizard Feature
<p>Encounter ♦ Arcane</p> <p>Immediate Interrupt</p> <p>Effect: You gain a +5 bonus to defense against one attack. You can declare the bonus after the DM has already told you the damage total. You must wield your staff to benefit from these features.</p>	

Ghost Sound	Wizard Cantrip
<p>At-Will ♦ Arcane Illusion</p> <p>Standard Action Ranged 10</p> <p>***</p> <p>Target: One object or unoccupied square</p> <p>***</p> <p>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.</p>	

Light	Wizard Cantrip
<p>At-Will ♦ Arcane</p> <p>Minor Action Ranged 5</p> <p>***</p> <p>Target: One object or unoccupied square</p> <p>***</p> <p>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.</p> <p>Special: You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.</p>	

Mage Hand	Wizard Cantrip
<p>At-Will ♦ Arcane Conjunction</p> <p>Minor Action Ranged 5</p> <p>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.</p> <p>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.</p> <p>Sustain Minor: You can sustain the hand indefinitely.</p> <p>Special: You can create only one hand at a time.</p>	

Prestidigitation	Wizard Cantrip
<p>At-Will ♦ Arcane</p> <p>Standard Action Ranged 2</p> <p>Effect: Use this cantrip to accomplish one of the effects given below.</p> <ul style="list-style-type: none"> ♦ 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. <p>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.</p> <p>Special: You can have as many as three prestidigitation effects active at one time.</p>	

Magic Missile	Wizard Attack 1
<p>At-Will ♦ Arcane Force, Implement</p> <p>Standard Action Ranged 20</p> <p>***</p> <p>Target: One creature</p> <p>Attack: +30 vs. Reflex</p> <p>Hit: 4d4+15 force damage</p> <p>Critical: 31 force +6d10</p> <p>***</p> <p>Effect: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.</p>	

Thunderwave

Wizard Attack 1

At-Will ♦ Arcane Implement, Thunder

Standard Action

Close blast 3

Target: Each creature in blast

Attack: +30 vs. Fortitude

Hit: 2d6+15 thunder damage, and you push the target 2 squares

Critical: 27 thunder +6d10

Scorching Burst

Wizard Attack 1

At-Will ♦ Arcane Fire, Implement

Standard Action

Area burst 1 within 10 squares

Target: Each creature in burst

Attack: +30 vs. Reflex

Hit: 2d6+15 fire damage

Critical: 27 fire +6d10

Confusion

Wizard Attack 27

Encounter ♦ Arcane Charm, Implement, Psychic

Standard Action

Ranged 20

Target: One creature

Attack: +30 vs. Will

Hit: 3d10+18 psychic damage. On the target's next turn, you control its actions: You can move it 2 squares, and it then makes a basic attack against its nearest ally

Critical: 48 psychic +6d10

Chain Lightning

Wizard Attack 23

Encounter ♦ Arcane Implement, Lightning

Standard Action

Ranged 20

Target: One creature

Attack: +30 vs. Reflex

Hit: 4d6+15 lightning damage

Critical: 39 lightning +6d10

Secondday Target: Two creatures within 5 squares of the primary target

Secondday Attack: +30 vs. Reflex

Secondday Hit: 2d6+15 lightning damage

Secondary Critical: 27 lightning +6d10

Tertiary Target: All other enemies within 20 squares of you

Tertiary Attack: +30 vs. Reflex

Tertiary Hit: 1d6+15 lightning damage

Tertiary Critical: 21 lightning +6d10

Force Volley

Wizard Attack 17

Encounter ♦ Arcane Force, Implement

Standard Action

Ranged 20

Target: One, two, or three creatures

Attack: +30 vs. Reflex, one attack per target (see Special)

Hit: 3d6+15 force damage, and the target is dazed until the end of your next turn

Critical: 33 force +6d10

Special: If you target only one creature with this power, your attack roll is +34 vs. Reflex

Blood Pulse

Blood Mage Attack 11

Encounter ♦ Arcane Implement

Standard Action

Area burst 3 within 20 squares

Target: Each enemy in burst

Attack: +30 vs. Will

Hit: 2d6+15 damage, and until the end of your next turn the target takes 1d6 damage for every square it leaves

Critical: 27+6d10

Multiclass: Healing Word	Cleric Feature
Daily ♦ Divine Healing	
Minor Action	Close burst 15

Target: You or one ally	

Effect: Target can spend a healing surge and regain an additional 6d6 hit points.	
Special: You can use this power 3 times per encounter, but only once per round	

Legion's Hold	Wizard Attack 29
Daily ♦ Arcane Charm, Implement, Psychic	
Standard Action	Close burst 20

Target: Each enemy in burst	
Attack: +30 vs. Will	
Hit: 2d10+18 psychic damage, and the target is stunned (save ends)	
Critical: 38 psychic +6d10	
Miss: Half damage, and the target is dazed (save ends).	

Prismatic Spray	Wizard Attack 25
Daily ♦ Arcane Fear, Fire, Implement, Poison	
Standard Action	Close burst 5

Target: Each enemy in burst	
Attack: +30 vs. Fortitude, Reflex, and Will	
Hit: Fortitude: If the attack hits the target's Fortitude defense, the target takes 3d6+15 poison damage and is slowed (save ends)	
Reflex: If the attack hits the target's Reflex defense, the target takes 3d6+15 fire damage, and ongoing 15 fire damage (save ends)	
Will: If the attack hits the target's Will defense, the target is stunned (save ends)	
Critical: Fortitude: 33 poison +6d10 ; Reflex: 33 fire +6d10	

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.	

Destructive Salutation	Blood Mage Attack 20
Daily ♦ Arcane Implement, Psychic	
Standard Action	Area burst 3 within 20 squares

Target: Each enemy in burst	
Attack: +30 vs. Will	
Hit: 6d6+18 psychic damage, and the target takes ongoing 10 psychic damage and is stunned (save ends both)	
Critical: 54 psychic +6d10	
Miss: Half damage, no ongoing damage, and the target is stunned until the end of your next turn.	

Wall of Ice	Wizard Attack 15
Daily ♦ Arcane Cold, Conjuration, Implement	
Standard Action	Area wall 12 within 10 squares
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+15 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.	

Greater Ice Storm	Wizard Attack 29
Daily ♦ Arcane Cold, Implement, Zone	
Standard Action	Area burst 5 within 20 squares

Target: Each creature in burst	
Attack: +30 vs. Fortitude	
Hit: 4d8+18 cold damage, and the target is immobilized (save ends)	
Critical: 50 cold +6d10	
Miss: Half damage, and the target is slowed (save ends).	

Effect: The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or for 5 minutes.	

Necrotic Web

Wizard Attack 25

Daily ♦ Arcane Implement, Necrotic, Zone

Standard Action

Area burst 3 within 20 squares

Target: Each creature in burst

Attack: +30 vs. Reflex

Hit: 4d6+18 necrotic damage, and the target is immobilized (save ends)

Critical: 42 necrotic +6d10

Effect: The burst creates a web-filled zone until the end of the encounter or for 5 minutes. The zone is difficult terrain. Any creature in the web at the start of its turn takes 4d6 necrotic damage. Any creature that ends its move in the web is immobilized (save ends).

Disintegrate

Wizard Attack 19

Daily ♦ Arcane Implement

Standard Action

Ranged 10

Target: One creature or object

Attack: +30 vs. Reflex

Hit: 5d10+15 damage, and ongoing 10 damage (save ends) If the target saves, it takes ongoing 5 damage (save ends)

Critical: 65+6d10

Miss: 3d10+15 damage, and ongoing 5 damage (save ends).

Mordenkainen's Mansion

Wizard Utility 22

Daily ♦ Arcane Conjunction, Teleportation

Standard Action

Melee touch

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.

Mass Fly

Wizard Utility 22

Daily ♦ Arcane

Standard Action

Close burst 5

Target: You and each ally in burst

Effect: All targets gain a speed of fly 8 until the end of your next turn. Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain this power, all targets float to the ground without taking falling damage.

Soul Burn

Blood Mage Utility 12

Daily ♦ Arcane

Minor Action

Personal

Effect: You spend a healing surge. Instead of regaining hit points, you regain one encounter power you have already used.

Stoneskin

Wizard Utility 16

Daily ♦ Arcane

Standard Action

Melee touch

Target: You or one ally

Effect: The target gains resist 10 to all damage until the end of the encounter or for 5 minutes.

Displacement	Wizard Utility 16
Encounter ♦ Arcane Illusion	
Immediate Interrupt	
Trigger: A ranged or a melee attack hits you or one ally in range	
Effect: The attacker must reroll the attack roll.	

Arcane Gate	Wizard Utility 10
Daily ♦ Arcane Teleportation	
Minor Action	Ranged 20

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.	

Resistance	Wizard Utility 10
Daily ♦ Arcane	
Minor Action	Ranged 10

Target: You or one creature	

Effect: Against a particular damage type chosen by you (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder) the target gains resistance 39 until the end of the encounter or for 5 minutes.	

Dispel Magic	Wizard Utility 6
Daily ♦ Arcane Implement	
Standard Action	Ranged 10

Target: One conjuration or zone	
Attack: +30 vs. the Will defense of the creator of the conjuration or zone	
Hit: The conjuration or the zone is destroyed. All its effects end, including those that normally last until a target saves	

Disguise Self	Wizard Utility 6
Daily ♦ Arcane Illusion	
Minor Action	Personal
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 (+22 total).	

Expeditious Retreat	Wizard Utility 2
Daily ♦ Arcane	
Move Action	Personal
Effect: Shift up to 14 squares.	

Shield

Wizard Utility 2

Encounter ♦ Arcane Force

Immediate Interrupt

Personal

Trigger: You are hit by an attack

Effect: You gain a +4 power bonus to AC (48 total) and Reflex defense (45 total) until the end of your next turn.

