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PLAYER OPTIONS

Ancient Wizard Magic



For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved.



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Ancient Wizard Magic



Magic serves the most astute that devote themselves to manipulate its subtle nuisances to control its fickle energy. On the other hand, those of a wild heart and chaotic nature believe that it is their destiny and birthright to master such arcane endeavors only to find that the otherworldly magic binds them to its will.

Bards claim that magic is the pure power of love and courage, lore masters believe its origins stem from the Fairie Realm, sorcerers claim it boils in their blood, while religious skeptics believe it to be the work of the devil. Despite their disagreements, they all know of its raw, awesome power.

ANCIENT MAGIC

Magic, like all realms of study, evolves. Whether it is understanding the ritual theatrics involved in casting a particular spell or having an innate feeling within the very soul granting the ability to summon forth magical effects, each spell has an origin.

Most scholars surmise that pact magic was the earliest form of arcane procurement. One would bind themselves to a particular otherworldly creature and in return they were able to mimic their powers. Diligent, early magicians, who could not live under such constraints, began to seek ways to untap mystical energy and manipulate it into a spell.

However, many found magic too capricious. While able to produce powerful effects, no spell proved consistent and often needed complex rituals to imbue the magician with the spell in question. Many scholars speculate that over time, spells became less powerful, but more refined eventually becoming predictable (for the most part) and without





the need for arcane rituals to connect them to one's being.

RULES FOR CASTING ARCANIC MAGIC

Casting an ancient spell is no different than casting a normal spell, however a wizard, or other arcane magician, need to first imbue themselves with the spell by using an arcane ritual. The D&D 4E PLAYER'S HANDBOOK discusses learning and casting arcane rituals.

NEW RITUAL CATEGORY: ANCIENT MAGIC

These rituals come from ancient sources and often prove quite taxing for the individual whom imbues a spell power to them.

Acquiring an Ancient Magic Ritual: You cannot acquire an ancient magic ritual through a class feature. You must either find or purchase an ancient magic ritual.

ANCIENT WIZARD RITUALS

The following rituals have the prerequisite of wizard, thus you must have some form of the wizard character class before mastering these rituals.

LEVEL 1 AT-WILL RITUALS

APOCALYPTIC TREMORS

Level: 1
Category: Ancient Magic
Time: 10 minutes
Duration: Special

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You swap one 1st level arcane at-will spell power for *apocalyptic tremors*. The duration lasts until you take either a short or extended rest.

APOCALYPTIC TREMORS Wizard Attack 1

You draw upon the memories of doomed, ancient peoples and thrust their catastrophic death upon your enemies.

At-Will † Arcane, Fire, Implement, Thunder
Standard Action Area burst 1 within 10

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: Each creature in blast
Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier fire and thunder damage, and the target is knocked prone.
Level 21: 2d6 + Intelligence modifier fire thunder damage

Special: You must first cast the *apocalyptic tremors* ritual before using this power.

BOLTS OF ELDRITCH WIZARDRY

Level: 1
Category: Ancient Magic
Time: 10 minutes
Duration: Special

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You swap one 1st level arcane at-will spell power for *bolts of eldritch wizardry*. The duration lasts until you take either a short or extended rest.

BOLT OF ELDRITCH WIZARDRY

Wizard Attack 1

A silvery bolt of force penetrates your foe, dragging them toward you, finally exploding in a glistening rain of eldritch magic.

At-Will † Arcane, Force, Implement
Standard Action Ranged 20

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d4 + Intelligence modifier force damage, and you pull the target 1 square. If the target is adjacent to you after this forced movement, the target takes an additional 1d4 points of damage.
Level 21: 4d4 + Intelligence modifier force damage

Special: You must first cast the *bolts of eldritch wizardry* ritual before using this power.

PHANTASMS OF RAUUL

Level: 1
Category: Ancient Magic
Time: 10 minutes
Duration: Special

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You swap one 1st level arcane at-will spell power for *phantasms of Rauul*. The duration lasts until you take either a short or extended rest.

PHANTASMS OF RAUUL Wizard Attack 1

You summon forth an ancient, unearthly throng of specters that crowd upon your foe.

At-Will † Arcane, Implement, Psychic
Standard Action Ranged 10

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target takes a -5 penalty to attack rolls until the end of your next turn.
Level 21: 2d8 + Intelligence modifier psychic damage

Special: You must first cast the *phantasms of Rauul* ritual before using this power.





LEVEL 1 ENCOUNTER RITUALS

BINDING OF YDA

Level: 1
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You swap one 1st level arcane encounter spell power for *binding of Yda*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

BINDING OF YDA Wizard Attack 1

You utter in a forgotten, mystical tongue that binds a foe.

Encounter † Arcane, Implement
Immediate Interrupt **Ranged 10**

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier damage, and target is restrained (save ends).

Sustain Standard: Each time you sustain this power, the target receives a cumulative -1 penalty to their saving throw to end this power (maximum -5).

Special: You must first cast the *binding of Yda* ritual before using this power.

HEAVING FIST OF OTYLVH

Level: 1
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You swap one 1st level arcane encounter spell power for *heaving fist of Otylvh*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

HEAVING FIST OF OTYLVH

Wizard Attack 1

A great fist of energy clenches your foe and forcibly drags them across the ground.

Encounter † Arcane, Force, Implement
Immediate Interrupt **Ranged 10**

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier force damage, and you pull the target 5 squares. The target takes 1d4 points of damage for each square of difficult terrain during this forced movement.

Special: You must first cast the *heaving fist of Otylvh* ritual before using this power.

LEVEL 1 DAILY RITUALS

BLEAK BINDING

Level: 1
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane daily attack power with the *bleak binding* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

BLEAK BINDING Wizard Attack 1

You bind a weak-willed creature to momentarily lapse to follow a brief command.

Daily † Arcane, Charm, Implement
Standard Action **Ranged 10**

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One creature

Attack: Intelligence vs. Will

Effect: The target makes a basic attack against an enemy of your choosing.

Miss: The target is dazed until the end of your next turn.

Special: You must first cast the *bleak binding* ritual before using this power.





SPECTRAL HUNTER OF YORE

Level: 1
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane daily attack power with the *spectral hunter of Yore* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

SPECTRAL HUNTER OF YORE

Wizard Attack 1

You summon forth a ghostly visage that hunts without discrimination.

Daily † Arcane, Conjuration, Force, Implement

Standard Action Ranged 10

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge. *Level 21:* You no longer need to spend a healing surge to cast this spell.

Effect: You conjure a medium spectral hunter of Yore that occupies a square within range, and the hunter attacks. Any creature that starts its turn adjacent to the hunter takes 1d6 + Intelligence modifier force damage. You can move the spectral hunter 6 squares as a move action.

Target: One creature adjacent to the spectral hunter of Yore.

Attack: Intelligence +2 vs. Reflex

Hit: 2d6 + Intelligence modifier force damage.

Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the spectral hunter.

Special: You must first cast the *spectral hunter of Yore* ritual before using this power.

LEVEL 2 UTILITY RITUALS

ARCHAIC SPECTRAL ADVISOR

Level: 2
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 25 gp
Market Price: 100 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane utility power of the same level with the *archaic spectral advisor* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

ARCHAIC SPECTRAL ADVISOR

Wizard Utility 2

A ghostly advisor of Yore appears to instruct and aid your allies.

Daily † Arcane, Implement, Summoning
Minor Action Close burst 2

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge. *Level 21:* You no longer need to spend a healing surge to cast this spell.

Effect: You summon a medium archaic spectral advisor in an unoccupied space within the burst. The spectral advisor has a fly speed of 6. You can give it the following special command.

Immediate Interrupt: Add your Wisdom modifier to the damage roll of an ally adjacent to the spectral advisor. No enemy can take this damage more than once per turn.

Special: You must first cast the *archaic spectral advisor* ritual before using this power.

FALSE PORTAL OF THE WISP

Level: 2
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 25 gp
Market Price: 100 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane utility power of the same level with the *false portal of the wisp* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

FALSE PORTAL OF THE WISP

Wizard Utility 2

You open a dimensional portal in front of you, step through, enticing enemies to follow you much to their demise.

Daily † Arcane, Charm, Implement, Teleportation

Move Action Personal

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge. *Level 21:* You no longer need to spend a healing surge to cast this spell.

Effect: You teleport 5 squares. As a forced move, you also teleport one adjacent enemy 5 squares (save negates).

Special: You must first cast the *false portal of the wisp* ritual before using this power.





LEVEL 3 ENCOUNTER RITUALS

LEVEL 5 DAILY RITUALS

HEART MURMUR

Level: 3
Category: Ancient Magic
Time: 15 minutes
Duration: Special
Component Cost: 35 gp
Market Price: 125 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You swap one 3rd level arcane encounter spell power for *heart murmur*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

HEART MURMUR Wizard Attack 3

A spectral hand of Yore grips the heart of enemy and begins to crush it.

Encounter † Arcane, Implement
Immediate Interrupt Ranged 5

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One creature
Attack: Intelligence vs. Fortitude

Hit: The target is stunned (save ends).

Special: You must first cast the *heart murmur* ritual before using this power.

RANCOROUS DEPLETION

Level: 3
Category: Ancient Magic
Time: 15 minutes
Duration: Special
Component Cost: 35 gp
Market Price: 125 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You swap one 3rd level arcane encounter spell power for *rancorous depletion*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

RANCOROUS DEPLETION

Wizard Attack 3

You drain energy from an enemy empowering yourself in the process.

Encounter † Arcane, Healing, Implement
Standard Action Close burst 1

Target: One creature in burst
Attack: Intelligence vs. Fortitude

Hit: The target can only make basic attacks until the end of your next turn. You may spend a healing surge.

Special: You must first cast the *rancorous depletion* ritual before using this power.

FLAME WHIP OF BALOR

Level: 5
Category: Ancient Magic
Time: 15 minutes
Duration: Special
Component Cost: 50 gp
Market Price: 250 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane daily attack power of the same level with the *flame whip of Balor* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

FLAME WHIP OF BALOR Wizard Attack 5

You call upon nefarious, demonic allies to transform your implement into a balor flame whip.

Daily † Arcane, Fire, Implement

Standard Action Personal

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Effect: Until the end of your next turn, you can use the *flame whip of Balor* attack.

Special: You must first cast the *flame whip of Balor* ritual before using this power.

FLAME WHIP OF BALOR ATTACK

You call upon nefarious, demonic allies to transform your implement into a balor flame whip.

At-Will † Arcane, Fire, Implement

Opportunity Action Melee 5

Trigger: A creature moves more than 2 squares while within melee range.

Target: Triggering creature

Opportunity Attack: Intelligence vs. Reflex

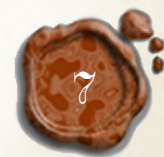
Hit: 2d6 + Intelligence modifier fire damage.

Special: You must first cast the *flame whip of Balor* ritual before using this power.

FOUL RESURRECTION

Level: 5
Category: Ancient Magic
Time: 15 minutes
Duration: Special
Component Cost: 50 gp
Market Price: 250 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane daily attack power of the same level with the *foul resurrection* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.





FOUL RESURRECTION Wizard Attack 5

You call forth demonic entities to manipulate dead foes.

Daily † Arcane, Implement, Necrotic

Immediate Interrupt Close burst 5

Trigger: An enemy drops to 0 or fewer hit points.

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: Triggering creature

Attack: Intelligence vs. Fortitude

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

Sustain Standard: The target is dominated until the end of your next turn. The target makes a save to end the dominated condition.

Miss: The target makes a basic attack against an enemy of your choosing.

Special: You must first cast the *foul resurrection* ritual before using this power.

LEVEL 6 UTILITY RITUALS

ARCHAIC INVISIBILITY

Level: 6

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 75 gp

Market Price: 360 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You may replace an unexpended arcane utility power of the same level with the *archaic invisibility* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

ARCHAIC INVISIBILITY Wizard Utility 6

You rely on old, fickle magic to vanish a creature from sight.

Daily † Arcane, Illusion

Standard Action Ranged 5

Target: You or one ally.

Effect: The target is invisible (save ends). Each time the target makes an attack, it must first spend a healing surge or *archaic invisibility* ends.

Sustain Standard: Each time you sustain this power, the target receives a cumulative -1 penalty to their saving throw to end this power.

Special: You must first cast the *archaic invisibility* ritual before using this power.

GHOSTLY JUDGES OF YORE

Level: 6

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 75 gp

Market Price: 360 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You may replace an unexpended arcane utility power of the same level with the *ghostly judges of Yore* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

GHOSTLY JUDGES OF YORE

Wizard Utility 6

Ghostly, archaic judges appear to pass sentence upon your foes.

Daily † Arcane, Illusion, Implement

Standard Action Ranged 10

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.

Level 21: You no longer need to spend a healing surge to cast this spell.

Effect: You create three spectral judges, each appearing in a designated square within range. The spectral judges do not occupy a space, but each enemy adjacent to a ghostly judge grants combat advantage.

Sustain Minor: You can sustain this power until the end of the encounter. Each round you may move one ghostly judge 5 squares.

Special: You must first cast the *ghostly judges of Yore* ritual before using this power.

LEVEL 7 ENCOUNTER RITUALS

FIERY WINDS OF THE DJINN

Level: 7

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 100 gp

Market Price: 520 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You swap one 7th level arcane encounter spell power for *fiery wind of the djinn*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.





FIERY WINDS OF THE DJINN

Wizard Attack 7

You bring forth a turbulent cone of fire and wind, burning and whipping your foes about the battlefield.

Encounter † Arcane, Fire, Implement
Standard Action Ranged 10

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier fire damage, and you push each creature within 3 squares of the target 2 squares using the target as the origin of the push.

Effect: Each creature you push takes an additional fire damage equal to your Wisdom modifier.

Special: You must first cast the *fiery wind of the djinn* ritual before using this power.

SPLINTERING BOLT OF BOLIVH

Level: 7

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 100 gp

Market Price: 520 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You swap one 7th level arcane encounter spell power for *splintering bolt of Bolivh*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

The vizier Rauul, liaison to the fiery devils worshipped by the desert tribes, felt the his own life force ebb from his soul with each whispered arcane syllable. The aged wizard's throat become instantly parched and he fought the desire to quench the burning that erupted from his gullet as Rauul summoned forth a turbulent cone of fire and wind that whipped the allies of his ancient foe, Bolivh, from their master. However, despite his great power, the spell proved too taxing—the ritual too complex because of his battered state. His own minions felt the hot sands of the djinn binding magic close their throats, but Rauul knew if he did not survive the next arcane thrust from Bolivh, neither would they survive the aftermath of his fall. Therefore, they became immediately expendable. As the servants of Bolivh burst into flame, Rauul glimpsed through the thrashing wind and fire to find the tattered mage binding the spirits of his recently departed minions to do his bidding one last time. It is then Rauul realized that a few of these ghostly specters already began whispering treacherous thoughts into the ears of his own underlings.

SPLINTERING BOLT OF BOLIVH

Wizard Attack 7

Your single, archaic bolt of magical energy splinters from your foe striking enemies within range.

Encounter † Arcane, Force, Implement
Standard Action Ranged 10

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier force damage.

Effect: Make a secondary attack.

Secondary Target: One other creature other than the primary target.

Secondary Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier force damage. This attack deals 5 extra damage if the primary attack hit.

Effect: Make a tertiary attack.

Tertiary Target: One other creature other than the primary target or secondary target.

Tertiary Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier force damage. This attack deals 5 extra damage if the secondary attack hit.

Special: You must first cast the *splintering bolt of Bolivh* ritual before using this power.

LEVEL 9 DAILY RITUALS

LILLIPUTIAN SWARM

Level: 9

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 160 gp

Market Price: 800 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You may replace an unexpended arcane daily attack power of the same level with the *Lilliputian swarm* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.



**LILLIPUTIAN SWARM** Wizard Attack 9

You summon a swarm of minute humanoids from the fairy wilds, each armed with a variety of weapons, grappling hooks, ladders, and strong rope.

Daily † Arcane, Implement, Summoning
Standard Action Ranged 5

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Effect: You summon a swarm of Lilliputians in a two by two square unoccupied space within range. The Lilliputian swarm has a speed of 5. You can give the Lilliputian swarm the following special commands.

Take Down the Giant; Standard Action:
Intelligence vs. Reflex; 2d10 + Intelligence modifier damage, and target is knocked prone, cannot stand, and immobilized (save ends all). If you do not command the Lilliputian swarm on your turn, it instead uses its intuitive action at the end of your turn.

Intuitive Action: The Lilliputian swarm will attack; Melee 1; one immobilized creature; Intelligence vs. Reflex; 1d10 + Intelligence modifier damage,

Special: You must first cast the *Lilliputian swarm* ritual before using this power.

SWARM OF FAIRY-KIN Wizard Attack 9

You summon a swarm of minute fairies from the wilds of the fey, each armed with arrows poisoned with sleeping draught.

Daily † Arcane, Implement, Summoning
Standard Action Ranged 5

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Effect: You summon a swarm of fairies in a two by two square unoccupied space within range. The fairy-kin swarm has a fly speed of 5. You can give the fairy-kin swarm the following special commands.

Sleeping Draught Poison; Standard Action:
Intelligence vs. Will; The target is slowed (save ends). The target becomes unconscious if it fails the first saving throw (save ends). If you do not command the Lilliputian swarm on your turn, it instead uses its intuitive action at the end of your turn.

Intuitive Action: The fairy-kin swarm will attack; Melee 1; one slowed or unconscious creature; Intelligence vs. Reflex; 1d10 + Intelligence modifier damage,

Special: You must first cast the *swarm of fairy-kin* ritual before using this power.

SWARM OF FAIRY-KIN

Level: 9
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 160 gp
Market Price: 800 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane daily attack power of the same level with the *swarm of fairy-kin* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

LEVEL 10 UTILITY RITUALS**ARCANE LIFE**

Level: 10
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 200 gp
Market Price: 1,000 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane daily utility power of the same level with the *arcane life* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

ARCANE LIFE Wizard Utility 10

You instantly bolster yourself from the energy of a missed arcane attack.

Daily † Arcane
Free Action Personal
Trigger: You miss with an arcane attack.

Effect: You may spend a healing surge.

Special: You must first cast the *arcane life* ritual before using this power.





MENTAL REFLECTION

Level: 10
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 200 gp
Market Price: 1,000 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You swap one 10th level arcane utility spell power for *mental reflection*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

MENTAL REFLECTION Wizard Utility 10

You call upon ancient magic to stave off a weakening effect.

Encounter † Arcane
Immediate Interrupt **Personal**

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Trigger: You are hit by a daze, dominate, or stun effect.

Effect: You make a saving throw against the effect. If you save, the triggering effect ends and the creature that targeted you with the effect gains the condition.

Special: You must first cast the *mental reflection* ritual before using this power.

LEVEL 13 AT-WILL RITUALS

CRIPPLING HANDS OF OTYLVH

Level: 13
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 650 gp
Market Price: 3,000 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You swap one 13th level arcane encounter spell power for *crippling hands of Otylvh*. The duration lasts until you take either a short or extended rest.

CRIPPLING HANDS OF OTYLVH

Wizard Attack 13

Menacing ghostly hands punishingly grasp the victim reducing their ability to fend off attacks.

At-Will † Arcane, Force, Implement
Standard Action **Ranged 20**

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One or two creatures

Attack: Intelligence vs. Will

Hit: 2d8 + Intelligence modifier force damage, and the target takes a penalty to the Reflex defense equal to your Intelligence modifier until the end of your next turn.

Special: You must first cast the *crippling hands of Otylvh* ritual before using this power.

SHATTERING THOUGHTS

Level: 13
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 650 gp
Market Price: 3,000 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You swap one 13th level arcane encounter spell power for *shattering thoughts*. The duration lasts until you take either a short or extended rest.

SHATTERING THOUGHTS

Wizard Attack 13

You attack the mind of your foe with a cascade of confusing thoughts and images limiting their offensive capabilities.

At-Will † Arcane, Implement, Psychic
Standard Action **Area burst 1 within 10 squares**

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier force damage, and the target takes a penalty to attacks rolls with non-basic attacks equal to your Intelligence modifier until the end of your next turn.

Special: You must first cast the *shattering thoughts* ritual before using this power.

LEVEL 15 DAILY RITUALS

BONEWRACK

Level: 15
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 1,000 gp
Market Price: 6,500 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane daily attack power of the same level with the *bonewrack* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.



BONEWRACK Wizard Attack 15

You cause victims to grow vicious, crystallized spurs on their joints that resonate intense pain, especially if they move.

Daily † Arcane, Implement

Standard Action Area burst 2 within 20 squares

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 6d6 + Intelligence modifier damage.

Miss: Half damage.

Effect: Each creature that moves without shifting takes 3d6 points of damage and knocked prone (save ends).

Aftereffect: The target is slowed (save ends).

Special: You must first cast the *bonewrack* ritual before using this power.

ELDRITCH SIPHON OF RAUL

Level: 15

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 1,000 gp

Market Price: 6,500 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You may replace an unexpended arcane daily attack power of the same level with the *eldritch siphon of Raul* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

ELDRITCH SIPHON OF RAUL

Wizard Attack 15

Your arcane energies wrack the victim while drawing life force from their exertions as you feed from their suffering.

Daily † Arcane, Implement

Standard Action Ranged 10

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One or two creatures

Attack: Intelligence vs. Fortitude

Hit: 5d8 + Intelligence modifier damage, and the target is dazed (save ends). While dazed, each time the target deals damage, it takes an additional 1d8 + Constitution modifier damage and you gain temporary hit points equal to this damage.

Miss: Half damage and you gain temporary hit points equal to 1d8 + Intelligence modifier.

Special: You must first cast the *eldritch siphon of Raul* ritual before using this power.

LEVEL 16 UTILITY RITUALS

MIRRORED CONSEQUENCE OF BOLIVH

Level: 16

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 1,800 gp

Market Price: 9,000 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You may replace an unexpended arcane utility power of the same level with the *mirrored consequence of Bolivh* power. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

MIRRORED CONSEQUENCE OF BOLIVH

Wizard Utility 16

You summon forth the energy to recreate an effect upon its creator.

Encounter † Arcane

Free Action Ranged 10

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Trigger: You or an ally within range successfully saves against an effect.

Target: One creature.

Effect: Target is subjected to the effect (save ends).

Special: You must first cast the *mirrored consequence of Bolivh* ritual before using this power.

STRIKE OF THE TRUESEER

Level: 16

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 1,800 gp

Market Price: 9,000 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You may replace an unexpended arcane encounter utility power of the same level with the *strike of the trueseer* power. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.





STRIKE OF THE TRUESEER

Wizard Utility 16

Your eyes focus the energies of the nether world to strike at the heart of invisible foes.

Encounter † Arcane

Minor Action **Personal**

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Effect: You see invisible creatures within line of sight until the end of your next turn. When each invisible creature you see deals damage, they take 1d8+Intelligence modifier damage. Furthermore, until the end of your turn, you gain the *strike of the trueseer* at-will power.

Special: You must first cast the *strike of the trueseer* ritual before using this power.

STRIKE OF THE TRUESEER

Your attacks anticipate the future movements of your foe to strike true.

At-Will † Arcane

Immediate Interrupt **Personal**

Trigger: You miss with an attack.

Effect: Add 1d10 bonus to hit to the triggering attack roll.

Special: You must first cast the *strike of the trueseer* ritual before using this power.

ELDRITCH OPPORTUNITY

Wizard Attack 17

You momentarily disrupt the concentration of your foe with a charming distraction allowing your allies to exploit their misfortune.

Encounter † Arcane, Charm, Implement
Standard Action **Ranged 10**

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One creature

Attack: Intelligence vs. Will

Hit: The target grants combat advantage, and each ally adjacent to the target may make an opportunity attack against the target as a free action, with a bonus to the attack roll equal to your Intelligence modifier.

Special: You must first cast the *eldritch opportunity* ritual before using this power.

FLAMING MARK OF THE TRUESEER

Level: 17

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 3,000 gp

Market Price: 13,000 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You swap one 17th level arcane encounter spell power for *flaming mark of the trueseer*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

LEVEL 17 ENCOUNTER RITUALS

ELDRITCH OPPORTUNITY

Level: 17

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 3,000 gp

Market Price: 13,000 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You swap one 17th level arcane encounter spell power for *eldritch opportunity*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

FLAMING MARK OF THE TRUESEER

Wizard Attack 17

You brand your arcane sigil upon the foe causing searing *eldritch pain* and revealing his true location.

Encounter † Arcane, Fire, Implement
Standard Action **Ranged 20**

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: One creature

Attack: Intelligence vs. Will

Hit: 2d10 + Intelligence modifier fire damage, and target grants combat advantage (save ends). Until the end of your turn, target cannot benefit from both concealment or total concealment and gains vulnerability all damage equal to your Wisdom modifier.

Special: You must first cast the *flaming mark of the trueseer* ritual before using this power.





LEVEL 19 DAILY RITUALS

BETRAYING STRIKE OF BOLIVH

Level: 19
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 4,000 gp
Market Price: 18,500 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane daily attack power of the same level with the *betraying strike of Bolivh* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

BETRAYING STRIKE OF BOLIVH

Wizard Attack 19

Summoning forth the ancient spirit minions that once served Bolivh, you send them to cause confusion and create paranoid thoughts within the ranks of your foes.

Daily † Arcane, Implement, Psychic
Standard Action **Area** burst 2 within 10 squares

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier psychic damage, and target makes a basic attack against a creature of your choice as a free action. Target gains a bonus to the attack roll equal to your Charisma modifier.

Miss: Half damage, and target makes a basic attack against a creature of your choice as a free action.

Special: You must first cast the *betraying strike of Bolivh* ritual before using this power.

CRUSHING FIST OF OTYLVH

Level: 19
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 4,000 gp
Market Price: 18,500 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane daily attack power of the same level with the *crushing fist of Otylvh* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

CRUSHING FIST OF OTYLVH

Wizard Attack 19

You call forth the giant, ghostly fist of Otylvh to pound and crush your foes into submission.

Daily † Arcane, Implement, Force
Standard Action **Area** burst 1 within 10 squares

Prerequisite: The first time you cast this spell during an encounter, you must first spend a healing surge.
Level 21: You no longer need to spend a healing surge to cast this spell.

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 3d12 + Intelligence modifier force damage, and ongoing 10 force damage, and targets are dazed (save ends both). If target is bloodied, it is stunned instead of dazed (save ends).

Miss: Half damage. If the target is bloodied, it is dazed (save ends).

Special: You must first cast the *crushing fist of Otylvh* ritual before using this power.

LEVEL 22 UTILITY RITUALS

POSSESSIVE SOUL OF RAUL

Level: 22
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 13,000 gp
Market Price: 65,000 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane utility power of the same level with the *possessive soul of Raul* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

POSSESSIVE SOUL OF RAUL

Wizard Utility 22

You allow a fragment of the soul of Raul to momentarily enter your body to rejuvenate it through arcane energies.

Daily † Arcane
Free Action **Personal**

Effect: You regain the use of your second wind and your next arcane attack power deals an additional 3d6 points of damage.

Special: You must first cast the *possessive soul of Raul* ritual before using this power.

TEMPORAL DISPLACEMENT OF YORE

Level: 22
Category: Ancient Magic
Time: 10 minutes
Duration: Special
Component Cost: 13,000 gp
Market Price: 65,000 gp
Key Skill: Arcane (no check)
Prerequisite: Wizard

You may replace an unexpended arcane utility power





of the same level with the *temporal displacement of Yore* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

TEMPORAL DISPLACEMENT OF YORE

Wizard Utility 22

You momentarily step out of normal time granting you brief celerity.

Daily † Arcane

Free Action

Personal

Effect: You may shift up to your speed and gain an extra standard action.

Special: You must first cast the *temporal displacement* ritual before using this power.

LEVEL 23 ENCOUNTER RITUALS

ASTRAL DAGGERS

Level: 23

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 20,000 gp

Market Price: 85,000 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You swap one 23rd level arcane encounter spell power for *astral daggers*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

ASTRAL DAGGERS

Wizard Attack 23

The borders between worlds momentarily blur as you cause an explosion of resonating, astral shards that amplifies arcane energies against those struck.

At-Will / Encounter † Arcane, Force, Implement
Standard Action

Area burst 1 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

At-Will Hit: 2d10 + Intelligence modifier force damage, and target gains vulnerability to force damage equal to your Constitution modifier until the end of your next turn.

Special: You can change this at-will power into an encounter power. Once used as an encounter power, you can no longer use it as an at-will power until you renew it as an encounter power.

Encounter Hit: 4d10 + Intelligence modifier damage, and target takes damage equal to your Constitution modifier for each square it moves on its turn.

Special: You must first cast the *astral daggers* ritual before using this power.

MYSTERIUM FASCINANS

Level: 23

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 20,000 gp

Market Price: 85,000 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You swap one 23rd level arcane encounter spell power for *mysterium fascinans*. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter, but only if you did not use it as a daily power. If you used it as a daily power, the duration ends and you cannot cast this ritual again until you take an extended rest. Otherwise, the duration lasts until you take either a short or extended rest.

MYSTERIUM FASCINANS Wizard Attack 23

You create an illusionary world of fanciful awe seen only by your struck foe that enables you to compel them to do your bidding or become the focal point for your spells.

Encounter / Daily † Arcane, Charm, Implement
Standard Action **Ranged** 10

Special: You can use this power thrice in an encounter as an encounter power, but only once in a round.

Target: One creature

Attack: Intelligence vs. Will

Encounter Hit: Target dominated until the end of your next turn.

Special: You may instead use this encounter power as a daily power. Once used as a daily power, you can no longer use it as an encounter power until you are able to renew it as a daily power.

Daily Hit: 5d6 + Intelligence modifier psychic damage, and target is stunned (save ends). Until the stunned condition ends, you can use the square of the target as the origin square for your arcane implement powers.

Special: You must first cast the *mysterium fascinans* ritual before using this power.

LEVEL 25 DAILY RITUALS

SHATTERING BOLTS OF BOLIVH

Level: 25

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 25,000 gp

Market Price: 105,000 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You may replace an unexpended arcane daily attack power of the same level with the *shattering bolts of Bolivh* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.





SHATTERING BOLTS OF BOLIVH

Wizard Attack 25

Each time your fling arcane force energy it splinters.

Daily † Arcane, Force, Implement

Free Action

Prerequisite: You must know the *magic missile* at-will power.

Effect: Until the end of the encounter, each time you miss a target with *magic missile*, the target and each creature within 1 square of the target takes 10 force damage.

Special: You must first cast the *shattering bolts of Bolivh* ritual before using this power.

TEMPORAL LOOP

Level: 25

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 25,000 gp

Market Price: 105,000 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You may replace an unexpended arcane daily attack power of the same level with the *temporal loop* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

TEMPORAL LOOP

Wizard Attack 25

You temporarily bend time to force an enemy to relive moments that serve an outcome beneficial to you and your allies.

Daily † Arcane, Implement, Teleportation

Standard Action

Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: If target hits with an attack against you or an ally, the attack misses and the target is teleported to the square it occupied at the start of its turn (save ends).

Special: You must first cast the *temporal loop* ritual before using this power.

LEVEL 27 ENCOUNTER RITUALS

ARCHAIC ROD OF THUNDER GODS

Level: 27

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 45,000 gp

Market Price: 125,000 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You may replace an unexpended arcane encounter power of the same level with the *archaic rod of thunder gods* power. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The

duration lasts until you take either a short or extended rest.

ARCHAIC ROD OF THUNDER GODS

Wizard Attack 27

Archaic, arcane energies swirl about your foe drawing from its life force to energize the immediate area with bolts of lightning and thunderous tremors.

Encounter / At-Will † Arcane, Force, Implement

Standard Action

Ranged 20

Target: One creature

Attack: Intelligence vs. Fortitude

Encounter Hit: 4d10 + Intelligence modifier lightning and thunder damage, and target is weakened until the end of your next turn. Whenever the target moves, each enemy within 2 squares of the target takes 10 lightning and thunder damage. Enemies receive this damage once per move action of the target (Save ends).

Special: Until the end of the encounter, you may use this power as an at-will power.

At-Will Hit: 2d10 + Intelligence modifier lightning and thunder damage.

Special: You must first cast the *archaic rod of thunder gods* ritual before using this power.

TEMPORAL MOMENTUM

Level: 27

Category: Ancient Magic

Time: 10 minutes

Duration: Special

Component Cost: 45,000 gp

Market Price: 125,000 gp

Key Skill: Arcane (no check)

Prerequisite: Wizard

You may replace an unexpended arcane encounter power of the same level with the *temporal momentum* power. For the duration of this ritual, you may spend a healing surge to regain the use of this expended power at the end of an encounter. The duration lasts until you take either a short or extended rest.

TEMPORAL MOMENTUM

Wizard Attack 27

You siphon the temporal energy from an area causing all within to become disjointed in the fabric of time while harnessing the stolen force for yourself and allies.

Encounter / At-Will † Arcane, Implement

Standard Action

Area burst 1 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Encounter Hit: The target is dazed (save ends). You or an ally within 10 squares may shift a number of squares equal to the speed of the target.

Special: Until the end of the encounter, you may use this power as an at-will power.

At-Will Hit: 2d10 + Intelligence modifier damage and target is dazed until the end of your next turn.

Special: You must first cast the *temporal momentum* ritual before using this power.





LEVEL 29 DAILY RITUALS

FATES ENTWINED

Level: 29 **Component Cost:** 50,000 gp
Category: Ancient Magic **Market Price:** 325,000 gp
Time: 10 minutes **Key Skill:** Arcane (no check)
Duration: Special **Prerequisite:** Wizard

You may replace an unexpended arcane daily attack power of the same level with the *fates entwined* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

FATES ENTWINED Wizard Attack 29

Summoning upon the strength of the Fate Weavers, seamstresses of the arcane gods, you intertwine the life force of your foe with your own.

Daily † Arcane, Implement
Minor Action **Ranged 20**
Target: One creature

Attack: Intelligence vs. Fortitude

Hit: Sacrifice any number of healing surges. You and target take damage equal to your healing surge value for each healing surge sacrificed in this manner. This damage cannot be reduced or avoided by any means.

Miss: This power is not expended.

Special: You must first cast the *fates entwined* ritual before using this power.

PRISMATIC AVATAR

Level: 29 **Component Cost:** 50,000 gp
Category: Ancient Magic **Market Price:** 325,000 gp
Time: 10 minutes **Key Skill:** Arcane (no check)
Duration: Special **Prerequisite:** Wizard

You may replace an unexpended arcane daily attack power of the same level with the *prismatic avatar* power. The duration lasts until you cast the spell or take an extended rest. The power replaced remains expended until you take an extended rest. You cannot cast this ritual again until you take an extended rest.

PRISMATIC AVATAR Wizard Attack 29

You summon from the eons of time and energy the avatar of the antediluvian, prismatic god, Aethos.

Daily † Arcane, Fire, Force, Implement
Summoning

Minor Action **Ranged 20**

Effect: You summon a Huge prismatic avatar in a 3-square by 3-square unoccupied space within range. The prismatic avatar has a teleport speed of 6. It has a +5 bonus to AC and all defenses. You can give the prismatic avatar the following commands.

† **Standard Action:** Close burst 1; targets enemies only; Intelligence vs. Will; Target is blinded until the end of their next turn.

† **Standard Action:** Area burst 1 within 20 squares; each creature in burst; Intelligence vs. Reflex; 4d6 + Intelligence modifier fire damage, and 10 ongoing damage (save ends)

† **Minor Action:** Ranged 10; targets one creature; Intelligence vs. Fortitude; 5d4 + Intelligence modifier force damage.

† **Opportunity Action:** Melee 1; targets one creature; Intelligence vs. Reflex; teleport target up to 5 squares.

Special: You must first cast the *prismatic avatar* ritual before using this power.





Ancient Wizards

Throughout this supplement, many prominent and archaic magicians lend their name to the rituals that allowed them to eventually become the great wizards of history. Many arcane cults and veiled covens still pay homage or may even worship their spirit or ancient works using them as a basis for religious scripture. Regardless of their origins, legends mix with reality and each magician grew from having a mortal existence into immortality.

BALOR

Balor is one of the earliest pact magicians whom at first sold slivers of his soul to wield the primeval magic of demons. Ravenous for more power, the wretched sorcerer discovered that he could entice others to relinquish bits of their soul to empower his own spells granted by nefarious entities. Balor developed the first ritual magic to empower himself with wizard spells allowing him to dominate and cajole other humans to do his bidding.

As with most early wizards discovering this new found freedom that enabled them to bend the natural laws, Balor wanted more. He attempted to enter a pact with the elemental fires of hell itself to bypass the edicts of demonic elders. Lore masters debate whether he was successful. Some believe his pact with hellish elemental fires led him to become a primogenitor demon of balors; being the first balor. While others tend to hold the notion that he serves a greater entity within the bowels of the deepest plane hell and the word “balor”, granted to the highest of demons, is a reminder to all magicians of his folly.

BOLIVH

Many scholars remain reluctant to grant Bolivh acclaim for creating the spell that would become *magic missile*. Although other ancient magicians hold more evidence toward that claim, there is no denial that Bolivh mastered the spell. In the few very old writings and intellectual sketches that still exist, it seems Bolivh believed that mirrored reflections empowered force magic.

The old wizard further concluded that the realm of ghosts and spirits, unable to lift onto the divine planes of worship, resided in a parallel mirror world. Nevertheless, the work remains unfinished as his feud with Rauul escalated to a final conclusion.

With the ability to manipulate spirits and ghosts, Bolivh caused a sudden betrayal from the underlings of Rauul at his weakest moment. Although he could not fully destroy the grand vizier, Bolivh trapped the magician to a realm where his influence upon the mortal kingdom dwindled to almost a nonexistence. Since the work of Bolivh ceased at this time, many lore masters conclude the reflection magic wielded by Bolivh to imprison Rauul also resigned the force wizard to a similar fate.

OTYLVH

In the ancient arcane tongue used to scribe rituals, otylvh means, “apprentice to Bolivh.” No other name, true or otherwise, exists for this early wizard. Furthermore, the history of Otylvh consists of just fragmented legends perpetually fed by imaginative bards. Of the bits of authenticated work discovered of Bolivh, the name Otylvh is mentioned only once in the following description:

Purchased clothes for Otylvh—2 pair of trousers, 1 sheep wool cloak, 1 pair of leather shoes, 6 pieces of parchment, 1 charcoal stick for writing—20 gilders.

Adventurous scholars that venture into the realms of conjecture surmise Otylvh is the true reason behind the disappearance of Bolivh.

RAUUL

His end, at the hands of Bolivh, led to the eradication of his body of work. Nothing of his life accomplishments remain, however it seems that his power in his imprisonment, although diminished, never fully dissipated. Many of the rituals that bear his name chronicle his influence over spirits, ghosts, and specters.

YDA

A once promising apprentice of Balor who had a unique talent for binding demons. Despite the fact of her great talents as a burgeoning wizard, she became the first victim of her master as he siphoned her soul for demonic payment.

YORE

Yore simply means, “old” and not attributed to one particular wizard or mage.

