

BLACK DEATH

F U L L I S H I N G



Power Pack : Heroic Wizard
by Kyle Nyce

Introduction

Everyone loves options, especially in Dungeons and Dragons where character building is half the fun of the game and this is what the Power Packs are about: **Options**.

This power pack for Wizards introduces a slew of At-Wills, Encounter, Utility, and Daily powers. All of these powers are designed to work with existing builds and also help shape out the game where the Wizard may be lacking in a particular play style.

These powers will allow you to play the Wizard how you want to play them!

At-Will

When designing At-Will powers, what was kept in mind was the fact that player's rely on At-Wills as a backup and also as a first-strike method in any combat to test the waters. In our opinion of 4th edition, At-Wills are the most important power to a character as they define what the class does best in any situation.

For the Wizard, we delved into some interesting options such as having the ability to constantly inflict status effects on enemies, sustain small zones of effects and damage, as well as trap spells. Also the idea of being able to quickly enchant weapons and armor was appealing, so we added that in as well.

Special Notes

You may see some Keywords in abilities that you may not recognize. These are meant to enhance the flavor, realism, and ability of the powers they are in.

Meditation: Powers with the Meditation keyword can be regained at anytime by spending a standard action to make a Concentration roll (DC:20). If you succeed, the power is usable again until the end of your next turn.

Control: Any spell with this keyword involves an element that hinders enemies.

Trap: Any spell with this keyword relies on the enemy triggering its effect. Enemies can see where trap zones are unless the spell says differently.

Sustainable: Any spell with this keyword has its duration controlled by the wizard.

Shaped Arcaneon

Wizard Attack 1

Forming a charge of arcane energy, you infuse it with a quick bit of your focus, and unleash it at an enemy that does not need to pester you right now.

At-Will ♦ Arcane, Implement, Control

Standard Action

Range 10

Target: One enemy within range

Attack: Intelligence vs Fortitude

Hit: Deal your Intelligence modifier in force damage. The enemy's speed is reduced by 1. (save ends and does stack)

Control Wizard: The enemy's speed is reduced by an additional 1 (save ends both reductions)

Illusionist Wizard: The enemy is dazed until the end of its next turn.

Summoner Wizard: You summon a force shard next to your opponent that is intangible with 1 hp. At the end of the turn, the shard explodes in burst 1, dealing d4 force damage.

War Wizard: This spell has an alternative effect of Close Burst 2.

Paragon: This spell deals d6 force damage.

Epic: Increase damage to d8+Intelligence modifier force damage. The Enemy is slow (Save Ends).

Insignia of Elementals

Wizard Attack 1

You mark a small zone with volatile elemental energy, any enemy who crosses it will find out just how volatile that energy is.

At-Will ♦ Arcane, Implement, Trap, Fire, Cold, Lightning
Standard Action 1 Square within Range 10

Target: One enemy that steps within the effect of the zone

Attack: Intelligence vs Reflex

Trap: This spell creates a 1 square zone of volatile energy. Any enemy that steps within it will trigger the attack. Choose the element as you cast this trap. You may have a number of trap spells active equal to your intelligence modifier. Trap spells last until triggered or until the end of the encounter.

Hit: Deal 1d10 fire, cold, or lightning damage to the enemy.

Control Wizard: Slide the enemy 1 square.

Illusionist Wizard: All within Close Burst 1 of the hit creature get -1 to all defenses.

Summoner Wizard: When triggered, it summons d4-1 tiny elementals under your control with 1 hp, 4 speed, 12 in all defenses, and have a +4 to hit natural slam attack that deals d4 damage of whatever element you declared the trap. These last until the end of your next turn.

War Wizard: This spell now hits all within a close burst 1 effect when triggered.

Paragon: This spell deals 2d10 fire, cold, or lightning.

Epic: Increase damage to 3d10 fire, cold, or lightning. This spell now traps two adjacent tiles.

Stream of Energies

Wizard Attack 1

You anchor a pulsing strand of energy to yourself and a close enemy. The strand blooms energy into the attached enemy.

At-Will ♦ Arcane, Implement, Sustainable, Lightning
Standard Action Range 5

Target: One enemy within range

Attack: Intelligence vs Fortitude

Hit: Deal d6+Intelligence modifier in lightning damage.

Sustain (Standard): The attack may be repeated as long as the enemy is in range. For each time this power is sustained against the same enemy, increase the damage by d6. If the targeted enemy moves out of range, the bonus damage is lost.

Control Wizard: You may spend a move action to slide the enemy 2 squares.

Illusionist Wizard: The enemy is shaken until the end of your next turn.

Summoner Wizard: The strand is not attached to you and instead is a being of force that is grabbing the enemy. As long as you sustain the power, the being deals damage and grabs with a 4+Intelligence modifier attack each turn. If the creature breaks the grapple or you do not sustain this power, the creature disappears.

War Wizard: This spell can effect a number of enemies equal to half your intelligence modifier within range.

Paragon: Every time you sustain this spell, the damage is increased by d8 instead of a d6.

Epic: You can sustain this spell with a move action.

Temperature Spike

Wizard Attack 1

You flux the entire temperature of the battlefield, hurting allies and enemies alike as some of them begin to ignite as you build heat.

At-Will ♦ Arcane, Implement, Sustainable, Fire
Standard Action Close Burst 20

Target: All within Zone except yourself

Attack: Intelligence vs Fortitude

Hit: Deal your intelligence modifier in fire damage. All have ongoing d6 fire damage (save ends)

Sustain (Standard): Everytime this power is sustained, increase the ongoing fire damage by d6.

Control Wizard: All that suffer damage from the ongoing fire damage are blinded (save ends).

Illusionist Wizard: All within Close Burst are invisible. You are not invisible.

Summoner Wizard: Every turn this power is sustained, you can summon 1 tiny fire elemental with 1 hp, 4 speed, 12 in all defenses, and have a +4 to hit natural slam attack that deals d4 fire damage. These last until the end of your next turn.

War Wizard: Enemies must make two saving throws to save successfully against your ongoing fire damage. Both saves are made at the end of an enemy's turn.

Paragon: Increase ongoing fire damage to d8.

Epic: This spell no longer effects allies.

Imbue with Frost

Wizard Attack 1

With a sudden exertion and frosty breath, your allies' armor and weapons start crackling with ice and wisps of cold air.

At-Will ♦ Arcane, Implement, Cold
Standard Action Close Burst 5

Target: All allies within Close Burst

Until the end of your next turn, your allies gain +1 AC and their attacks deal extra cold damage equal to your intelligence modifier.

Control Wizard: Any enemy hit by one of your allies attacks is slowed for their next turn.

Illusionist Wizard: Any ally who successfully hits one of your allies grants them combat advantage until the end your next turn.

Summoner Wizard: You summon 1 tiny cold elemental with 1 hp, 4 speed, 12 in all defenses, and have a +4 to hit natural slam attack that deals d4 cold damage. This lasts until the end of your next turn.

War Wizard: Until the end of your next turn, Enemies within the Close Burst take an additional d4 cold damage when hit by any attack.

Paragon: Your allies gain Cold Resistance 5 and deal +d6 cold damage until the end of your next turn.

Epic: Allies gain +2 to all their defenses and their attacks reduce enemy speed by 2 (save ends and does not stack) until the end of your next turn.

Encounter

When designing Encounter powers, it was important to remember that these powers were both renewable but only useable once per combat encounter.

For the Wizard we felt that the roles of controller and were important to emphasize. Also for encounters, we wanted to present some new mechanics that allowed powers to be felt long after they were spent since some combat encounters can get lengthy.

Also, we wanted to play with the fact that although heroic encounters were often replaced with paragon encounters, we thought that presenting the upgradeable options for these powers in paragon and epic were an interesting idea since some players like to build trademark spells with their wizards.

Arcane Familiar

Wizard Attack 1

You call a sphere being of flaring blue and violet energy from another dimension to enhance your powers with it's essence. It will fight to defend you , for a time.

Encounter ♦ Arcane, Summoning, Meditation

Standard Action

Close Burst 3

Target: One Square within Burst is occupied by an Arcane Familiar.

You summon an Arcane Familiar that has an equal number of hitpoints, initiative, defenses, speed, and attack bonuses that you do. When the Arcane Familiar takes damage you take equal damage. It lasts until you are bloodied or until the end of the encounter. It has one attack:

- *Magic Missile*-Range 5, hits with your attack bonus for a power that involves your implement that deals 2d4 force damage.

Control Wizard: Your spells get a +2 to hit while within 2 squares of the familiar.

Illusionist Wizard: You get +2 to all defenses while within 2 squares of the familiar.

Summoner Wizard: The Familiar deals 3d4 force damage , has double your hp, and gets +2 to all rolls.

War Wizard: Your attacks have a +1 Close Burst effect while within 2 squares of the familiar.

Paragon: You summon two arcane familiars.

Epic: Your arcane familiars' attacks have range 10, deal 2d6 force damage and last until you have 0 hitpoints.

Lock Down

Wizard Attack 3

You conjur bands of raw aether and form them into a malaise that will hinder and harm your enemies.

Encounter ♦ Arcane, Implement, Control, Sustainable

Standard Action

Range 10 Burst 2

Target: All within Burst

Attack: Intelligence vs Will

Hit: Deal 1d6+Intelligence modifier force damage. Your enemy gets -2 to all saves (save ends)

Sustain(Standard): This spell may be sustained as a standard action.

Control Wizard: The enemy has a penalty to all attack rolls equal to your intelligence modifier(save ends, does not stack)

Illusionist Wizard: The enemy has a penalty to all defenses equal to your intelligence modifier.(save ends, does not stack)

Summoner Wizard: This spell is a living creature that inhabits a Burst 2. It has 60 hitpoints, has 0 defenses, is intangible, and attacks every round, hitting and damaging as the spell does. Lasts until the end of your next turn or until you do not sustain it.

War Wizard: The enemies gain damage vulnerability equal to your intelligence modifier (save ends, does not stack).

Paragon: Each time you sustain this effect, the area increases by 1.

Epic: Each time you sustain this effect, the area increases by 2.

Sentry Earth Elemental

Wizard Attack 7

You command a sleeping earth elemental to awaken and hurl boulders and blinding dust at your foes.

Encounter ♦ Arcane, Summoning, Meditation

Standard Action Range 10

Target: Target square has an elemental summoned within it

You summon an earth elemental within range. It cannot move, has 50 hp, 10 in all defenses, and can attack once a turn with one of two different attacks:

- *Fragement Toss:* Range 10, 4+ your intelligence modifier vs AC to hit. Deals 1d10 bludgeoning damage.
- *Torrent of Earth:* Range 5, 4+ your intelligence modifier vs Reflex to hit. Enemy is blinded (save ends).

The Elemental lasts until the end of the encounter.

Control Wizard: Enemies have their speed reduced by 1 if struck by the Elemental (save ends, does not stack)

Illusionist Wizard: Your Elemental gains the ability to mark as a Wizard does as a minor action. These marks fade at the end of your next turn.

Summoner Wizard: The Elemental has 100 hp, 15 in all defenses, and has 1 action point.

War Wizard: The Elemental's attacks effect a Burst 1 radius.

Paragon: The Elemental's Torrent of Earth now affects a Close Blast 5 radius.

Epic: The Elemental's damage increases to 2d8 and pushes targets 1 square if hit.

Utility

Utility powers are a very unique section or every class. Utility powers are meant to not only exist for powers that allow a character to get out of a sticky situation but also powers that are useful outside of combat as well.

For the Wizard, this meant allowing him/her help in response to enemy tactics with a variety of buffs, enchantments, and even a bit of item summoning.

Impenetrable Shield

Wizard Attack 2

The earth splits as a transparent wall of force rips up from the ground, stopping all range attacks before they reach you.

Encounter ♦ Arcane, Summoning, Control

Immediate Interruption Range 5, Wall 3

Target: Three squares within Range 5 that have an attack about to pass through them.

You summon a three square wall that is transparent. It immediately causes all ranged attacks about to pass through it to fail. All future ranged attacks drawn through the wall fail as well. The Wall lasts until the end of your next turn.

Control Wizard: Enemies may not move through the Wall.

Illusionist Wizard: The Wall gives your allies full cover.

Summoner Wizard: The Wall is sustainable as a minor action.

War Wizard: When the wall's duration expires, it explodes in a burst 2 effect, dealing your intelligence modifier in force damage to all in the burst.

Paragon: The Wall is now Wall 5.

Epic: The spell gains the Meditation keyword.

Infusion of the Raw Elements

Wizard Attack 6

You trap a violent elemental into one of your team mates weapons which whips the weapon around viciously, testing the wielders control but annihilating enemies with explosive strikes.

Encounter ♦ Arcane, Summoning, Sustainable, Fire, Cold, Lightning**Standard Action** Range 5**Target:** One Ally's Weapon

Choose Fire, Cold, or Lightning. Your ally's weapon deals +3d10 damage of that elemental type in a close blast 2 area until the end of your next turn.

Sustain(Standard): You may Sustain this power with a Standard Action.

Control Wizard: Enemies hit by the infused weapon have a Wizard's mark placed on them by the wielder of the weapon until the end of their next turn.

Illusionist Wizard: Enemies within close burst 5 of a stricken enemy are shaken until the end of your next turn.

Summoner Wizard: The infused weapon inflicts d10 ongoing damage of the chosen element (save ends).

War Wizard: When the infused weapon's duration expires, your ally deals 1d10 of the chosen element to all enemies within close burst 1.

Paragon: The wielder of the infused weapon gets a +2 to hit with all attacks.

Epic: The infused weapon hits all in a close blast 3 area and pushes them 1 square if hit.

Arcane Fortune

Wizard Attack 10

You reach far and wide with ethereal senses , conjuring random treasures and armaments for your allies in a giant silver chest.

Encounter ♦ Arcane, Summoning**Standard Action** Range 3**Target:** One Square within range is occupied by a silver chest

You conjure a silver chest filled with random temporary treasures and weapons.

Roll 3d4s, for each dice rolled, the item is within the chest.-

1- An invigorating potion that performs a Second Wind on the character who drinks it.

2- An fire alchemist's bomb that deals 3d6 in Burst 2 when thrown. (Range 5)

3- An enchanted rope that can fly and obeys it's wielder.

4- An mercurial amulet that gives it's wielder +2 to all rolls.

These items last until the end of the encounter.

Control Wizard: You may re-roll one of your dice. You must take the second result.

Illusionist Wizard: Your items last until the end of your next turn but you roll 6d4 dice for items.

Summoner Wizard: The Familiar deals 3d4 force damage , has double your hp, and gets +2 to all rolls.

War Wizard: The Silver Chest can be commanded to form into a Wall 2 that grants full cover.

Paragon: The Chest always gives 1d4 healing potions.

Epic: The Chest always gives one potion of life.

Daily

Daily Power are considered to be the most powerful of all the abilities at a characters disposal and also represent the peak of a classes efforts to make a group work. For the Wizard this meant the most powerful spells that affected the largest areas and numbers of opponents and that rocked the battlefield when they were used. No one gets in the way of a potent Wizard and daily powers help with that.

Storm of Elemental Darts

Wizard Attack 1

With a double handed gesture, you unleash a flurry of elemental darts in all directions that terminate in miniature explosions.

Daily ♦ Arcane, Implement, Fire, Cold, Lightning, Meditation

Standard Action

Close Burst 3

Target: Any enemy within Burst.

Attack: Intelligence vs Reflex

Hit: Deal d4 cold+d4 fire+d4 lightning+intelligence modifier damage.

Control Wizard: All stricken enemies are blinded (save ends).

Illusionist Wizard: All stricken enemies are dazed (save ends).

Summoner Wizard: You summon d4 random tiny elementals with 1 hp, 4 speed, 12 in all defenses, and have a +4 to hit natural slam attack that deals d4 of it's elemental damage. These lasts until the end of your next turn.

War Wizard: You may repeat this attack on the beginning of your next turn as a minor action.

Paragon: Close Burst increased to 5 and it does not affect allies.

Epic: Increase damage to d10 cold+d10 fire+d10 lightning.

Intelligent Magic Missiles

Wizard Attack 5

You carefully weave a spell of magic missiles that recasts itself at threatening enemies, knocking them back and into allies at it's whim.

Daily ♦ Arcane, Implement, Summoning, Sustainable, Control

Standard Action

Range 5

Target: One square within range is occupied by an intelligent magic missiles spell

You summon a swarm of magical bolts that can replenish itself and has : 30 hp, 15 in all defenses, 6 speed and it lasts until the end of your turn or until you do not sustain it. It has one attack:

- *Surging Magic Missile*-Range 10, 4+Intelligence modifier vs AC to hit, deals 2d4+intelligence modifier in force damage and slides the enemy 1 square.

Sustain(Move): You may sustain this power with a move action.

Control Wizard: When the intelligent magic missiles strikes an enemy, they slide one additional square.

Illusionist Wizard: All allies within Close Burst 3 of the intelligent magic missiles receive a +2 to all defenses.

Summoner Wizard: You summon two intelligent magic missiles within range. You must spend two move actions to sustain both of them.

War Wizard: The intelligent magic missile's attacks explode in a burst 1 radius.

Paragon: The intelligent magic missile may use it's attack as a move action.

Epic: Increase the intelligent magic missile's damage to 4d4+intelligence modifier in force damage.

Constant Explosion

Wizard Attack 9

You erupt in waves of explosions, hitting the enemies multiple times and flinging them like rag-dolls around the battlefield. Your allies have never appreciated this power like you do.

Daily ♦ Arcane, Implement, Control, Sustain, Fire
Standard Action **Close Burst 5**

Target: All within Burst

Attack: Intelligence vs Fort

You cannot move or shift until the end of your next turn.

Roll a d6. All within the Burst are struck that many times by the attack.

Hit: Deal 1d10+Intelligence Modifier fire damage. Push or Pull the targets 1 square.

Sustain(Standard): You may sustain this power as a standard action.

Control Wizard: Each time a being is struck by the attack, they are pulled or pushed 2 additional squares.

Illusionist Wizard: Each time a being is struck by the attack, they have a -1 to hit (save ends)

Summoner Wizard: Your summoned creatures are immune to the effects of this power.

War Wizard: Each time you sustain this power, its area increases by 1.

Paragon: This attack deals ongoing fire damage equal to half the total damage dealt by all the attacks each round (save ends, does not stack).

Epic: Enemies struck by the attack are immobilized.

Alternative Builds

Alternative Builds is a section that builds upon some of the new keywords that you saw in the powers section. These are all very optional and should be approved by your DM just like the extra powers presented. The Wizard is a controller that sometimes needs his control elements to be built upon helping his allies do what they do better, these builds will help do that and also give the extra powers presented in this pack their flavor.

There are no new builds presented here but the current ones do not have any statistics for them, so we expanded on that. So the builds presented here are the **Control Wizard, The Illusionist Wizard, the Summoner Wizard, and the War Wizard.**

The Control Wizard

Much like what is said in the player's handbook, the Control Wizard is doing his best when locking enemies down with status effects or moving enemies around (or keeping them in place) so his team mates can do the damage dealing. He sets them up and the others knock them down. Control Wizard roleplaying can often be fun because your wizard himself/herself might be a control-freak of some type, this can lend the game a bit of comedy if you have an overdramatic wizard hellbent on micromanaging everything.

Bonuses for Playing a Control Wizard

(Exceptional Control) The Control Wizard can, in times of need and danger, pull extra tricks from mixing and matching a few different spell elements. Once per day as a minor action, the Control Wizard can have his next power inflict one of the following : Immobilize, Weaken, Slow, Daze, or Blind (save ends). If the power misses, this ability is not used up.

(Management Monger) The best of Control Wizards seek to not just debilitate enemies but to shape the outcome of the battle on larger scales. He often looks many minutes ahead and determines where his powers will be most beneficial, for to waste magic is to lack what makes this wizard special : Control. Everytime you use a power with the keyword Control in it, that power gets a +1 to hit.

The Illusionist Wizard

The Illusionist has always been best at making his enemies see the worst and his allies not be seen at all. The Illusionist's magic is always half mental wit and a little bit of magic. He/she excels in arcane efficiency. The most tiny bit of magic with the Illusionist goes a long way. He/She prides herself on always having magic at the ready and for any situation. Illusionists are often pranksters and see everything as a challenge of the mind.

Bonuses for Playing an Illusionist Wizard

(Meditation Adept) The Illusionist can always call up a bit of magic quickly for even the most dire circumstances. Thus, any spell with the Meditation keyword is only required a Concentration roll of 15 to recall and use again. Also if the Illusionist spends an action point, he may instantly roll concentration to regain any spell with the Meditation keyword as a minor action.

(Chiseled Visage) The Illusionist in battle always uses shadows, light, and the mind's fears and desires when casting spells. His spell effects always have a main effect cloaked in some other effect. His magic missiles are often seen as birds flying over an enemies head that distracts them while the magic missiles fly out of the illusion and into the enemies. If the Illusionist uses any power with the Control keyword in it, he may choose to attack the enemy's Will defense instead of the primary defense.

The Summoner Wizard

The Summoner gets his magic to create or conjure enslaved forces to do his/her bidding. Summoners never want to get their hands dirty for a job, they want someone else to do it for them. Summoners are often bossy and squeamish for most ordinary tasks of cooking, cleaning, and folding their own clothes. They have minions that do all of this for them, so why should they have to bother?

Bonuses for Playing a Summoner Wizard

(Master of Minions) The Summoner's Minions are always exceptionally controlled, allowing the summoner to perform some unique tasks with his/her minions. The Summoner's creatures all gain the Wizard's ability to mark.

(Vigor of Conjuration) With immense concentration, the Summoner can make his/her creatures exceptionally hardy. Whenever he/she summons a minion, he/she may spend one of their healing surges without gaining hitpoints. Instead the summoner's minion gains an extra amount of permanent hitpoints equal to the wizard's healing surge.

The War Wizard

The War Wizard is an undisputed damage dealer amongst his brethren. His clothes are often pockmarked with remnants of his/her destructive spells and he/her has an acidic smell to his breath at times of anger. The War Wizard's spells all perform well at dealing damage and scouring large amounts of opponents, even if his/her allies are in the way.

Bonuses for Playing a War Wizard

(Explosions, Explosions, Explosions) The War Wizard's spells are all very volatile. Whenever he/she casts a spell a Burst or Close Burst effect in it, increase that effect by 1.

(More Explosions) The War Wizard always is in need of spells since he/she uses them more quickly than a thirsty peasant drinks water. Once per day, the War Wizard may grant one of his encounter or daily powers the keyword Meditation.

A Thank You to the most important people, YOU!

It takes a fair amount of work to put these together, but it is quite a bit of fun. At Black Death Publishing, the gamer is thought of first when thinking about what material is useful and what is just extra fluff.

It is always a big risk to buy new products from people you have never heard of before, but hopefully that risk is well worth it when you discover a handful of options that you had not thought of before and that make your game that much better.

So this is to all you who bought this and may there be many more supplements that will slaughter both player and monster alike!

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