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Book One

The
QUINTESSENTIAL
Wizard

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INTRODUCTION

Magic. This simple word has surfaced in the story of our civilization since the dawn of time. From a shaman's propitiatory rite to Cagliostro's impossible deeds, from alchemists turning lead into gold to parlor trick magicians, each culture and tradition has always acknowledged the presence of a dark, mysterious and incredibly powerful presence in our world. Some call it the Mystery. Others, the Gift. Others call it the Art. But to all, it is magic. A fantasy role-playing game could not be the same without magic and without its greatest wielder: the wizard. Merlin, Morgan le Fey, Prospero, Gandalf, and many other fictional characters occupy a special place in our imagination and exemplify the theme of magic. *The Quintessential Wizard*, the book you now hold in your hands, shows that in the DUNGEONS & DRAGONS® role-playing game, a wizard is much more than a curious, helpless character. In the following pages, you will find all you need to expand this class's gaming options and to make a full-fledged character complete with brand new powers, rituals, feats, magic items, and a compelling story.

Chapter 1: A Wizard's Role will help you know what to expect from your wizard. What powers should you choose? Is there a difference between a dwarf's and an elf's approach to magic? Here you will find the answers to such questions. In addition, choosing an *origin* allows you to set your wizard aside from all others. Should your wizard be a distinguished and cultivated scholar? Then the academic's origins are the best choice. Would you like him to be a fearless combatant, ready to face any danger? Then the arcane champion is the right choice for you.

Chapter 2: A Wizard's Power features dozens and dozens of at-will, encounter, daily and utility spells to enrich your character's arsenal. If every wizard could only cast *magic missiles* and *fireballs*, it would be a very boring role to play. Try replacing your *magic missile* with *electrocution* and your *fireball* with *spinning staffs*, and your foes will be the first to be left speechless by your potential! In addition, this chapter also lists new

rituals that your wizard can perform when he is not hard-pressed by the heat of battle.

When it is time for your wizard to pick a paragon path, Chapter 3: A Wizard's Path is the ideal resource. If you are mesmerized by fire and its destructive power, you can become a fine pyromancer. If you prefer a subtler approach, the geminus' or the hypnomancer's paths are the right choice. Or, if your wizard is a shady type, the arcane serpent could fit well with his devious soul. Each paragon path also includes an iconic NPC you can use in your campaign.

Chapter 4: A Wizard's Feat features over 60 new feats specifically designed with a wizard (or a multiclass character seeking to explore a wizard's grandeur) in mind. Grimoire and metamagic feats have been explicitly designed so your wizard can give a top-notch performance in any situation and to modify his spells according to need.

If you think staves, wands and orbs are not the right arcane implements for your wizard, Chapter 5: A Wizard's Tools introduces four new implements that will satisfy every caster's needs: the dragonmask, the hat of wizardry, the safeguard shield, and the unreal mirror. You will also find dozens of mundane and magic items particularly useful to a wizard, in addition to a new category of magic items that promises to be appreciated by all arcane experts: runes.

If you think your wizard is seeking a place in the world beyond his immediate companions and his studies, Chapter 6: Organizations will help you find an arcane society that can help in your studies, from Relldale Academy to the Court of Enchantments.

Finally, when a wizard has acquired enough money and fame, it is time for him to find a suitable base in which to store all the items and the lore he has painstakingly collected in his adventures. What better choice than a tower? Chapter 7: A Wizard's Tower features rules and guidelines to build your dream tower, complete with mundane and extraordinary items. You might even make it sentient... if you have enough time and resources, of course!

THE QUINTESSENTIAL SERIES

The Quintessential Wizard is the first volume in a series of books dedicated to the classes of the *Dungeons & Dragons* 4E game. Each book is the result of two combined goals: the development of new available gaming options, including new powers, feats, paragon paths and magic items, and a deeper look at your role-playing options, featuring guidelines to portray your character as a full-fledged person and make him unique in the eyes of his companions. When using this book to create your character, you may not obtain a more powerful or survivable character than your fellow players, but you will be able to choose from many additional options and to make your wizard look, act, and fight exactly as you imagine him. All the rules featured in this book can fully be used in any campaign setting. Happy adventuring!

THE QUINTESSENTIAL WIZARD

Almost twenty years had passed since our last meeting, but Seilen was still an imposing presence. Last time, he was only a distant figure, but now I was only a few steps away from his keen and jaded eyes, his barely hinted sardonic smile, his long silver hair and the small wrinkles highlighting his soft eladrin features, the only visible trace of his three hundred years of age. But what really caught my attention was the elaborate tattoo around his left eye, drawn by a precise and meticulous hand. I couldn't recognize the symbols, but its lines were mesmerizing.

After the stories I had heard, I was expecting a rude and haughty attitude, but when he received me he was all courtesy. He greeted me with a smile and a little nod, then he invited me to sit at his table with a gesture.

"May I offer you something to drink, master..." His voice trailed off; apparently, he did not recall my name.

"Gerid," I answered, hoping to spare him any embarrassment hidden by his cool voice. "Thank you, but I am not thirsty."

He nodded and said, "I know you are considered a sage among humans, in spite of your young age." I was about to thank him, but I realized he wasn't over.

"As such, I thought it might prove interesting to converse with you." Seilen stopped for a moment, just to take his breath, then, with poison in his words and honey in his voice, added: "I trust you will not make my choice seem regrettable in hindsight."

And there he was, the old viscount with his cutting remarks. Fortunately, I was prepared for his arrogance and his dry remark did not take me by surprise. Another interlocutor might have stammered, but my answer was firm and straight to the point: "I want to tell your story, the story of your bride, of Darkwood's queen, of Wise Gorgan and all your traveling companions."

He smiled and his eyes glittered with what I took for pride, but he said only, "Why?"

"Because your story is a great one, and it deserves to be passed on, before..." I bit my lip, embarrassed. "...before I die," he finished, calmly saying what I did not dare to. I tried to justify myself, but he silenced me with a gesture.

"Do not apologize, master Gerid," he continued. "I am old and I am the last survivor of those tragic events... or at least, the last one still able to speak of them. You are right, but you missed the real meaning of my question. Why me? I sense in you something that goes beyond mere curiosity or historical duty."

"I owe you my life," I answered, bowing my head.

"Forgive me if I do not recall you," he said. I almost tried to read arrogance into his voice, but he was merely stating a fact; he had saved many hundreds over the years, and I could hardly count myself special among them.

"It happened twenty years ago," I said, "when the dragon attacked the castle."

He looked at me over again and recognition lit them. He smiled again, and waved me on. "I enjoy a well-told story. Please tell me all the details. Show me your art. Tell me of the dragon and its slayer."

Although I found the situation queer, I began to tell the story to the one listener that knew it better than anyone else alive.

"My parents were dead because of the plague that swept across all these northern lands in my youth, and I was barely fourteen, when I came to town to be raised by an uncle I had not even seen before. I had heard many stories about that place and I dreamt of a kingdom of peace and prosperity, under the rule of an archmage who could challenge the gods themselves with his power, and who was as old as the forest's most ancient oaks."

Seilen, who had kept silently, chuckled at those words. I took it as a good sign.

"The other boys who worked in the castle as pages, my only friends, said he was a strange eladrin: wise, and yet irascible; fair, and yet arrogant. They also said he did not like those who addressed him with his full titles, but preferred to be called only with his first name: Seilen. They spoke of his laboratory, filled with strange and wondrous magic; of miraculous works that let me speechless. In my mind, I was more and more convinced that the viscount was actually a deity in disguise.

"Those days were happy, but when spring came, it brought something terrible in the wheat fields, a foul breath that poisoned all the harvests in the space of a mile. Everywhere, people panicked and fled. I tried to stop a few peasants fleeing the country. The first one barely noticed me and pushed me away. The second uttered just a few delirious words. Finally, I managed to stop a young man with madness in his eyes: He spoke of a dragon that was coming to town. He also said something about corpses, but I couldn't understand what he was saying, and then he ran away.

"Then suddenly the sky darkened and a foul stench of death and decay came over me. I looked to the sky and saw a colossal creature soaring over us. Maybe it had once been a dragon, but now it was only a fell harbinger of decay. Its wings were torn and dirty, its skin was rotten and pierced in many places, as if it were about to drop from its bones. As the others fled, I wondered how such a thing could take wing at all. Thinking back, I realize I was too terrified to feel even my own fear.

"The dragon's carcass landed before the castle, then sank its claws in the highest tower's wall and started climbing it, ignoring the rain of arrows that the fearless archers shot into its rotted flesh. Then came a fiery arrow that hit one of the monster's many festering sores. The dragon answered with a black cloud of poison, and the archers fell to the ground like flies.

"The dragon had almost reached the top of the tower, when I saw you. You were there, on the tower's roof, your silver hair and fine azure robes billowing in the western wind. I was too far to see your face, but I saw that you did not step back when the monster came to you. You pointed your staff towards the dragon as if it were a warning. Two dwarves, barely visible in their heavy golden suits of armor, stood behind you. I would later know that they were the twin sons of your wise friend Gorgan.

"As the dragon roared with anger, I only heard thunder, followed by a thin rain of frozen dust falling from the tower. The dragon had blocked my entire view and I could only wonder what was happening up there. Then I heard a roar and feared for your life. If heroes like you could not defeat that foul beast, what hope remained to the rest of us?"

I was holding my words, as I did not want to sound like a lackey and paint Seilen in a picture larger than life, but I could hardly restrain myself. The boy who had lived to tell that scene spoke through me now, and even twenty years on he was still in awe.

"But I was wrong. You were far from dead. An instant later, the monster was pushed back from the tower with a slam and fell beyond the banister, but with a last twist of its mighty tail, it destroyed the

tower itself, already weakened by the fight and the monster's fearsome claws. The dragon was back in the air with a wave of its wings, as you slowly floated to the ground. You were holding one dwarf in your hand, as the other, unconscious, was held by an invisible hand that lowered him gently to the ground. I was astonished and could not take my eyes off you, so I was upset when, all of a sudden, you spun to face me and unleashed an invisible wave from your orb that pushed me back. It was like being trampled by an untamed horse. You knocked me unconscious.

"When I regained my senses about an hour later, I was in pain and my arm was broken. There was no one else left: you, the monster, the dwarves... all gone. Right where I was standing, the falling stones of the demolished tower formed a huge mound. It was only then that I realized you had saved my life with the very wave of force that knocked me out."

I stopped and took a breath.

"Did you like the story, my lord? You can add the ending yourself."

"You are good, Master Gerid," he said as he softly clapped his hands. He had not said as much, but it seemed clear that he was disinclined to take my offer. "And yet you speak of me as a true savior, when the reality is far closer to the inverse. What would you think if I told you that the undead abomination visited its wrath upon your home only because I was the master thereof? That it was a last, desperate attempt at revenge by a group of Elesian mages whom I greatly wronged?"

"Even if your sins were great, surely you more than atoned when you saved us all!"

"I have yet matters, many matters, to atone for, and time is short." For the first time since I met him, I saw a grimace of pain mar Seilen's face. He stood and drifted to a small, finely wrought wooden desk that seemed naturally grown out of a tree's trunk. He made a wide gesture in the air, and one of the drawers opened. He picked a small leather-bound book and handed it to me.

"What is it?" I asked in a trembling voice, not daring to pull at the lace that kept it closed.

"It is my diary."

I stammered that it was too much for me, that I did not deserve such a precious gift.

"Take it," he said, his tone brooking no argument. "This is our story. It is written in Kellanic, but you should have no trouble in translating it. Inside, you will find opinions that are no longer my own and passions that burn stronger than ever, even today. I would like to tell you of our adventures myself, but I am old, and my storyteller's skills faded from this earth with little Lebreeze. These pages are filled with heroes and ghosts that only long to be remembered."

I wanted to say something, but found I could not.

"One day, when death approaches closer still," he whispered, "I'll send for you, Master Gerid, and you will come here with your story and sing it, so that I will fall asleep for the last time remembering my adventuring companions. Now go. I have no more time to waste with you."

He tried to sound bitter when he spoke the last line, but his weak smile belied his voice. I left with that precious gift in my hands, musing on a proper title for my tale.

Perhaps I would call it *The Quintessential Wizard*.

I am a wizard.

I have to keep that in mind whenever my adventuring companions act rashly or foolishly, blindly throwing themselves into an opponent's embrace.

Some of them, I can barely stand. Take Sheran, our rogue. She always gets into trouble, and she also keeps involving our fair Lebreaze in her reckless exploits. If she doesn't learn how to behave, one of these days I'm turning her into an ice statue. That ought to chill her down.

I remember the day when we had just freed her from Urlim's dungeon, and she was leading us straight into a dragon's den. She kept going through a maze of moldy, dank corridors and halls beneath the fortress, boasting that she knew the way. Ashgara's map outlined the secret passage leading into the castle, but once we reached the dungeons, it turned out to be utterly useless. Sheran insisted she had already been there and she remembered the path leading to the throne room. We didn't know her well back then, so we trusted her, at least until I spotted an eerie inscription. It took me a few moments to read it, while the other fools kept following the elf. A wiser adventurer than us had carved a warning on the wall. One more moment of hesitation and a scorching gut of fire would have blasted Sheran for good. Which I wouldn't mind too much, if it weren't that the flames would have scorched my other companions as well. So, as soon as I heard a faint, foul hiss, I used the power which was given to all eladrin and I moved in front of Sheran, shouting "Duck!" to the rest of the party. Just then a gut of fire coming from a big stone mouth filled the air above us. We survived, but that was too close.

I scorned the elf for the rest of the journey, until we were back to Athema, Elesia's capital city. I did not realize I could insult someone in so many different ways. Ashgara herself was quite surprised. Still, nobody dared to object, as once again, I was right from the beginning. Even today, I cannot help but smile when I remember that journey, or when Lebreaze imitates me and starts insulting Sheran in her own unique Elven. Anyway, Sheran has hardly shown me any gratitude for saving her life twice. She has become even more sarcastic, whereas Gorgan, just as thankless as her, only more stern, echoes her reproaches with his "Be careful, you have little field experience" and other senseless warnings.

I spent one year in Athema's huge library, which is rumored to contain the sum total of this world's knowledge. There are so many tomes in those halls that not even a god's life would be enough to read them all. So, I just politely smile back at him. After all, my tactics are far more effective than his. I won't even bother to remind him that I have faced countless trials and tribulations and I know very well what it means to fight for your life and to kill when there is no other way. I may not be a leader, but I do know how to move pieces on a chessboard, and if only the 'pieces' had listened to me before, we would already be at Jarek's throat and we would have killed him. Anyway, my companions might be foolish, arrogant, surly, or stubborn as donkeys, but I sworn an oath to protect them. They are all I have left. The only ones who keep me from giving in to anger, to revenge, to madness. Maybe one day I will be able to love Mamyra again, but not as long as Jarek lives. My magic only exists to vanquish him. But I must keep calm. Be patient. Watch everything from a distance, measure every situation with clarity. I will not be deceived by the mirage of an easy victory.

I am a wizard, I must never forget it.



Who among us has never dreamed of moving objects with a thought, of flying into the evening sky, of becoming invisible—even for just one moment?

In myth and legend, the wizard is the embodiment of a mortal who controls the forces of the universe and bends them to his will. Because of his arduous, extensive studies, a wizard learns what nobody else can learn. The very threshold of life and death opens before his power.

In the DUNGEONS & DRAGONS® Roleplaying Game, the wizard is one of the most versatile, creative classes. A fighter can make the most of his weapons, a rogue can strike from the shadows, a cleric can lead her companions through the strength of her faith. But a wizard knows very well that all his companions, as critical as they might be to the success of their quest, will never reach his heights when it comes to understanding reality or wielding raw power. Many years of study and a mind trained to memorize elaborate formulae allow the wizard to watch the battlefield as if it were a chessboard, where all moving pieces are almost unaware of what happens around them. A fighter might focus on protecting his companions from the opponents' attack, a rogue might be looking for the right position to launch a strike from, but a wizard faces every battle with calm and intelligence, as if he were watching it from above and apart from it. With a nod of his head, a wizard can stun the orc who threatened the ranger, or burn the flesh of the troll who was about to cleave the paladin's shield. With a snap of his finger and a blue flash, the wizard can disappear from his enemies' sight. And when an enemy meets the eyes of a wizard and glimpses a red flash of anger in his gaze, that enemy knows he is doomed.

With great powers comes great responsibility, though: It's up to the wizard to direct his companions' actions according to the most effective strategies: he can slow down an incoming monster, or stun it with a firework worthy of the greatest archmage. A wizard is the strategist behind the party's success or failure, so the burden of life and death rests on his shoulders.

As powerful and threatening as a wizard might become, not even he can hope to be infallible or immortal. A wizard's years of study allow him to compensate for the physical prowess of other characters, but in a direct contest, wielding traditional weapons, a wizard would never be able to withstand a dragon's assault. Thus, fighters, rogues, rangers, warlocks, clerics and paladins become pivotal presences to protect him, to attack his enemies or to bolster his morale when defeat seems unavoidable. A wizard knows he can rely on their help; they protect him from the blows that might debilitate him, and he can unleash his next spell with a mocking grin on his lips.

THE ROLE

First and foremost, a wizard is a scholar of the arcane arts, an experienced lorekeeper of magical mysteries, of legends buried in dusty tomes, of the most wondrous artifacts. There are many types of wizards, ranging from the fragile scholar with his nose always in a book to the hexer of a remote tribe, as detailed in the rest of this Chapter (see *A Wizard's Origins* page 20). Still, whatever his origins, each wizard takes a specific role when facing his foes and when leading the party to explore a dank dungeon.

WIZARDS IN COMBAT SITUATIONS

THE D&D 4E PLAYER'S HANDBOOK is very clear on this matter: a wizard's role is that of a controller. This role can be the most important, but also the most difficult to fulfill. While a defender needs only to protect his comrades from harm, a controller must be able to watch the combat as a whole and seize the right moment to turn the tide to his advantage. Unlike a warlock, a wizard needs precision and refinement: he aims to hit as many distant opponents as possible, while simultaneously hindering their chances to threaten the rest of the party. Most wizard spells aim to inflict a condition on their targets: they stun, daze or slow a target down, at least for a while. A wizard can never survive by himself on the battlefield. Without strikers, defenders and leaders close at hand, a controller's life expectancy on the battlefield is going to be poor. Live together, die alone. Learning and applying the tactics detailed in *The Quintessential Wizard* will allow every wizard player to develop a personal approach to combat and to affirm his rule over the battlefield.

A wizard's armor

As a scholar, the wizard begins with proficiency in only cloth armor and no ability to use a shield. In order to compensate for his very low starting Armor Class, the wizard can apply his Intelligence modifier instead of the Dexterity modifier. Considering that Intelligence is always a wizard's main ability, it goes without saying that a 1st level wizard might well have an AC close to his companions'. Indeed, he might even boast a better AC than a warlock, who is allowed to wear leather armor but can rarely benefit from high Intelligence or Dexterity scores.

Still, any wizard who hopes to survive—especially one who enjoys taking part in battle—should consider acquiring the Armor Proficiency (leather) feat: a +2 bonus to AC is always welcome and there are no prerequisites to fulfill. On the other hand, you should remember that certain magic armors meant for wizards, such as *fireburst armor* or *bloodthread armor*, can only be cloth armors. Proficiency with any type of

heavy armor is all but out of the question, as it would negate a wizard's Intelligence bonus to his AC; besides, it would also require him to spend too many feats on a path whose usefulness is limited. There are more rewarding options to choose.

Regardless of its type, a wizard's armor should never be considered his best defense in any but the most extraordinary cases. A wizard can rely on many types of protection derived from his mastery of the arcane. Even a lowly *shield* spell can protect its caster from many blows. A wizard is also the best equipped character to use rituals to enchant magic items of all kinds, including his own protection. Thus, it is not unheard of for a wizard to don magical defenses of his own devising.

The Shield Proficiency (Light) feat and a shield to wield with it might also be good idea. The wizard's AC and Reflex defense improve, he is not hindered in combat, and he might even select the shield as his arcane implement (see Arcane Implements in Chapter 5).

The best way for a wizard to elude harm and survive is to maintain an advantageous position. A wizard who leaves himself open to enemy attacks will not survive for long, even if he's wearing magic armor. Fighters and paladins are better suited to withstand blows; a wizard should always watch the fight from the rear. To a wizard, there is no such thing as a dishonorable escape.

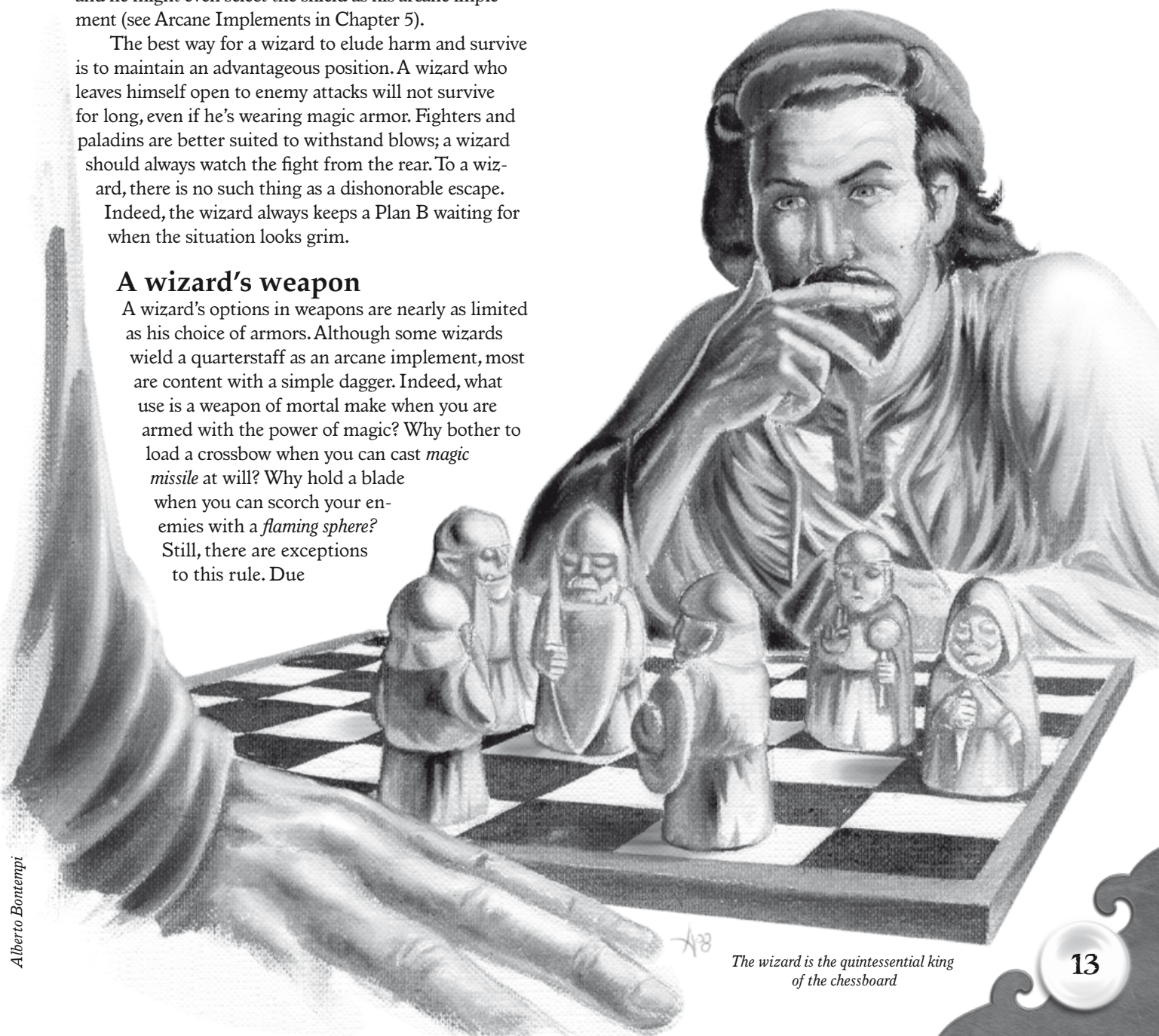
Indeed, the wizard always keeps a Plan B waiting for when the situation looks grim.

A wizard's weapon

A wizard's options in weapons are nearly as limited as his choice of armors. Although some wizards wield a quarterstaff as an arcane implement, most are content with a simple dagger. Indeed, what use is a weapon of mortal make when you are armed with the power of magic? Why bother to load a crossbow when you can cast *magic missile* at will? Why hold a blade when you can scorch your enemies with a *flaming sphere*? Still, there are exceptions to this rule. Due

to their traditions and their innate talents, eladrin are skilled wielders of long swords; indeed, wizards of the Spiral Tower are renowned for their ability to channel magic through their swords. In addition, a few meele-loving wizards might acquire a Weapon Proficiency feat and even a multiclass feat such as Student of the Sword and then jump into the fray, shielded by their defensive spells and armed with magic weapons of their own creation. The sight of a spell-shielded wizard charging his enemies and armed with a blade rippling with arcane powers is sure to astonish any opponent!

Even those wizards who are uninterested in hand-to-hand combat should always remember that a stout staff is a fine weapon as well as an arcane implement. In dire circumstances, a quarterstaff can grant a wizard a crucial defense bonus that might make the difference between life and death.



A wizard's arcane implement

Much more than an armor or a weapon, an arcane implement is a wizard's favorite item, as it allows him to extend or enhance any magical effect. Along with the arcane implements featured in the *Player's Handbook*, there are many other items a wizard can use to channel his own power. In subsequent sections of *The Quintessential Wizard* you will find four more types: the dragonmask, the hat of wizardry, the unreal mirror and the safeguard shield (see Arcane Implements in Chapter 5).

A wizard's choice of arcane implement is perhaps his most essential decision, and it mostly depends on his ability scores and his favorite approach to combat. A wand of accuracy, for instance, is very useful to those wizards specialized in ranged attacks. Thus, it relies on the Dexterity score, whereas a staff of defense is mainly useful to a wizard who favors defense over attack, but is not above entering a melee, once in a while. This item relies on the Constitution score. An orb of imposition, on the other hand, is the ideal implement for those wizards who like to manipulate combat from a distance, without exposing themselves to harmful effects; as a consequence, it relies on the Wisdom score.

Of the new arcane implements featured in this book, the dragonmask is useful to those wizards who risk getting involved in a melee, and it relies on the Constitution score whereas the hat of wizardry works much like an orb of imposition, and it relies of Wisdom. The unreal mirror is the perfect implement for those wizards specialized in illusions and psychic domination of their opponents; it relies on Charisma. The safeguard shield is explicitly designed to assist those wizards who

love the thrill of a melee and wish to withstand enemy attacks; thus, the shield is particularly effective when wielded by a character with a high Strength score.

Powers every wizard should use

Sometimes a wizard must face a tough choice on the battlefield: should he focus on a single target, or try and affect as many targets as possible? The answer to the former question is: A wizard is no striker, therefore he will never be able to deal as much damage from a distance as a warlock or a ranger would. What really matters is the condition that a wizard can force on a target (slowing it, dazing it and so on). On the other hand, when it comes to affecting many targets, a wizard is the undisputed master. His ability to harm many opponents is a vital resource for the entire party. Ideally, he should focus on those powers that can affect many targets and possibly force negative conditions, as these are the core of his role.

A wizard's most useful powers, arranged by tier, are briefly outlined below.

Heroic Tier: Even in his early career, a wizard is a powerful and dangerous opponent, provided that he can enjoy his companions' constant protection. Even the simplest cantrips can be useful, both in combat and noncombat situations. A *light* spell can allow a fighter to hit his target in an otherwise dark room, and a *ghost sound* spell makes a useful decoy to distract that goblin sentinel standing in the next hallway.

Magic missile deserves a special mention among all at-will powers: this is the spell no wizard should ever do without. The ability to inflict a good deal of dam-

HOW TO SPEND YOUR STARTING MONEY?

How can a wizard make the most of his starting 100 gold pieces?

First, only foolish adventurers –or those who rely a little too much on their companions' help– would do without the standard adventurer's kit, considering that it includes useful tools for any character undertaking a dangerous mission in a dungeon or the wild.

A wizard already owns a spellbook, so he only needs an arcane implement to maximize his class's potential. Choose whatever implement you feel is most appropriate for your character, keeping in mind the guidelines included in *The Quintessential Wizard*.

There are no other general guidelines to follow. You should have 70-80 gold pieces left in your pockets. If you are playing an eladrin, you should definitely purchase a longsword to benefit from your racial ability with this weapon. If you are playing a member of a different race, any cheap weapon will suffice –or the quarterstaff, if you have chosen it as your arcane implement. Don't forget that a wizard will rarely be in the first line of a fight,

and will even more rarely wield a traditional weapon even when he is.

The same guideline applies to your armor: a higher AC is always handy, so, if you are following this book's suggestion and have acquired the required proficiency, you can spend 25 gold pieces and get a suit of leather armor.

If you envision your wizard more like a scholar and a ritual caster, you will only have enough money to acquire few components for an additional ritual at first level (other than your starting three rituals). Animal Messenger might be your best choice, as it will allow you to keep in touch with your allies. Gentle Repose might also be useful to obtain the gratitude of an unfortunate companion. In any case, you will always have to pay attention to any ritual-related skills (Arcane, Healing, Nature and so on).

If you have a few gold pieces left, you can always spend them later. On the other hand, if you were not able to purchase all that you wanted, always remember that in D&D there will always be plenty of opportunities to cover your character with magic gimmicks from head to toe.

age with a ranged attack is vital for a wizard. Another useful at-will spell is *thunderwave*: It not only deals damage, but also pushes the opponent a few squares, allowing the wizard to disengage without provoking opportunity attacks.

The new spells featured in this book (see Chapter 2: A Wizard's Power) ensure a wider range of available at-will powers. A wizard will now be able to deal his favorite type of damage, from *electrocution's* electricity to the poison of *adder's bite*.

When it comes to encounter spells, *icy terrain* is a good compromise between the number of affected targets and the conditions it deals, as the targets fall prone. *Color spray* and *winter's wrath* have similar effects that can be used when the need arises. If a wizard wishes to affect less targets in order to deal more damage—possibly because there is no striker in the party—he might favor spells such as *force orb*, *ray of enfeeblement*, *ray of frost* or *lightning*. Among the many new spells featured in *The Quintessential Wizard*, *enchanted crossbow* and *shadows of the past* are particularly recommended.

A wizard's daily spells are usually very powerful, even more so than those of the other classes, so choosing the best of them for a specific situation deserves extra care. A daily spell is the ace you keep up your sleeve: if you use it at the right time, you may just win the match, but if you waste it, the whole party could suffer the consequences. *Sleep* is a low-level daily spell which grants the wizard a good share of control over his enemies, enabling him to slow the opponents down or even render them unconscious. It also affects several targets, so it is a good way to start a fight when a group of dangerous opponents are still at a distance from the party. *Web* and *ice storm* can produce similar effects.

When a wizard wishes to inflict heavy damage, there's nothing like a good old *fireball*, which has the additional advantage of dealing half damage even if it misses. *Stinking cloud* is a worthy alternative, though, as it deals less damage but lasts longer and can hinder the opponents' vision. The new spells featured in this book include *shining rainbow*, allowing you to stun your foes with a multi-colored flash, and *field of the dead*, if you prefer a... graver approach. Don't forget that a wizard can write down two daily and utility spells for each power he can use (three, if he has the Expanded Spellbook feat), so you have even more choices.

Last but not least, a few low-level utility spells can make the difference between life and death to a wizard. The best spells are those allowing the wizard to avoid being hit or quickly escape from a dangerous position; *expeditious retreat*, *shield* (and the equivalent *whirlwind*, included in this book), *invisibility*, *dimension door* and *arcane gate* are all good choices for this purpose.

A few more spells can be useful in less common situations: *dispel magic* is certainly handy in a magical duel, while a cunning wizard might find a thousand ways to employ *disguise self*, even in the middle of an orc-ridden castle! If you plan to use the new spells featured in *The Quintessential Wizard*, a good diplomat will find *authority* very useful, while a stealthier wizard will surely be interested in *arcane shadows*.

Paragon Tier: The main new feature for a paragon tier character is of course the ability to access a paragon path and its many useful and interesting powers. *The Quintessential Wizard* introduces many new paragon paths for wizards (see Chapter 3: A Wizard's Path). A few general powers are also worthy of note. *Crushing titan's fist* is potentially one of the best spells a paragon-tier wizard can wield: it affects many targets, deals good damage, and immobilizes the opponents until the end of the wizard's next turn, allowing his allies to position themselves as they see fit and exploit any tactical advantage. *Ice tomb* targets only one creature, but it is a fine way to get rid of the strongest, most dangerous foe. *Combust* is not only a powered-up *fireball*, but it is also available more frequently, being an encounter power rather than a daily power. Among the new spells featured in this book, *exploding bolts* is also recommended, as well as *flensing* for those who do not mind a cruel approach.

A paragon wizard's daily spells rock the earth and bend fire and ice to his will as only the greatest archmages can. A wizard can use *wall of ice* to prevent an enemy from getting near his companions, or to entrap him in a virtually indestructible cage. *Blast of cold* is a good way to deal a good share of damage and to hold your opponents. *Prismatic beams* is a good trick, coming in handy when you are surrounded by enemies. If you wish to deal a lot of damage to a single target, *disintegrate* is your best choice. New spells of note include *shining dawn*, an effective weapon in a wizard's hands, and *schizophrenia*, which turns an enemy's power against him.

At least one utility spell deserves special mention: *fly*. Once a wizard is in the air, not only will he be able to easily control the battlefield, but he will also be able to flee the scene if things get nasty. As all wizards have a high Intelligence modifier, the new *moment of prescience* spell is also a good choice.

Epic Tier: There is no limit to the power a wizard can display once he attains the epic tier. Not only does he get closer to his epic destiny, he also learns new, devastating spells. Is there a better way to defeat your opponents than have them fight each other? *Confusion* ensures this very effect in a most elegant way. If you need to entrap and neutralize an opponent, you can lock him inside a *force cage*. If you wield a good melee weapon, try the new *arcane army*, a true display of combined magical and melee skills.

Where daily spells are concerned, *elemental maw* is possibly the mightiest spell of all, as it combines an impressive amount of damage (just a little less powerful than *meteor swarm*) against a number of targets with several useful effects for the wizard and his allies: definitely a weapon every wizard will want to include in his spellbook! *Legion's hold* or the new *battle chaos* spell can stop an entire army marching against the wizard and his friends, while *prismatic spray* is even handier than *prismatic beams* when you are looking for an easy escape. If you need to neutralize one dangerous opponent in a more permanent way than what *force cage* would allow, you can call upon the dreaded *maze* spell.

Even utility spells speak to the true extent of an epic wizard's power. A party of characters lifted into the air and assaulting the enemy from above is almost impossible to beat. The new *arcane protection* spell will also provide a good defense against any type of attack.

Best tactics

You may choose to play your wizard in many different ways and you may select any origin (see page 20), but one thing is always certain: keeping out of your enemies' reach will always be vital to your success. A wizard works best when he can act unhindered, so don't hesitate and ask the fighter's or the paladin's help. There is nothing wrong with relying on allies, and it will allow the whole party to win the battle. Keep your delusions of grandeur at bay: not even a fully equipped war mage can withstand as many blows as a defender, so let them take the unpleasant role of cannon fodder! You should stay one square behind your leader (either a cleric or a warlord), so that you might easily be healed, enhanced or protected and let defenders and strikers run about the battlefield looking for glory.

Starting the fight in the right way is important to a wizard, as it allows him to attack his foes before they take a favorable position on the battlefield. The Improved Initiative feat is therefore a good choice, providing you with a better chance to act first in a fight. If possible, you should always stay alert, either through your Insight or Perception skills, or through the proper spells (such as the Eye of Alarm ritual). Avoid being surprised at any cost, as it would disrupt all your best strategies.

Whenever possible, begin the fight with a spell that might slow or hold as many opponents as you can so that your allies can easily reach the best positions on the battlefield. Then focus on those enemies who are still sticking together, often archers or other ranged attackers, while your defenders take care of the melee combatants. Put enemy healers temporarily out of commissions by dazing or immobilizing them, and let your strikers make a quick work of them.

Remember that you are the ruler of the battleground, the 'king' of your 'chess set.' Your enemies should fear you, but they should never be able to get close to you!

WIZARDS IN NONCOMBAT SITUATIONS

A wizard's usefulness is not limited just to the battleground, of course. His scholarship, his outstanding knowledge and his talent with rituals all mean the wizard ranks high among the classes who can contribute in any situation.

A wizard in towns

A city is a wizard's favored environment. The teeming buzz of urban life is well suited to a cosmopolitan and sophisticated arcane scholar. It is no mere chance that every city, even the smallest, features one or more wizards among its residents. In the largest cities, the wizardly community might even found magical academies, schools and universities. Many large cities boast a wizard's soaring tower next to the castle or keep of the local lord. A city's arcane associations play a vital role in a caster's life. Not only are they a place where a wizard can discuss arcana with his peers and trade knowledge, they also feature large libraries, complete with many rituals, as well as laboratories and magic storehouses where valuable magic items are kept safe (see Chapter 6: Organizations). Of course, a city is also a place of political intrigue and bids for power, a favorite pastime for many wizards.

An urban wizard usually has an academic origin (see page 21) or has otherwise spent many years studying ancient arcane arts in dusty tomes. A city is also a good place to find and perform rituals. The skills of wizards and clerics are in high demand: there is always an unknown text that needs to be translated with Comprehend Languages or a True Portal that needs to be opened. A wizard specialized in Arcana or in History might even offer his services as a sage, consulted by younger adventurers looking for advice about their own obscure findings.

A wizard in the wild

Woods and prairies may be a ranger's domain, but a wizard is not out of place in a wilderness adventure. His studies often touch issues pertaining to the world of nature and his navigation skills rival those of the ranger. In addition, rituals such as Animal Messenger and Endure Elements allow him to be at ease in any natural environment.

A few wizards hail from less civilized cultures. Tattooed hexers and spellcasters of many other kinds live in barbarian tribes. Their spellbooks are closer to a collection of propitiatory rites than a precise theorization of arcane procedures, but they are effective nonetheless. It matters little whether a wizard controls fire and ice through a detailed formula binding their components into place or through a ritual dance he was taught by his ancestors. Fire still burns and ice still freezes.

A wizard in the dungeons

A wizard feels more at home between a dungeon's cold walls than anywhere else. First, a dungeon's dark corridors cannot conceal any secrets to he who controls magic and can use a divination ritual to reveal any danger lurking around the next corner. Second, the arcane knowledge gathered in a lifetime easily allows him to detect any opponent's weaknesses, even those of the most unusual or rare creatures. Third, hidden vaults and the ruins of ancient civilizations provide a treasure trove of lost knowledge, magic items to identify and put to good use, forgotten rituals from another age, and all types of wonders to excite a scholar's interest.

When an adventuring party begins exploring a dungeon, they should always take at face value any information their wizard can provide. Rogues and rangers might be able to find hidden traps, but wizards know the story of every stone, the nature of every underground fungus, the meaning of every puzzling scribble on the wall, the generic direction of the nearest exit and innumerable other details that could save adventurers' lives. Besides, when all lights fade and darkness seems about to swallow the adventurers, a simple cantrip such as light can rekindle hope in their hearts.

A wizard on the planes

None knows the planes like a wizard. His studies of their strange workings grant him insight on their movements and their native life forms. A wizard can navigate his way across the astral vault, penetrate the depths of the faerie land and glean the secrets of any other known plane. At higher levels, rituals such as Planar Portal can safely lead the wizard and his allies from one plane to another; but even at low levels, a wizard knows very well the plane's main traits and accesses. An eladrin's or a tiefling's heritage allows him to instinctively recognize the presence of life forms on other planes and the opportunity to easily travel from one plane to another. Indeed, many teleportation spells are based on the principle of planar travel to ensure a swift transition from one point to another.

Needless to say, all planes are ripe with treasure and knowledge of vital interest to any wizard. An experienced arcane scholar feels at home in the entire multiverse and does not even flinch at the thought of spending a day among demons in the Abyss.

A WIZARD'S RACE

Arcane study might be the only trait an eladrin wizard and a dragonborn wizard share. The obvious differences between races are not limited to different sets of ability bonuses and extraordinary powers, but include different approaches to magic as well. Each race is the keeper of a longstanding magical tradi-

tion and arcane culture, providing players with many interesting roleplaying opportunities.

Dragonborn: The iron discipline ruling all aspects of a dragonborn's life is an excellent starting point for those who wish to learn the secrets of the arcane art. Most of the dragonborn wish to don a suit of armor and charge the enemy with a trusted weapon in hand, but dragonborn wizards are neither rare nor disrespected. Any piece of information a dragonborn wizard collects awakens a primeval memory, a legacy of his draconic ancestors. A disciplined study of arcane magic is considered a honorable and dignified career, a far cry from, for instance, a warlock's infernal pact to obtain power, which many dragonborn consider blasphemous. This point of view may stem from the dragonborn's close kinship to dragons, which enjoy a strong and primeval bond with magic. Magic has never been seen as a ruse to trick the enemy or simply a destructive force; instead, it is an art that must be proudly cultivated. Dragonborn wizards are often interested in exploring old ruins, abandoned castles and haunted lairs in order to fight evil creatures and collect pieces of lost knowledge. They have the mindset of natural strategists, always ready for a fight and never afraid when combat comes closer than other wizards would feel comfortable with. A few dragonborn wizards don't mind wearing armor or wielding a sword and shield (once they have selected the required feats) so that they can proudly step into melee, relying on their dragon breath and the healing abilities granted by their draconic heritage. A dragonborn wizard is a reliable and trusted presence in the party: his sense of honor ensures that he will do all in his power to protect and guide his companions in the best way he can.

Dwarves: Even more so than dragonborn, dwarves are the epitome of solidity and reliability. The study of magic is a common practice among dwarves, often in the form of arcane runes (see Chapter 5: A Wizard's Tools) that allow them to shape stone and metal as they wish. Many dwarven fortified cities, some of which hidden beneath the mountains, remain standing because magic sustains them and illuminates them. Dwarves are also skilled crafters of magic items for military and ceremonial use. In both cases, dwarves pour all their energy and care into the creation process, and they are well rewarded for their efforts. Many artifacts of divine origin had their physical forms crafted by dwarves, and dwarven libraries are filled with magical treatises and theories. A dwarf wizard might not be as talkative as a halfling wizard, but his serious mind and his unyielding purpose are a solid rock, and all his companions know they can rely upon him. Many years of strategic study turn a dwarf wizard into a fine tactician: a few well selected words from his mouth can have an heavy influence on the party's choices. A dwarf wizard casting a spell looks so solemn he is often mistaken for a religious figure: to a dwarf, magic is a matter of shapes, patterns and geometry.

Eladrin: The faerie land, the ancestral home of the eladrin, is a place imbued with magic in every corner, where all aspects of daily life are affected by it. It is no wonder, then, that in the eyes of many people, eladrin and wizards are one and the same. Eladrin have the innate ability to sense the hidden flows of arcane power as if they were gentle winds—or tumultuous storms—caressing their skin. Words of magic flow freely from their trained minds and their fey tongue sounds as if it were the very language of magic. Beauty, elegance and unfettered knowledge are paramount values in every eladrin's education. A life on the threshold of two different worlds (the faerie land and the world) enhances their natural curiosity for any secret that may lie hidden among reality's folds. An eladrin wizard is so lost in his own speculations about the real nature of the world that he might appear distracted or even slow-witted at a glance. And yet, much like a still pond stirring as the rain falls, he is always ready to fight when he must defend his loved ones or the principles he believes in. Mistaking an eladrin wizard for a feckless philosopher could be a fatal error. His scalding eyes have seen more mysteries than many other races could ever conceive of. Ageless experience and uncountable hours of meditation turn every eladrin wizard into an excellent strategist, a faithful companion and an almost omniscient sage. In short, the perfect ally for any adventuring party.

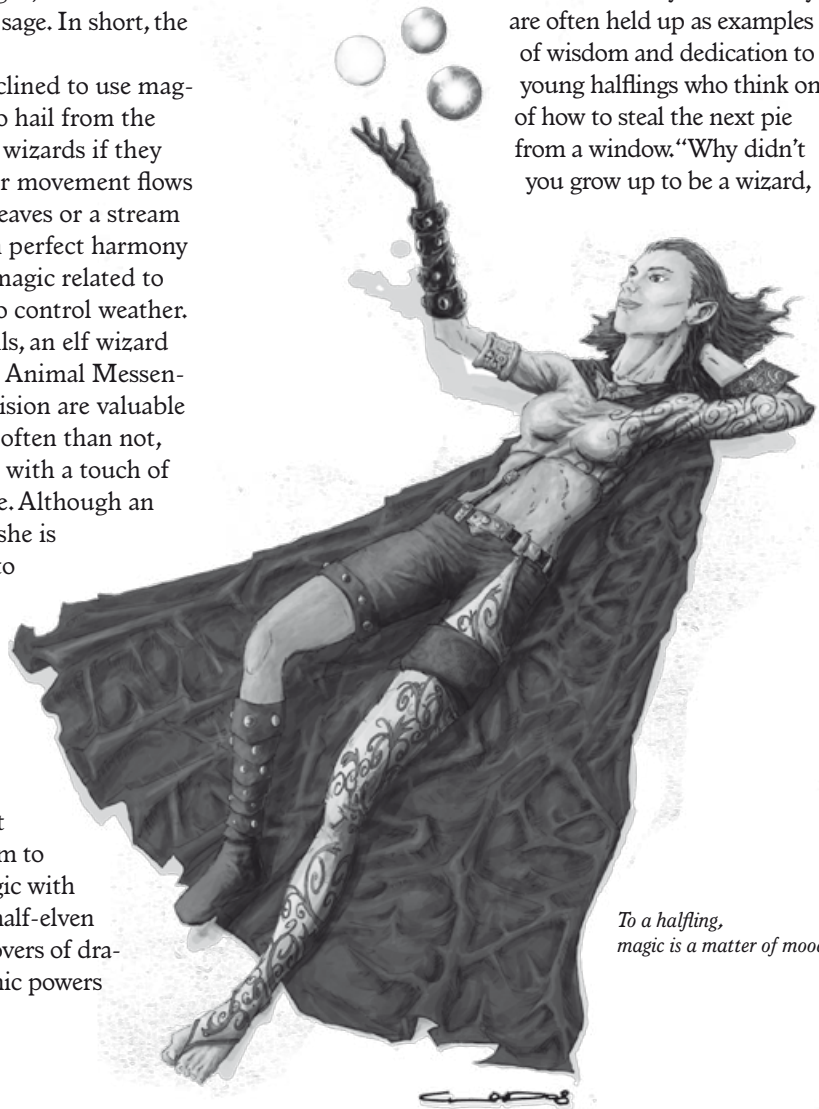
Elves: Although elves are less inclined to use magic than their eladrin cousins, they also hail from the faerie land and can become excellent wizards if they wish. Whenever they cast a spell, their movement flows naturally, much like rain on an oak's leaves or a stream running through a glade. They live in perfect harmony with nature, so they tend to explore magic related to animals and plants, as well as spells to control weather. Instead of casting poison or acid spells, an elf wizard prefers to send a warning through an Animal Messenger. An elf's innate accuracy and precision are valuable additions to a wizard's arsenal. More often than not, an elven archer will infuse his arrows with a touch of magic thanks to his arcane knowledge. Although an elf wizard is accustomed to solitude, she is always welcome in any party willing to explore the wilderness or questing for a rare ritual component.

Half-elves: Half-elves are the embodiment of cosmopolitanism: They nonchalantly pass from one culture to another, as between the elven world and the human world. A half-elven wizard's ability to interact with many different cultures allows him to study many different traditions of magic with an open mind, even at an early age. A half-elven wizard might be able to study the leftovers of draconic magic in a dragonborn, learn runic powers

from a dwarf and acquire the most unpleasant ceremonies of diabolical summoning from a tiefling. All this knowledge is always processed and applied to the half-elf's positive attitude. Thus, a half-elven wizard is often led by his curiosity and his desire to explore a tradition different than his own. Some of the wisest living beings are half-elves who have travelled many roads and have met many different cultures. A half-elven wizard's diplomacy and attitude can strengthen the bonds between his adventuring companions, and often are enough to have him chosen as a natural leader, always ready to point out the best position to every combatant and cunningly steer his allies to victory.

Halfings: A halfling rarely displays enough dedication and patience to become a wizard. Halfings' attention is usually more fleeting, so they are distracted again and again by new experiences. And yet, those few halflings who choose to follow the arcane path become very successful wizards. This may be due to their ability to maintain a joyful and relaxed attitude in the face of the unknown, to the typical luck of their race, or to the awe and reverence that all wizards enjoy in halfling communities. Whatever the reason, halfling wizards are often held in high esteem not only by their parents, but by the rest

of the community as well. They are often held up as examples of wisdom and dedication to young halflings who think only of how to steal the next pie from a window. "Why didn't you grow up to be a wizard,



To a halfling, magic is a matter of mood

with a grain of salt in your head?" is a typical reprimand a young halfling hears when he gets into trouble. The sight of a halfling wizard casting a spell can be remarkably funny: he speaks every word with a dramatic voice and he gestures like a mime. But to a halfling, magic is more a matter of mood rather than a set of stern rules to follow blindly. The inclusion of a halfling wizard in an adventuring party is always greeted with cheers and smiles, partly because he is an unending source of jokes, puns and sly remarks about unexpected facets of the other companions' lives, and partly because a halfling wizard by your side is always better than a halfling rogue by your side!

Humans: Humans comprise a good share of all the existing wizards in the world. Although humans usually favor more aggressive and less theoretical paths, they do have one or two traits that lead some of them to the arcane arts: an unquenchable thirst for power, and a tendency to yield to their ambition. Most humans envy the other races' longevity. A human's life is often too short and too arduous to attain true grandeur. Magic might be just the right tool to expand their lifespan, or the shortcut to quickly become rich and powerful. These motivations drive many human wizards along their quests for hidden knowledge. Each arcane gesture, each magic word is a fleeting glimpse of magic's true nature, an awesome and unfathomable force, almost palpable with energy. Of course, not every human wizard is greedy and grasping. Some are

noble and compassionate, but they often gaze longingly at what they lack, and invoke magic to shine more brightly, forgetting that sometimes the brightest candle is the one which burns faster. In an adventuring party, a human wizard is often the first to launch a new quest or to delve into a dungeon, hoping to retrieve a new magic item or new knowledge he will put to good use.

Tieflings: The diabolical heritage of the tieflings makes them cunning, sly and mysterious, so it is no wonder that many of them choose the wizard's path to find ancient and secret lore. A tiefling usually embraces magic to obtain power, either mundane political power or complete mastery over the elements. Still, unlike a warlock, whose powers are often the result of an unholy pact with devils, a tiefling wizard prefers relying upon her own strength and upon her studies to achieve forgotten powers. Tiefling wizards love to search and explore the ruins of their ancient empire, looking for troves of knowledge or powerful magic items. To a tiefling, magic is like blood fiercely flowing in her veins: every spell is like a volcano pouring forth a gout of scorching fire. A tiefling wizard may be considered a threat by even her own adventuring party, but those who learn to know her well will not have any doubt about the awesome power she wields, nor about the ties that bind her to her traveling companions, hidden as those might be beneath many layers of other emotions. Sometimes, a surly façade hides a restless soul, eager to belong.

WIZARDS AND OTHER CLASSES

No living being is an island, and the wizard is no exception to this rule. Many wizards enjoy the solitary life of a researcher, but they are often forced to find some companions when they must brave the dangers of a hostile world where survival depends on cooperation and the ability to work as a team. Of course, in such cases, a wizard's attitude mostly depends on his own personality and his view of the world; still, there are some constants that a wizard should always keep in mind.

Cleric: Wizards and clerics share the use of magic and rituals, but their differences greatly outnumber their similarities. Whereas a cleric relies upon gods to achieve success, a wizard only trusts his own studies and inner resources, and he often frowns upon a cleric's fervent zeal in proclaiming the greatness of her god. A cleric can tell when it is time to encourage her companions, when to heal them and when to make a divine attack in melee. A wizard, on the other hand, always watches his enemies from afar and moves his pawns over the battlefield. Nonetheless, a cleric's help is always useful when the enemy lands a telling blow, and no wizard is foolish enough to deny the obvious advantage of a cleric's presence. Whenever a wizard

and a cleric must work together, the wizard usually gives way to his companion's fervent zeal and stays one step behind him, ready to call upon his healing services when necessary.

Fighter: A fighter is an excellent compliment to a wizard, but often a poor companion; the wizard would likely find the fighter's conversation quite boring, while his own would be incomprehensible. A fighter focuses on his physical exploits and rarely stops to put his finger on the pulse of the battlefield as a whole (or at least, such is the wizard's impression). A fighter is often seen as the stereotypical armored tough guy, all brawn and no brain. Still, a wizard should be clever enough to avoid falling for these clichés, and should not see every fighter as cannon fodder. The best solution is to find a cunning fighter, one willing to listen to a wizard's wise suggestions. From this point of view, dragonborn fighters are usually the most willing to sit and talk with the wizard, as they respect everyone and their chivalry leads them to listen to anyone's suggestion. When a fighter chooses to be just a killing machine, that's just fine, too; his wizardly companion simply points him in the right direction and turns him loose.

Paladin: Patience is the paramount virtue for any wizard who must suffer the presence of a paladin. And a paladin tries that patience time and again with his unyielding certainties and his stern behavior. In a way, a paladin combines the worst traits of a cleric (fervent zeal and religious dogmas clouding his mind) and a fighter (obtuseness and inability to discuss matters of substance). Of course, there are exceptions to this rule, and some paladins can be good assets in a wizard's eyes, as they are ready to defend their weaker friends (like the wizard) from the opponents' blows. Still, passionate debates between a wizard and a paladin remain a common occurrence, and they often end in the same way: both leave scoffing and rolling their eyes. A wizard's and a paladin's aims and motives are simply too different to reconcile unless the chips are down and life and death are on the line.

Ranger: A ranger is a good companion for a wizard. Not only do they share a similar outlook on combat, relying on hit-and-run and ranged attacks, but they also share a common interest in the natural world and the environment. When the party travels in the wild, a ranger is always a good guide, but a wizard's knowledge can complement a ranger's. In addition, rangers usually follow a "live and let live" attitude which is most welcome to wizards. Sure, sometimes a ranger acts rashly and ignores the wizard's more meticulous approach to combat, but then again, nobody's perfect—except the wizard, of course.

Rogue: A few traits of the rogue can only be appreciated by a wizard: cunning, stealth and a good dose of brazen attitude. A rogue usually knows the best direct approach to any given situation and stays on target, without getting bogged down in religious pleasantries like a cleric and without twisting the nature of magic like a warlock. In addition, a rogue usually doesn't ask any question and doesn't like to take part in long, strenuous debate: She silently accepts a wizard's strategic suggestions (and then possibly acts as she had decided to do anyway, but that's an unfathomable mystery even for the wisest wizard). Besides, a rogue's approach to combat is very similar to a wizard's: she wears light armor, tries to avoid being hit and strikes where it hurts most. Not unlike a typical wizard.

Warlock: A wizard's most common opinion about warlocks is: "What a waste of talent!" A warlock might be a perfect foil for a wizard in a debate, given his interest in magical matters and the undeniable power he wields. And yet, from a wizard's point of view, the concept of obtaining your powers by sealing a deal with monstrous creatures (whether they are fey, fiendish or alien in origin) is utterly unthinkable. True arcane knowledge can only be obtained after years of patient study and painstaking experiments, not by selling your soul to get a power you won't even be able to control. These opposite philosophies usually lead to fiery debates between

wizards and warlocks, but a wizard often chooses to wait and see. Time will tell who is right... especially when a devil shows up to claim the warlock's soul!

Warlord: As an alternative to a cleric, a warlord is the leader every wizard would like to have by his side. They both share an interest in military tactics and field strategies; wizards and warlords often spend many hours together, planning the party's next move over an unfolded map. Wizards and warlords are complementary to each other. One leads from the front lines, the other makes ranged attacks from behind him. When the party is in danger, a wizard holds the most dangerous enemies as the warlord leads his allies' attack. If the wizard is in danger, the warlord can always rally to his side. Many longstanding friendships flourish between these two classes.

A WIZARD'S ORIGINS

All wizards can learn to cast a *magic missile*, but not all attain this knowledge in the same way. Some wizards spend many years studying over dusty tomes in remote libraries, while others are taught the right magical gestures by an experienced master and others even learn how to control the flow of arcane energies from the teachings of their ancestors.

This section provides a few templates that can be applied to a wizard. These templates are called origins, and provide some guidelines on how to play a wizard and make coherent choices concerning his role. The following origins need not be applied exclusively to a wizard. Similar ones can easily be designed for any character class. Nor are these an exhaustive list of all possible origins for a wizard. If he wishes, a player can design his own origins along with the Game Master (GM) and define their benefit by taking inspiration from those below.

You will notice that these origins already include all the steps listed in the character's development process (see the Creating a Wizard section in the *D&D 4E Player's Handbook*). You can choose only one origin for your character.

HOW TO READ THE ORIGINS

The available origins for a wizard are presented in the following format.

Overview: A cursory look at a typical representative of the origin.

Adventures: A wizard's motivations and the goals which have put him on the adventurer's path.

Roleplaying: Roleplaying guidelines about this origin, the typical personality traits of a wizard hailing from it, and his possible interactions with his adventuring companions.

Races: The best races matching the chosen origin,

and how to customize other races so that they might apply as well.

Suggested build options: The recommended builds a player can keep in mind when developing his character. The suggested build options are much like those featured in the D&D 4E *Player's Handbook*. Each suggested build also includes the best powers, feats and skills to acquire for that specific build.

Suggested paragon paths: The paragon paths most suited for a wizard coming from the origin.

Benefit: Each origin includes some special benefits. They usually consist in adding a skill to the class skills list, a skill check bonus or a new language known. These rules need to be approved by the GM, but they give a character more depth without making the game unbalanced.

ACADEMIC

All wizards are familiar with ancient tomes and magic scrolls, library research and historical lessons. To an academic, though, these are not just facets of his education: they are an art that he will cultivate for his entire life. Bent over a desk, lost in his studies and oblivious to whatever happens around him, an academic may spend entire days in analyzing all aspects of a new ritual, in studying the old magic customs of an unknown people or in gathering information of any sort. He then exploits his discoveries at the crucial moment. Academics often form more or less open societies, where they can trade information and clues about the location of legendary artifacts. Sometimes, these societies become very influential in the rest of the community and they might even attain political control over a city or a country.

Adventures: An academic usually becomes an adventurer when he needs to add new knowledge to his outstanding library. He may be looking for new spells, magic items and undreamt creatures, or even for the lost heir to the throne of the Anjuparan dynasty. If he can bring evidence of his success back from his journey, an academic is sure to gain notoriety among his peers, an everlasting fame that will elevate his name above the anonymity of a mundane life. This might also elicit the jealousy of those colleagues willing to steal the academic's great discovery and take the merit for it.

Roleplaying: An academic almost seems childish in his approach to the surrounding world, as he examines every detail with unbridled curiosity. An academic can suddenly stop to look ecstatically upon the writings above a temple's door, lose himself in reading an ancient codex and ignore any warning of danger to follow a trace that might lead him to the object of his research. In a battle, the academic tries to remove any obstacle standing between him and his goal as quickly as he can. Thus, he often devises effective military tac-

tics that might save the day, inspired by his wide arcane—or even historical—knowledge, and possibly duplicating the tactics of famous soldiers and warlords of times past. When dealing with his companions, an academic tends to be distracted and absent-minded, and then to suddenly enter a debate and deliver a pearl of wisdom to those who are willing to listen to his rambling.

Races: Eladrin, half-elves and humans are foremost among races when it comes to the magical calling, so academics often hail from these cultures. Eladrin collect scores of texts in their libraries and their longevity allows them to pursue new findings. Half-elves are excellent pioneers of the unknown: Their curiosity is much like an academic's. Humans, of course, are quick to gather information for their own purposes, and try to make up for their short lifespan with a tumultuous search for arcane lore. The other races have their own academics: dragonborn and dwarves honor their historians, whose task is to collect all evidences of their race's past with patience and care. Tieflings are fascinated with the mystery of their origins and the doomed pact their ancestors sealed with devils. A halfling academic, however, is often just an expert in local genealogies who likes to trace back the blood ties of his tribesmen, even as far back as their legendary eldest ancestors.

Suggested build options: An academic favors those powers that can lead him to victory with little or no risk. He usually steers clear of melee, so he chooses ranged powers, powers to hold his enemies when they become a close threat, or mind-affecting powers that can confuse an enemy or force him to flee.

In noncombat situations, an academic is well versed in all fields of knowledge and relies on his eclectic education to face any situation. Intelligence is an academic's most important ability, as it determines the intensity of his attack powers. Wisdom is helpful when the academic needs to control an opponent and can also be useful to direct his powers, if he chooses a hat of wizardry as his arcane implement (see Arcane Implements in Chapter 5). Charisma may be his third best score, although Constitution and Dexterity can be equally useful to an academic who makes his living in the field.

Suggested feat: Expanded Spellbook (Human feat: Jack of All Trades)

Suggested skills: Arcane, Dungeoneering, History, Nature

Suggested at-will powers: *mind assault**, *thunderwave*

Suggested encounter power: *icy terrain*

Suggested daily power: *sleep*

*New spell introduced in Chapter 2: A Wizard's Power.

Suggested paragon path: Academics often choose the mystic sage's path (see Chapter 3: A Wizard's Path)

as it embodies the fulfillment of their ritual skills and their pursuit of knowledge. Other academics choose special paths requiring many years of study and a deep understanding of the surrounding world, such as the chronomancer and the vacuist.

Benefit: You know one additional language of your choice, and you gain a +2 bonus to Arcana checks and History checks.

APPRENTICE

Unlike an academic, an apprentice does not find magic among silent libraries and dusty tomes. His destiny manifests itself when an elder and powerful wizard notices his efforts and calls the apprentice by his side to instruct him and guide him along the arcane path. An apprentice usually spends at least ten years—and more in many cases—by his master's side, repaying him for his teachings with loyalty, devotion and willingness to do any required job, taking care of even the humblest tasks. The bond between a master and an apprentice is usually a strange mix of love and hate, respect and impatience, care and repulsion. Still, most great wizards have fond memories of their old masters and of the long years spent at their feet. A wizard usually chooses only one apprentice for his entire life, except for long-lived races such as eladrin, who may accept more than one, century after century.

Adventures: An apprentice often becomes an adventurer when his master believes he is ready, and entrusts him with a quest and a difficult test that will also be his rite of passage. In many cases, a master sends his apprentice to complete an apparently simple task, but the apprentice soon finds the challenges and the dangers he must face are much harder than he thought. Of course, the master's goal is never to have the apprentice killed during a dangerous mission, but a certain amount of risk is implicitly part of the test and is necessary for the apprentice to become fully aware of his strengths and weaknesses. Other apprentices start adventuring by their own choice, in order to prove to their masters that they are finally worthy of the name of wizard. Others even turn their back to their master forever, and become adventurers out of spite and revenge.

Roleplaying: An apprentice feels his master's presence in every facet of his life, even when his mentor is far away. Sometimes an apprentice is haunted by being time and again compared to his master: he longs to stand up and show his own valor to the world. When dealing with his companions, an apprentice can abruptly change his mood, sometimes without an (apparent) explanation. Actually, this often happens when something reminds him of the bond he shares with his master, and his attitude may suddenly change because of that memory. Once he

has conquered the issue of living up to his master's expectations and reputation, the apprentice becomes aware of his true potential and his eyes shine with the light of renewed determination. Still, should he fail to accomplish the task he was given by his master, he may shut out the entire world and grow bitter and resentful.

Races: Apprenticeship is a concept accepted among all races. Still, wherever strong arcane organizations are present, the roles of master and apprentice are definitely more common. Halflings are an exception, as they do not have proper arcane institutes where they can learn magic but arcane knowledge is almost exclusively passed on from teacher to pupil. In many cases, such a relationship can become as strong as that between father and son. In many occasions, a halfling wizard has adopted his apprentice and brought him along in his many journeys around the world, teaching him the best tricks during his travels.

Suggested build options: An apprentice knows he must be ready to face any challenge his master might put before him, and sometimes he is so eager to please him and show his progress that he willingly invites combat in order to achieve glory. An apprentice usually chooses flashy, dramatic powers, as well as those that will undeniably demonstrate his great mastery of the arcane arts. Fiery explosions and lightning bolts are his favorite weapons. Intelligence is an apprentice's main ability, as it enhances his attack powers. Dexterity is useful to direct his attacks against the enemy and might come in handy if he selects a wand of accuracy as his arcane implement. Charisma might be a good choice as third best ability score, as it will be helpful when making Diplomacy checks, using the Astral Fire feat, or when using an unreal mirror, should he select it as his arcane implement (see Arcane Implements in Chapter 5).

Suggested feat: Astral Fire (Human feat: Human Perseverance)

Suggested skills: Arcane, Diplomacy, Insight, Religion

Suggested at-will powers: *cloud of daggers*, *scorching burst*

Suggested encounter power: *flash of light**

Suggested daily power: *arcane storm**

*New spell introduced in Chapter 2: A Wizard's Power.

Suggested paragon paths: The pyromancer and the cryomancer (introduced in Chapter 3: A Wizard's Path) are excellent paragon paths for any apprentice eager to display his newfound mastery of the art.

Benefit: To an apprentice, passing his master's tests is everything and his pride will be deeply affected by the outcome of these important challenges. Whenever you manage to display your arcane skills to best

effect (at the GM's complete discretion) during an encounter, you gain a +2 bonus to your Will defense until the end of the encounter. For example, if you manage to brilliantly solve a puzzle using your wits or defeat an enemy with a flamboyant display of arcane mastery, you will apply the bonus to your Will defense during the encounter. The GM has the final say on every occasion that may grant a bonus, which should be granted when you are facing a significant challenge, not during mundane activities.

ARCANE CHAMPION

Not every wizard fears to enter a melee. A good strategic view of battle is useful for those who want to be part of the front line and use magic in an up-close and personal fight. Sometimes an arcane champion comes from a warlike civilization or from a society forced to endure a longstanding war, so magic is just one useful way to quickly dispatch enemies. Other arcane champions might be the younger sons of an aristocratic family who have chosen to study magic to be at their lord's side in battle. Either way, an arcane champion can wield a magic blade, wear a protecting armor and enter the fray with unparalleled momentum and strength. When he does, enemies flee before his magical prowess. Of course, as bold as an arcane champion might be, he will never be able to withstand as many blows as a fighter. He must trust to his superior mind to find a way to elude danger.

Adventures: The entire life of an arcane champion is an adventure. His longing for military glory drives him to penetrate hostile lands, underground dungeons and enemy settlements. An arcane champion's first reward is the opportunity to show his valor on the battlefield, but sometimes a fight can also grant additional and welcome rewards of a different type: magic weapons, or maybe even a noble's title.

Roleplaying: An arcane champion is extremely confident in his power, sometimes to the point of arrogance and vanity. This is partly due to the fact that he actually believes that a well trained body and a clever mind can defeat any foe. It is for this reason that he does not hesitate to lead the attack, to draw battle plans and to coordinate the men he might command, even if it's just a group of four or five people. To a quiet or solitary character, an arcane champion might almost seem overbearing, with his relentless dynamism and his unyielding hunger for more action. Still, an arcane champion is also very loyal to his companions, and he always tries to protect them as if they were his younger siblings. One thing is certain: entrusting an arcane champion with your life is never a bad idea. You can be sure he will always do everything in his power to ensure his companions' well-being, even if he has to sacrifice himself to achieve it.

Races: Dragonborn and dwarves are the best races for an arcane champion, as their strong sense of honor and military virtue is most suited to this template. Eladrin can also appreciate those wizards who know how to wield a blade and how to use it against an enemy when necessary. Certain humans might heed this call as well, as they are always looking for action, whereas elves and half-elves tend to favor a more reflexive approach. Halfling are definitely unfit to this role, as their approach to life is far too playful.

Suggested build options: An arcane champion balances arcane knowledge and melee prowess. Thus, he often selects those powers that can be useful in close combat, either to deal considerable damage or to avoid being hit. Intelligence remains his first ability score, as it determines the damage of his attacks. The second place goes to Strength, which is needed not only to attack with his weapon, but also to effectively use his safeguard shield (see Arcane Implements in Chapter 5). The third best ability score should be reserved for Constitution, as it increases his hit points and his healing surges.

Suggested feat: Shield Proficiency (Light) (Human feat: Armor Proficiency [Leather])

Suggested skills: Arcane, Athletics, Endurance, History

Suggested at-will powers: *cunning thrust**, *scorching burst*

Suggested encounter power: *burning hands*

Suggested daily power: *strike and run**

*New spell introduced in Chapter 2: A Wizard's Power.

Suggested paragon paths: The keeper of the dweomer (see Chapter 3: A Wizard's Path) is the ideal fulfillment of his military training and his arcane mastery.

Benefit: You add Athletics and Endurance to your class skill list, and you gain a +2 bonus to Athletics checks and Endurance checks.

INVENTOR

Some wizards are particularly interested in the creation of incredibly powerful items. Rather than searching a library to find the history of an ancient people, they prefer to conduct experiments with a new mixture or to craft a magic weapon of fabled power. Their mansions often echo with sudden explosions or discharges and pillars of smoke rise from their roofs, a telltale sign that an inventor is at work on some new devilry. To an inventor, the most rewarding experience is to wield an item of his own making, astonishing friend and foe alike with its effects.

Adventures: Although most inventors spend many hours in their laboratories to run tests and draw projects of their new creations, adventures are still an important part of their activity. First, in order to have a good idea you have to see the world, chart its

edges and collect a few items whose purpose might not be immediately obvious. Second, experiments often require rare or exotic components that can only be found by traveling to distant or unknown regions. And third, a few spare coins are always handy to finance the next experiment. Research and development can be expensive!

Roleplaying: An inventor is always actively interested in anything that happens around him. Unlike an academic, who often seems oblivious to reality, an inventor watches and studies and analyzes any situation, trying to find a solution with a mathematician's mind. To him, life is a huge formula that can be solved with the application of a new variable—usually an item of his own making! An inventor likes a comfortable life, especially if his comfort comes from his own inventions. Magic is an unending source of entertainment and experiments, and it can provide the solution to any problem. A mere *prestidigitation* cantrip is a boon for the inventor who can devise dozens of new ways to use it. An inventor is always ready to discuss and make decisions along with his companions. After all, a fighter's sword can always be improved with a smoother design, much like a ranger's bow or a rogue's thieving tools.

Races: Dwarves are always very interested in the creation of new objects meant to hold magical energy, so they make the best inventors. For totally different reasons—namely the unyielding curiosity driving their whole race—halflings are also able to find an unexpected use for any tool they stumble upon. Many humans are also renowned inventors, whereas other races such as elves and eladrin are too close to the natural world to be interested in this specialization.

Suggested build options: Although an inventor is at his peak in noncombat situations, he is also a good combatant when it comes to disabling enemies. He favors clever techniques, keeping away from melee, and he chooses those powers that can easily demonstrate his superior ingenuity. Intelligence should be his best ability score, as it determines the effectiveness of his attacks. Constitution should come second to an inventor, as it increases his hit points and healing surges; besides, a high Constitution score can be useful if he chooses a staff of defense as his arcane implement. The third best score should be reserved for Wisdom.

Suggested feat: Improved Initiative (Human feat: Human Perseverance)

Suggested skills: Arcane, Dungeoneering, History, Nature

Suggested at-will powers: *electrocution**, *magic missile*

Suggested encounter power: *gambit's thunder**

Suggested daily power: *mark of light**

*New spell introduced in Chapter 2: A Wizard's Power.

Suggested paragon paths: An inventor is a natural candidate to follow those paths that will test his extraordinary creativity. The new paths featured in this book (see Chapter 3: A Wizard's Path) include the hypnomancer and the occult seeker, two fine choices for any inventor.

Benefit: You are an experienced user of *prestidigitation*. Whenever you cast this cantrip, you can simultaneously use two effects of your choice among those listed. (For example, you could move up to 1 pound of objects and warm it up for 1 hour at the same time.) In addition, when you use the Enchant Magic Item ritual, you can craft a magic item of 1 level higher than yours (for example, a 7th level inventor might create an 8th level item).

MAGUS

Every ruler worthy of this name knows very well that keeping a wizard by his side is not only a traditional convenience, but also a matter of security. In addition to exclusively arcane matters, some wizards also take care of political and diplomatic issues and act as counselors for all types of rulers. A wizard active in this field is often called *magus* (plural *magi*), as a sign of respect and esteem. A magus's impressive knowledge and wisdom are an invaluable resource to all who walk the labyrinthine paths of politics, from the ruler of a great kingdom to a barbaric chieftain, including officials of every order and echelon. A magus's opinion is always heeded and the magus himself often rides in battle at his lord's side, an inspiring sight for all those who see him.

Adventures: A magus is no stranger to adventure, especially when his lord asks him to complete a task of some type. Many quests requiring the involvement of a magus have a political or diplomatic flavor: cleansing a crypt of the undead who haunt it is not only a commendable quest in itself, but it will also be useful to bolster relations with the clergy devoted to the god of light; rescuing the princess from the dragon's clutches could be a good way to arrange her marriage with the duke's son; retrieving an ancient artifact will not only allow the magus to study his power, but also to use it for the country's sake. Some magi also act as spies for their lords, braving enemy lands undercover to gather useful information.

Roleplaying: A magus exudes a solemn aura of reliability. He has learned many things over the years, and he uses his experience to plan all of his actions. His magnetic gaze and his unrivalled ability to read the human heart ensure that very few people will be able to lie to him. A recurrent flaw in a magus is his hubris: he often deems himself superior to everyone

around him, perhaps even the lord he serves. Although this might be *true*, the magus constantly risks underestimating opponents and isolating himself from allies. A magus tends to leave his companions out of his own plans. He prefers to be the only depository of his secrets in order to avoid his companions betraying them, either out of gullibility or corruption. This penchant for keeping secrets turns a magus into a veritable mystery man, an unpleasant figure to his companions, who feel unnecessarily judged and deemed unworthy of his attention.

Races: Half-elves are excellent magi because of their unparalleled diplomatic talents: Most of the best counselors and chiefs of state belong to this cosmopolitan culture. Dragonborn and dwarves are also a good choice for this role, as their sense of honor and loyalty is a warranty of their reliability. Tieflings, on the other hand, might be good magi because of their high Charisma, but they are often frowned upon by politicians, who fear they might be up to some mischief. Humans long to achieve a magus's knowledge and they are certainly interested in politics, but their innate impatience makes them unfit to this role. Eladrin and elves usually have other interests, although once in a while, a magus of renown might rise from their ranks.

Suggested build options: A magus is a cunning warrior. He often uses his power to confuse, stun or charm his enemies. He keeps away from danger, but he also shows his opponents what it means to confront a real wizard. Intelligence is still his most important ability score, as it increases the effectiveness of his attacks. Charisma is the mandatory choice for his second best score, the better to properly employ the fine art of persuasion; in addition, a magus often chooses an unreal mirror as his arcane implement (see Arcane Implements in Chapter 5). Wisdom should get the third best score, to better affect his targets and perceive his rivals' schemes.

Suggested feat: Improved Initiative (Human feat: Human Perseverance)

Suggested skills: Arcane, Diplomacy, Intimidate, Perception

Suggested at-will powers: *magic missile*, *mind assault**

Suggested encounter power: *arcane ghost**

Suggested daily power: *sleep*

*New spell introduced in Chapter 2: A Wizard's Power.

Suggested paragon paths: A magus sometimes chooses the path of the mystic sage (see

Chapter 3: A Wizard's Path), but he is also a good candidate for those paragon paths highlighting his intellectual superiority, such as the hypnomancer.

Benefit: You add Intimidate and Perception to your class skill list, and you gain a +2 bonus to Intimidate checks and Perception checks.



A magus is a wise counselor and a fearful enemy

TATTOOED HEXER

Magic is not the exclusive result of study and research. To some wizards, it is rather an ancestral legacy: Their fathers, and the fathers before them, had always used arcane formulae capable of summoning the elements, and fire and thunder used to answer their call. These wizards also use spellbooks and ritual books like the other wizards, but they usually hail from uncivilized lands, and rather than writing down abstract theories, they fill their tomes with the memories of ancient ritual castings, dating back to their ancestors. These wizards often write the required formulae to cast a spell on their very skin, in form of beautiful tattoos covering their bodies from head to toe. At a cursory look, a tattooed hexer might look just like a strange freak, but the power graven on her skin should not be underestimated.

Adventures: To a tattooed hexer, life itself is an adventure to live with passion and courage. There's no reason to hope for tomorrow, as a man's destiny is already written at his birth. When there are enemies to fight, though, a tattooed hexer knows she can rely on the forces of nature, and she relishes the moment when she can unleash her full power against her enemies. A hexer usually prefers to explore the wilderness rather than crawling along the dank corridors of a dungeon, but if she shares a bond with her traveling companions, she will be ready to follow them anywhere.

Roleplaying: A tattooed hexer is usually a determined character whose mood can be rash and fickle. She might look furious like a stormy ocean one moment and quiet as the wet grass under a spring rain the next. A hexer rarely maintains a strong tie with other people outside her tribe or her native village. A hexer likes to travel, and her wandering spirit is ill-equipped to deal with long-standing ties. A hexer is usually honest and helpful with her companions, but trust turns quickly to anger when someone betrays her or behaves in a manner she considers furtive, suspicious or simply inexplicable.

Races: There are many human tribes living far from civilization, isolated in remote and unexplored regions. A hexer feels at home among these people. Halfings and elves most commonly share this philosophy: most of their members live among nature, disdain cities and dungeons and gather in small, isolated

communities. Of course, half-elves can be excellent tattooed hexer as well, being the offspring of human and elven culture. Tieflings are a special case, as they often and willingly choose a life of solitude and isolation; in addition, their quick anger can easily fuel the burning passion required of a tattooed hexer. For the same reason, dragonborn, dwarves and eladrin rarely explore this path: Their native cultures are too refined to easily yield to primeval urges.

Suggested build options: A tattooed hexer usually chooses those powers that can prevent an opponent from being effective in combat. She often likes to call



A tattooed hexer commands the forces of nature

down the forces of nature upon her foes: thunder, lightning, rain and snow are her friends and faithful servants. Intelligence should be her highest ability score, as it determines the effectiveness of her attacks. A hexer should reserve her second best score to Constitution, as it increases her hit points and her healing surges. In addition, a hexer often chooses to don a dragonmask (see Arcane Implements in Chapter 5), and a high Constitution score will help her better exploit its effects. Wisdom should be her third best score, in order to better affect her enemies.

Suggested feat: Burning Blizzard (Human feat: Human Perseverance)

Suggested skills: Arcane, Insight, Nature, Religion

Suggested at-will powers: *adder's bite**, *ray of frost*

Suggested encounter power: *sky bolt**

Suggested daily power: *freezing cloud*

*New spell introduced in Chapter 2: A Wizard's Power.

Suggested paragon paths: A tattooed hexer usually chooses those paragon paths focusing on the force of nature, such as the geomancer and the pyromancer (see Chapter 3: A Wizard's Path), kindred echoes of her vision of the world. The minister of destiny is also a good choice, as its powers are centered on the ability to alter the future.

Benefit: Once per encounter, you can reroll a failed saving throw against a charm effect. You also can reroll any Nature check, but you must keep the second result, even if it is worse.

THUG

Not every arcane expert can look back on a safe childhood and a merry, enthusiastic youth. Some wizards are born in dark alleys, in gods-forsaken outposts or even among bands of outlaws and brigands, and these ruffians could be the only family they'll ever know. After coming of age, they can ponder the mysteries of magic, but they certainly cannot afford the luxury of spending many years in a library to patiently make their way through ancient tomes of all sorts. Their approach to magic is totally different from an academic's: it is tainted by an innate stealth, by an affinity for shadows and by countless days spent trying to pass beneath the notice of those who excuse their bigotry and ineptitude by deeming themselves "normal." A thug need not be evil, but he rarely has a good alignment (let alone a lawful good alignment): He often is just someone who minds his own business and has little interest in working to further someone else's ends.

Adventures: To a thug, adventures are a perfect opportunity to let a little steam off, in contrast with a daily life of forced anonymity. His life is not marked by the books he reads, but by his encounters in the streets—often perilous fights with enemies of all kind,

the prize just another day to live. A thug is driven by a fierce longing to prove his worth, usually in form of wealth and power that will repay him for the many humiliations he had to endure. A thug never pulls back in the face of danger: He knows how much he has to gain and how.

Roleplaying: Although some might consider him threatening and unreliable, a thug actually possesses many useful proficiencies for an adventuring party. His knowledge of the underworld comes in handy whenever the party must navigate the crowded streets of a city. His "field experience" takes the form of a no-nonsense attitude definitely lacking in many other adventurers, especially traditional wizards. His main flaw is a burning jealousy of all those who were luckier than him and lived a comfortable and carefree life. A thug usually trusts very few people, and those few friends can hardly say they know his darkest secrets. A thug only opens himself in desperate circumstances. He quickly resorts to violence when someone hits a little too close to the mark.

Races: Humans and tieflings are definitely the most suited races to these origins, as they often are outcasts in the very cities they live in. Halflings can also develop a similar attitude, especially if cut off from their families. Other races rarely come from these origins: dragonborn and dwarves have little tolerance for crime, while elves and eladrin do not care much about fighting the system as rebels.

Suggested build options: A thug quickly dispenses with pleasantries. He likes to hit his enemies fast and hard, possibly from hiding or maybe even while he is invisible. Intelligence still remains a thug's most important ability score. Dexterity should get the second best score, as it is useful to hide and to use a wand of accuracy (a thug's favorite arcane implement). Then comes Constitution, as the extra hit points it provides are going to be vital in the many dangerous challenges a thug will face.

Suggested feat: Improved Initiative (Human feat: Human Perseverance)

Suggested skills: Arcane, Dungeoneering, Stealth, Streetwise

Suggested at-will powers: *acid pool**, *adder's bite**

Suggested encounter power: *ray of enfeeblement*

Suggested daily power: *scent of decay**

*New spell introduced in Chapter 2: A Wizard's Power.

Suggested paragon paths: A thug favors those paragon paths that allow him to get the best results with the least effort. Many thugs follow an arcane serpent's or a gloom necromancer's path (see Chapter 3: A Wizard's Path).

Benefit: You add Stealth and Streetwise to your class skill list, and you gain a +2 bonus to Stealth checks and Streetwise checks.

*M*agic does not flow from chaos; it has nothing to do with the ravaging forces from the Abyss. It is not a wild beast you can unleash so that it can rend your enemies and feast on them. Magic is an art, and much like any other art, it requires purpose, elegance and mastery of principles.

In spite of what Ashgara might believe, her spells are totally devoid of control and finesse. If only my sister had chosen a different path instead of heeding the call of her diabolical heritage, now her powers would be magnificent and strong. But the voice of blood was stronger, and in the end, it dragged her on another path.

When my father took up his weapons against the Lord Commander of Shaskal, whose armies too long had threatened the faerie land, I feared I would never see him again. I waited for him every day, sitting still and silent like moss on an oak's bark, along the path leading to the invisible city of Melkas. Seven long days passed before my relieved heart could again soar in the sky. I saw him coming home with his companions, exhausted but victorious. He held a bundle in his arms. I ran to him, longing for his embrace, but he just smiled, as our race's countenance required. Then he leaned forward and showed me what he was holding in his arms: a newborn baby, ugly and sporting two ram's horns on her brow. A tiefling.

"This is very important, my son, so hear me well. This will be your sister," he said with a stern voice.

"I have no sister. And surely I won't have this horrible misshapen thing as a sister," I answered. My pride was wounded and my voice trembled with disappointment.

My father stared at me with his indigo eyes with such intensity that I felt as if he had slapped me. Then he ignored me and proceeded along the path. I had never been humiliated like that.

A few days later, the wise dwarf Krag took me aside and explained me that Ashgara was Hod's daughter. Hod was the Lord Commander of Shaskal, and the newborn tiefling had been orphaned by my father's hand. He could not let her die. To his eyes, she was not guilty of Hod's atrocities and deserved a better fate. The dwarf's simple words pierced the wall of my hubris and showed me the child under a different light. I felt sorry for her.

We grew together, as brother and sister, and together we studied magic. She was talented but inconstant. Like a candle, she burned intensely, but too quickly. Many of my friends called her "Shadow sun."




When Ashgara was fifteen, she had become much like a volcano about to erupt. She did so in a moment too soon for any of us. She spoke unknown words in a dark and tainted language. A bodiless entity answered her untrained summons and would have surely crushed her but for the timely intervention of a priest. My father soon found out that she had stolen from Melkas' ancient library the forbidden Hotot'ke scrolls. There she found the basics of warlock sorcery. The elders and the entire community demanded Ashgara's exile, but my father would not accept their judgment. When I tried to talk to my sister to show her the results of her actions, however, she had already left, leaving only a hastily scribbled farewell note:

"I must follow a different path. I must do it for myself, so that I may understand the true nature of my power, and for my family, so that no one else will be choked by my baleful shadow. Besides, these foolish eladrin know nothing of the arcane power!"

I knew she would leave, sooner or later. We had talked many times of Elesia's capital city and of the great warlock who lived there. Although I felt the urge to follow her, I didn't. She was right: that was her fate and her fate alone. Maybe one day we shall meet again, my sister. I will be ready then. My arcane studies will be complete, and I will be able to show you the true nature of magic, and the power that, either by fate or by choice, you have turned your back on.



A wizard can control and wield fearsome forces. The secrets of fire and water are his tools of the trade, lightning falls at his command and even life and death answer his call. A wizard can hit, stun, weaken, render unconscious—or worse—his foes. And sometimes he can do all this with one swift strike. A wizard's powers, commonly known as spells, allow him to demonstrate his extraordinary prowess in any battle, towering over his enemies and bending them to his will. In the following section, you will find a detailed list of new wizard spells, meant to be used both in combat and in non combat situations. They will give you a wider choice and allow you to create a truly unique wizard, gifted with special characteristics and expressing his memorable personality through his magic.

In this book, at-will powers are marked with a  symbol, encounter powers with a  symbol, and daily power with a  symbol.

DAMAGE TYPE

A wizard controls elemental energies and all other forms of arcane power, so one of his most interesting features is being able to deal virtually any type of damage to his foes. From searing fire to lightning falling from the sky to blinding light to flesh-withering necrosis, the wizard is a true master of the building blocks of the world.

The ability to wield different energy sources and to deal different type of damage turns the wizard into an extremely versatile character, always able to hit where it hurts most. If an enemy can resist fire, the wizard can unleash waves of ice and lightning. If it can resist poison, surely it will prove more vulnerable to acid! It is for this reason that wizards always fill their spellbooks with many spells dealing different types of damage, so that they will always be able to hurt even the hardest foes.

On the other hand, there are wizards who choose to specialize in one or two types of damage, gaining remarkable advantages from this specialization. A mere feat such as Raging Storm is enough to grant a +1 feat bonus to lightning and thunder damage.

There are other benefits a wizard can gain if he specializes in dealing a specific type of damage: He will make the most of special paragon paths that will allow him to make his spells of that particular type even more effective (see Chapter 3: A Wizard's Path).

In order to provide a wizard with an even wider range of options, many spells introduced in *The Quintessential Wizard* were designed to fill a few empty spots left in the D&D 4E *Player's Handbook*. Most of these new powers deal specific types of damage. For example, the D&D 4E *Player's Handbook* does not feature any level 1 wizard spell dealing radiant damage. Thus, a wizard must attain 3rd level before he can hit his foes with a simple

color spray. In order to fill this void, *The Quintessential Wizard* includes three new radiant spells: *revealing light* (at-will), *flash of light* (encounter) and *mark of light* (daily). Now a wizard can immediately select the Astral Fire feat and put it to good use without being limited to his fire spells. The rest of this section lists all powers a wizard can acquire, ordered per type of damage. The new spells introduced in this book are marked with an asterisk (*).

Acid

Spells dealing acid damage usually inflict a good deal of damage and can also deal ongoing damage. Thus, they are a fine choice for those wizards who don't mind hurting their enemies more slowly as long as they are sure they will hurt them.

Level 1 at-will spells: *Acid Pool**

Level 1 daily spells: *Acid Arrow*

Level 3 encounter spells: *Acid Bomb**

Level 9 daily spells: *Weapon of Elemental Might**

Level 13 encounter spells: *Acid Fumes**

Level 19 daily spells: *Acid Wave*

Level 23 encounter spells: *Acid Storm*

Level 25 daily spells: *Acid Flame**, *Elemental Maw*

Level 29 daily spells: *Ultimate Acid Arrow**

Cold

Cold spells are among a wizard's most powerful weapons. Not only do they deal considerable damage and affect large areas, but they can also slow, daze or immobilize their targets. In addition, they usually turn the affected area into difficult terrain.

Level 1 at-will spells: *Ray of Frost*

Level 1 encounter spells: *Chill Strike*, *Icy Terrain*

Level 1 daily spells: *Freezing Cloud*

Level 3 encounter spells: *Icy Rays*

Level 5 daily spells: *Icy Grasp*

Level 7 encounter spells: *Winter's Wrath*

Level 9 daily spells: *Ice Storm*, *Weapon of Elemental Might**

Level 13 encounter spells: *Frostburn*

Level 15 daily spells: *Blast of Cold*, *Wall of Ice*

Level 17 encounter spells: *Ice Tomb*

Level 25 daily spells: *Elemental Maw*

Level 27 encounter spells: *Icy Band**

Level 29 daily spells: *Greater Ice Storm*

Fire

Fire spells deal considerable damage and affect large areas. In addition, they often deal ongoing fire damage, and are favored by those wizards who like to get rid of their enemies in a quick and dramatic way.

Level 1 at-will spells: *Scorching Burst*
Level 1 encounter spells: *Burning Hands*
Level 1 daily spells: *Flaming Sphere*
Level 3 encounter spells: *Fire Shroud*
Level 5 daily spells: *Fireball*
Level 7 encounter spells: *Fire Burst, Underground Eruption**
Level 9 daily spells: *Wall of Fire, Weapon of Elemental Might**
Level 13 encounter spells: *Frostburn, Incineration**
Level 15 daily spells: *Prismatic Beams*
Level 17 encounter spells: *Combust*
Level 19 daily spells: *Magma Pool**
Level 25 daily spells: *Acid Flame*, Elemental Maw, Prismatic Spray*
Level 27 encounter spells: *Black Fire*
Level 29 daily spells: *Meteor Swarm*

Force

Spells dealing force damage usually inflict average points of damage, but they also have many useful effects, such as pushing the target, dazing it and so on. Other force spells prevent enemies from reaching or attacking the wizard. As such, force spells are favored by those wizards who prefer to constantly maintain control over the battlefield. In addition, few creatures are immune to force damage, so this type of spells becomes even more interesting. On the other hand, creatures vulnerable to force damage are just as rare, thus force spells are a balanced choice, devoid of risks, but also difficult to exploit to gain extra advantages.

Level 1 at-will spells: *Cloud of Daggers, Magic Missile*
Level 1 encounter spells: *Force Orb*
Level 3 encounter spells: *Acid Bomb*, Enchanted Crossbow**
Level 5 daily spells: *Spinning Staffs**
Level 7 encounter spells: *Spectral Ram*
Level 9 daily spells: *Wizard's Sword*
Level 15 daily spells: *Grasping Hands, Resilient Sphere*
Level 17 encounter spells: *Crushing Titan's Fist, Force Volley*
Level 23 encounter spells: *Stalactites**
Level 25 daily spells: *Awe*, Charging Bull**
Level 27 encounter spells: *Forcecage*
Level 29 daily spells: *Magic Missile Storm**

Lightning

A wizard usually selects a lightning spell when he wants to hit many opponents and deal ongoing damage. Besides, is there a better way to blind a foe than hitting it with lightning? As the wizard advances, he obtains more and more frightening effects, such as stunning all his enemies with unnatural lightning storms.

Level 1 at-will spells: *Electrocution**
Level 1 encounter spells: *Sky Bolt**
Level 1 daily spells: *Arcane Storm**
Level 3 encounter spells: *Shock Sphere*
Level 7 encounter spells: *Lightning Bolt*
Level 9 daily spells: *Lightning Serpent, Weapon of Elemental Might**
Level 13 encounter spells: *Incineration**
Level 17 encounter spells: *Exploding Bolts**
Level 19 daily spells: *Storm Weapon**
Level 23 encounter spells: *Chain Lightning*
Level 25 daily spells: *Elemental Maw, Mist of Storm**
Level 27 encounter spells: *Astral Tornado**

Necrotic

Necrotic spells are sneaky: Not only do they deal damage, they also hinder, suppress or otherwise disable opponents' abilities. These spells are favored by subtle and cunning wizards.

Level 1 at-will spells: *Death's Breath**
Level 1 encounter spells: *Ray of Enfeeblement*
Level 1 daily spells: *Scent of Decay**
Level 5 daily spells: *Wizened Features**
Level 9 daily spells: *Field of the Dead**
Level 13 encounter spells: *Soul Vermin**
Level 17 encounter spells: *Flensing**
Level 19 daily spells: *Black Tentacles*
Level 25 daily spells: *Necrotic Web*
Level 27 encounter spells: *Black fire*

Poison

Poison is an insidious weapon, apparently invisible, and in arcane imagery is often associated with the symbol of a snake. It is no wonder, then, that many of these spells attack an opponent's stamina, sapping its strength, weakening it and dealing ongoing damage. The most cunning and ruthless wizards like to hurt their enemies with these spells.

Level 1 at-will spells: *Adder's Bite**
Level 1 daily spells: *Serpent's Grasp**
Level 5 daily spells: *Stinking Cloud*
Level 7 encounter spells: *Choking Viper**
Level 9 daily spells: *Lightning Serpent*
Level 15 daily spells: *Prismatic Beams, Toxic Weapon**
Level 19 daily spells: *Cloudkill*
Level 25 daily spells: *Prismatic Spray*
Level 27 encounter spells: *Arcane Adder**

Psychic

Spells dealing psychic damage are the best choice when a wizard wants to stop, daze or even control his opponents' actions. The most powerful spells of this type are veritable banes and can turn the tide of a battle in a moment.

Level 1 at-will spells: *Mind Assault**
 Level 1 encounter spells: *Arcane Ghost**
 Level 3 encounter spells: *Fierce Will**
 Level 7 encounter spells: *Shadows of the Past**
 Level 9 daily spells: *Uncertainty**
 Level 13 encounter spells: *Mesmeric Hold*
 Level 15 daily spells: *Deceiving Grasp**
 Level 19 daily spells: *Schizophrenia**
 Level 25 daily spells: *Charging Bull**, *Maze*
 Level 27 encounter spells: *Confusion*
 Level 29 daily spells: *Battle Chaos**, *Legion's Hold*

Radiant

Radiant spells can inflict a lot of damage in an area (as bursts and blasts) and usually blind the enemy or otherwise make it easier for your allies to attack the targets. Sometimes, a radiant spell can stun its target with a dazzling array of colors. Wizards who love to show off their powers like to use this type of spells.

Level 1 at-will spells: *Revealing Light**
 Level 1 encounter spells: *Flash of Light**
 Level 1 daily spells: *Mark of Light**
 Level 3 encounter spells: *Color Spray*
 Level 9 daily spells: *Shining Rainbow**
 Level 13 encounter spells: *Prismatic Burst*
 Level 15 daily spells: *Wall of Sun**
 Level 19 daily spells: *Shining Dawn**
 Level 29 daily spells: *Aurora**

Thunder

Spells dealing thunder damage can deafen, stun or push their targets back with their powerful sonic waves. In addition, they often affect large areas of the battlefield, ensuring excellent control of the battle's pace to their caster.

Level 1 at-will spells: *Thunderwave*
 Level 1 encounter spells: *Gambit's Thunder**
 Level 1 daily spells: *Arcane Storm**
 Level 5 daily spells: *Deafening Blast**
 Level 9 daily spells: *Weapon of Elemental Might**
 Level 13 encounter spells: *Thunderlance*
 Level 15 daily spells: *Disrupting Lance**
 Level 19 daily spells: *Storm Weapon**
 Level 23 encounter spells: *Thunderclap*
 Level 25 daily spells: *Elemental Maw*
 Level 27 encounter spells: *Astral Tornado**

Weapons and Wizard Powers

Although few wizards like to take part in a melee, some of them have a fighter's soul and like to strike their enemies with a weapon as often as with arcane magic. *The Quintessential Wizard* introduces a new type of spells that allows a wizard to use a melee weapon and to prove him-

self a worthy adversary even at close range. Of course, these spells not only allow you to hit your foes with a weapon, they also enable you to use your arcane knowledge to quickly move away from danger or to deal ongoing damage using more traditional means. The complete package promises devastating results for your foes.

Level 1 at-will spells: *Cunning Thrust**
 Level 1 daily spells: *Scorching Weapon**
 Level 1 daily spells: *Strike and Run**
 Level 7 encounter spells: *Mystical Swing**
 Level 9 daily spells: *Weapon of Elemental Might**
 Level 13 encounter spells: *Dancing Blades**
 Level 15 daily spells: *Toxic Weapon**
 Level 19 daily spells: *Storm Weapon**
 Level 23 encounter spells: *Arcane Army**

CANTRIPS AND UTILITIES

A wizard's presence is not required only in the heat of a battle. Even in less intense situations, his superior intellect allows a wizard to find the right solution to any problem. Thus, along with those powers you can use in combat encounters, you will also find new cantrips and utility spells to make your wizard truly unique.

Class Features

The following are new cantrips available to a wizard at 1st level. A wizard can use these cantrips as at-will powers.

Illusory Silence Wizard Cantrip

All sounds eerily quiet around you. Small noises and sounds fade into nothing.

At-Will ♦ **Arcane, Illusion**

Standard Action **Ranged 10**

Target: One object

Effect: You can smother any noise or sound coming from an object of Medium size or smaller, making it impossible to discern aurally. A door might open or close without making any sound, and a fighter's jangling armor will fade into normal environmental sounds.

Sustain Minor: You can sustain this power over an object indefinitely.

Special: You can only silence one object at a time. This power has no effect on thunder damage.

Magnetic Gaze Wizard Cantrip

An intense gaze such as yours does not go unnoticed easily.

At-Will ♦ **Arcane, Charm**

Minor Action **Ranged 5**

Target: One creature

Effect: You speak one sentence with absolute certainty that the target will listen to your words, although it will not necessarily understand your language or willingly enact your suggestion. This power only works in non-combat situations.

☞ Persistent Memory Wizard Cantrip

When you look closely at an item or a face, you remember every detail.

At-Will ♦ Arcane

Standard Action **Ranged 2**

Target: One object or creature

Effect: You can accurately remember and describe all physical details of the target. This power lasts indefinitely. You can erase the memory as a free action.

Special: You can only keep one *persistent memory* at a time.

NEW WIZARD POWERS

The following new spells are powers a wizard can select at any level, as per the rules concerning the acquisition of new powers. These new spells will allow a wizard to fully demonstrate the power of his arcane mastery.

Level 1 At-Will Spells

☞ Acid Pool Wizard Attack 1

You conjure an acid pool, burning and slowing foes who try to plod through it.

At-Will ♦ Acid, Arcane, Implement

Standard Action **Area** 1 square within 10 squares

Target: Each creature in square

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier acid damage.

Increase damage to 2d6 + Intelligence modifier at 21st level.

Effect: The power's area becomes an acid pool a few inches deep. Any creature that enters the area or starts its turn there is slowed until the end of your next turn. The pool remains in place until the end of your next turn. You can dispel it earlier as a minor action.

☞ Adder's Bite Wizard Attack 1

At your arcane gesture, magical snakes appear out of thin air and attack the enemies around you.

At-Will ♦ Arcane, Implement, Poison

Standard Action **Close** burst 1

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier poison damage, and the target takes a –1 penalty to attack rolls against you until the end of your next turn.

Increase damage to 2d6 + Intelligence modifier at 21st level.

☞ Cunning Thrust Wizard Attack 1

You make a quick flurry of feints with your weapon, allowing your greater intellect to strike at the perfect moment.

At-Will ♦ Arcane, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence +2 vs. Will

Hit: 1[W] + Strength modifier damage.

Increase damage to 2[W] + Strength modifier at 21st level.

☞ Death's Breath Wizard Attack 1

You breathe a dark cloud of black air which confounds the target and saps his vital force.

At-Will ♦ Arcane, Implement, Necrotic

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier necrotic damage, and the target takes a –2 penalty to attack rolls and to Fortitude defense until the end of your next turn.

Increase damage to 2d6 + Intelligence modifier at 21st level.

☞ Electrocutation Wizard Attack 1

An electric charge springs from your hands and hits your foes, leaving them writhing in pain.

At-Will ♦ Arcane, Implement, Lightning

Standard Action **Ranged** 5

Target: One or two creatures

Attack: Intelligence vs. Reflex

Special: If you target only one creature with this power, you gain a +2 power bonus to the attack roll.

Hit: 1d8 + Intelligence modifier lightning damage.

Increase damage to 2d8 + Intelligence modifier at 21st level.

☞ Mind Assault Wizard Attack 1

You exert your will over your opponent, humiliating and intimidating him.

At-Will ♦ Arcane, Fear, Implement, Psychic

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage, and the target takes a –2 penalty to all defenses against your attacks until the end of your next turn.

Increase damage to 2d6 + Intelligence modifier at 21st level.

☞ Revealing Light Wizard Attack 1

You detect the enemy you want to hit from afar and make him shine, highlighting his weak points for your allies' convenience.

At-Will ♦ Arcane, Implement, Radiant

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Reflex

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

Increase damage to 2d6 + Intelligence modifier at 21st level.

Level 1 Encounter Spells

Arcane Ghost Wizard Attack 1

You create an illusory ghost to haunt and distract the panicked targets as it looms over them.

Encounter ♦ **Arcane, Illusion, Implement, Psychic**

Standard Action **Area** burst 1 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target grants combat advantage to you and your allies until the end of your next turn.

Flash of Light Wizard Attack 1

You aim a light beam towards your target, dealing damage and temporarily blinding him.

Encounter ♦ **Arcane, Implement, Radiant**

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier radiant damage, and the target can't see any creature beyond 5 squares from it (as if they had total concealment) until the end of your next turn.

Gambit's Thunder Wizard Attack 1

A deafening noise echoes in the target's ears, forcing him to the ground before your gaze.

Encounter ♦ **Arcane, Implement, Thunder**

Standard Action **Ranged** 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier thunder damage, and the target is knocked prone.

Scorching Weapon Wizard Attack 1

When you hit a foe with your weapon, it suddenly bursts into flame. Fire quickly engulfs nearby creatures as well, setting their clothes on fire and burning their flesh.

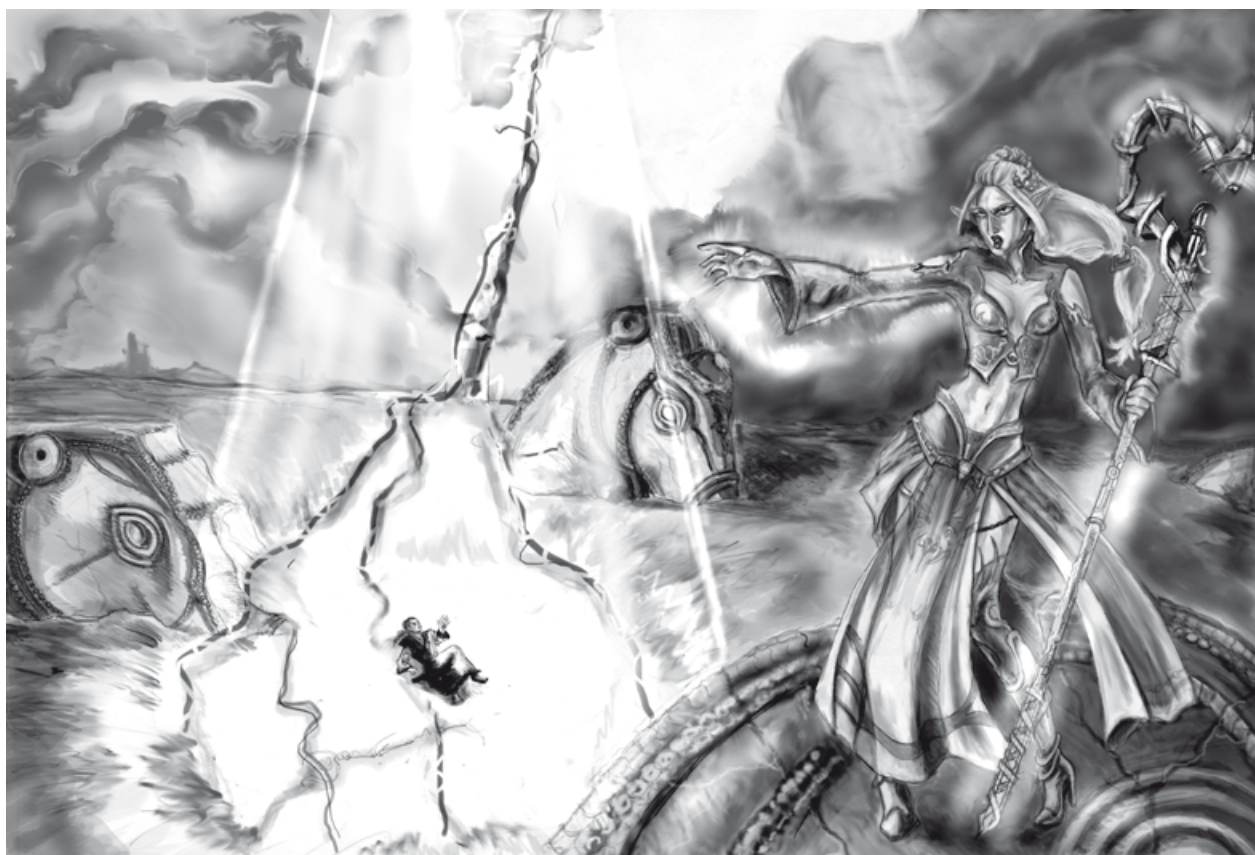
Encounter ♦ **Arcane, Weapon**

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2[W] + Intelligence modifier damage, and all opponents adjacent to the target you hit take fire damage equal to your Intelligence modifier.



Arcane Storm

⚡ Sky Bolt Wizard Attack 1

You raise your arm and a lightning bolt hits your enemy's head at your command. The bolt shakes the target, who doubles in pain.

Encounter ♦ Arcane, Implement, Lightning

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier lightning damage, and ongoing 2 lightning damage (save ends).

Level 1 Daily Spells

⚡ Arcane Storm Wizard Attack 1

You unleash such a salvo of lightning and thunder that your enemies cannot even tell where they are.

Daily ♦ Arcane, Implement, Lightning, Thunder

Standard Action Area burst 1 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence lightning and thunder modifier damage, and the target is deafened (save ends).

⚡ Mark of Light Wizard Attack 1

A beam of magical light strikes the target and imbues it with shining light. You allies can easily detect and focus their attacks on it.

Daily ♦ Arcane, Implement, Radiant

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier radiant damage, and one ally of your choice within 5 squares of you makes a melee basic attack against the target as a free action, gaining a power bonus to his attack roll equal to your Intelligence modifier.

Miss: Half damage.

⚡ Scent of Decay Wizard Attack 1

The foul stench of rotting corpses fills the air. All those who breathe these noxious fumes give in to sheer terror.

Daily ♦ Arcane, Fear, Implement, Necrotic

Standard Action Close blast 2

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 1d6 + Intelligence modifier necrotic damage, and the target moves its speed + your Charisma modifier away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

⚡ Serpent's Grasp Wizard Attack 1

You conjure a poisonous snake which appears around the target's ankles and bites at him. The poison weakens the target as it taints his blood.

Daily ♦ Arcane, Conjunction, Implement, Poison

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

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

Miss: Half damage, and the target takes a -1 penalty to attack rolls until the end of your next turn.

⚡ Strike and Run Wizard Attack 1

You hit the enemy with your weapon, then vanish from his sight and teleport to a safe location.

Daily ♦ Arcane, Teleportation, Weapon

Standard Action Melee weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 2[W] + Strength modifier damage, and you teleport 10 squares.

Miss: You teleport 5 squares.

Level 2 Utility Spells

⚡ Arcane Shadows Wizard Utility 2

In the blink of an eye, you vanish from the sight of those around you and sneak away in the shadows.

Encounter ♦ Arcane, Illusion

Move Action Ranged 10

Target: You or one creature

Effect: You gain a +10 power bonus to your next Stealth check.

⚡ Authority Wizard Utility 2

Your wise countenance inspires trust and determination in those around you.

Encounter ♦ Arcane, Charm

Standard Action Personal

Effect: You gain a +2 power bonus to Charisma-based skill checks until the end of the encounter or for 5 minutes.

⚡ Detailed Examination Wizard Utility 2

Your careful gaze pierces matter itself and detects the slightest details of the item under your scrutiny.

Daily ♦ Arcane

Standard Action Ranged 2

Target: One object

Effect: You gain a +5 power bonus to Thievery checks concerning the target until the end of the encounter or for 5 minutes.

Level 3 Encounter Spells

🌀 Acid Bomb Wizard Attack 3

A throbbing green sphere appears in your hand, ready to explode upon impact.

Encounter ♦ **Acid, Arcane, Force, Implement**

Standard Action **Area** burst 2 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier acid and force damage, and you push the target 1 square.

🌀 Enchanted Crossbow Wizard Attack 3

A gleaming crossbow made of translucent arcane matter appears in your hands and fires a quick volley of three force bolts. Each bolt digs deeper and deeper in its target's flesh.

Encounter ♦ **Arcane, Conjuration, Force, Implement**

Standard Action **Ranged** 20

Primary Target: One creature

Attack: Intelligence vs. Reflex

Hit: 1d6 + Intelligence modifier force damage. Make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1d10 + Intelligence modifier force damage. Make a tertiary attack.

Tertiary Target: One creature other than the primary and secondary target

Tertiary Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier force damage.

🌀 Fierce Will Wizard Attack 3

Your icy gaze falls upon your foes, intimidating them and fostering their doubts so they will be more vulnerable to your allies' attacks.

Encounter ♦ **Arcane, Charm, Implement, Psychic**

Standard Action **Close** blast 3

Target: Each creature in blast

Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier psychic damage, and the target takes a penalty to all defenses equal to your Charisma modifier until the end of your next turn.

Level 5 Daily Spells

🌀 Deafening Blast Wizard Attack 5

Your magic generates a deafening rumble, leaving your opponents unable to hear.

Daily ♦ **Arcane, Implement, Thunder**

Standard Action **Area** burst 3 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 1d8 + Intelligence modifier thunder damage, and the target is deafened until the end of your next turn.

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

🌀 Nightmarish Slumber Wizard Attack 5

You breathe an invisible powder over your opponents, who fall asleep and are troubled by delirious nightmares that echo in their minds long after they wake.

Daily ♦ **Arcane, Implement, Sleep**

Standard Action **Area** burst 2 with 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: The target is dazed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends).

Miss: The target is dazed (save ends).

🌀 Spinning Staffs Wizard Attack 5

You conjure a circle of translucent quarterstaffs spinning around you. The staffs protect you from harm and deal damage to those who come close to you.

Daily ♦ **Arcane, Conjuration, Force, Implement**

Standard Action **Close** burst 1

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier force damage.

Effect: You conjure a circle of spinning staffs which appear in your square, grant you concealment and attack one adjacent creature. Any creature that starts its turn adjacent to the spinning staffs takes force damage equal to your Intelligence modifier.

Sustain Standard: You can sustain this power until the end of the encounter or for 5 minutes. As a standard action, you can make another attack with the staffs. If you move, the staffs move along with you.

🌀 Wized Features Wizard Attack 5

You point your finger at a target and unleash a torrent of dark energy. Your opponent's face grows wized and his muscles weak, as if he had suddenly aged.

Daily ♦ **Arcane, Implement, Necrotic**

Standard Action **Ranged** 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier necrotic damage, and the target is weakened and takes a –2 penalty to attack rolls (save ends both).

Miss: Half damage, and the target takes a –1 penalty to attack rolls (save ends).

Level 6 Utility Spells

🌀 Reactive Displacement Wizard Utility 6

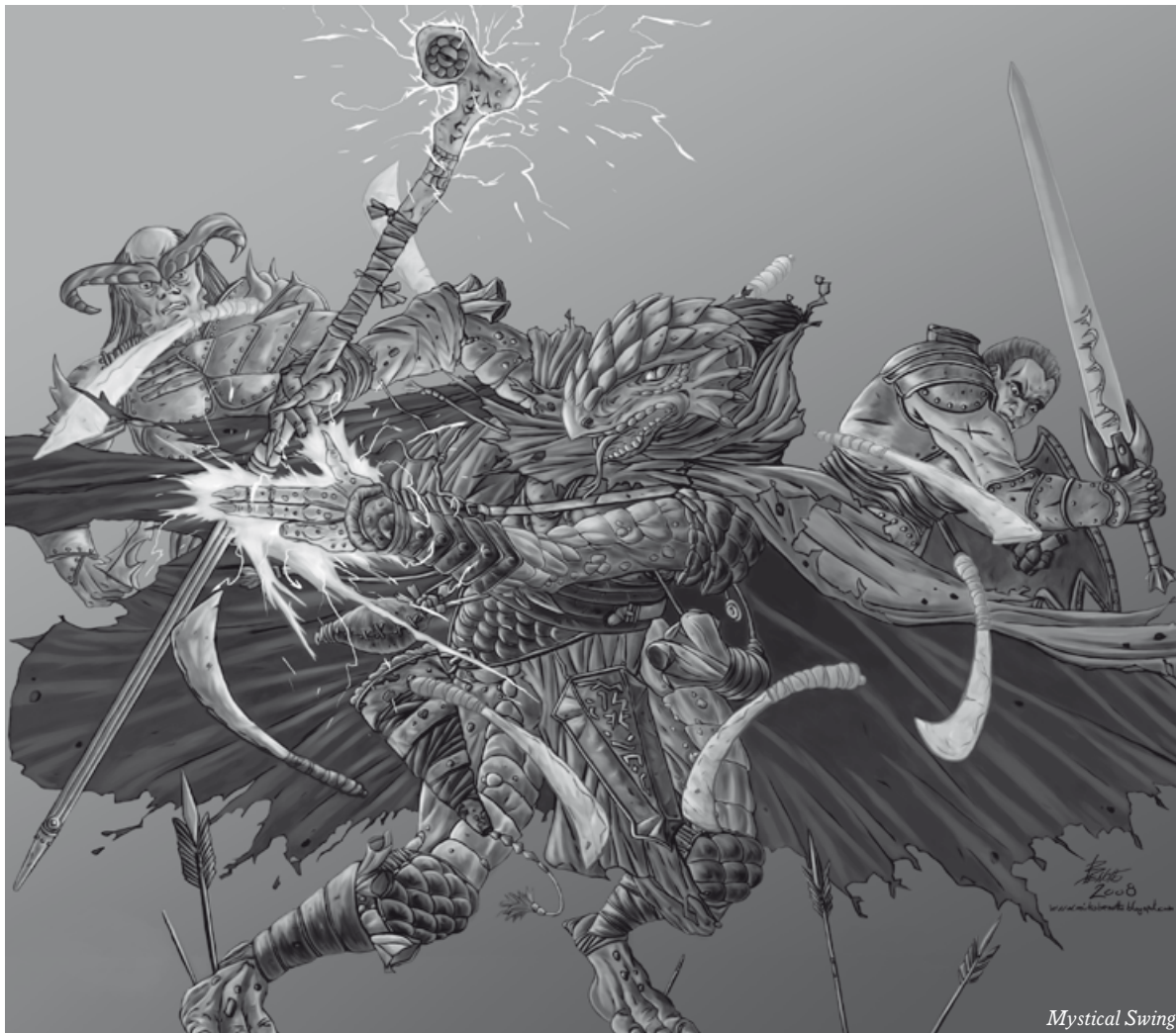
As soon as you realize you are in danger, your defenses rise to counteract further threats.

Daily ♦ **Arcane**

Immediate Interrupt **Personal**

Trigger: You are hit by an attack.

Effect: You become insubstantial until the end of your next turn.



Mystical Swing

Steelskin Wizard Utility 6
You sprinkle a pinch of iron dust over the subject and its skin becomes as hard as steel.

Daily ♦ Arcane
Standard Action Melee touch
Target: You or one ally
Effect: The target gains resist 5 to all damage until the end of the encounter or for 5 minutes.

Whirlwind Wizard Utility 6
The air spins wildly around your person and deflects all projectiles aimed at you.

Daily ♦ Arcane, Conjunction
Standard Action Personal
Effect: You are surrounded by a fierce whirlwind that remains until the end of your next turn. The wind deflects all projectiles, granting you a +2 power bonus to all defenses against all ranged attacks made with solid weapons and projectiles and against any attack dealing thunder damage.
Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes.

Level 7 Encounter Spells

Choking Viper Wizard Attack 7
You conjure a long, thin snake to coil around your foe, to hold, choke and bite at him with its poisonous fangs.

Encounter ♦ Arcane, Conjunction, Implement, Poison
Standard Action Ranged 10
Target: One creature
Attack: Intelligence vs. Reflex
Hit: 2d8 + Intelligence modifier poison damage, and the target is held until the end of your next turn.

Mystical Swing Wizard Attack 7
The weapon you wield grows a will of its own and attacks your enemies as you control its actions with your thoughts.

Encounter ♦ Arcane, Weapon
Standard Action Melee weapon
Primary Target: One creature
Primary Attack: Intelligence vs. Reflex
Hit: 2[W] + Intelligence modifier damage. Make a secondary attack.
Secondary Target: Each enemy adjacent to the primary target
Secondary Attack: Intelligence vs. Reflex
Hit: 1[W] + Intelligence modifier damage.

Shadows of the Past Wizard Attack 7

You conjure a dire memory from your opponent's past, leaving him trembling in terror as he flees from you.

Encounter ♦ **Arcane, Fear, Illusion, Implement, Psychic**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 2d8 + Intelligence modifier psychic damage, and you push the target a number of squares equal to your Charisma modifier. The target can't move nearer to you on its next turn.

Underground Eruption Wizard Attack 7

As you point at the ground beneath your enemies' feet, lava erupts beneath them and the earth itself shakes in sudden agony.

Encounter ♦ **Arcane, Fire, Implement**

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

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

Effect: The power's area is difficult terrain until the end of your next turn. Any creature that starts its turn in the area takes fire damage equal to your Intelligence modifier and takes a –2 penalty to Reflex defense until the end of your next turn. You can dismiss the effect as a minor action.

Level 9 Daily Spells

Field of the Dead Wizard Attack 9

The ground beneath your targets shakes as if dozens of rotten arms were trying to grasp their feet, obeying your dark command.

Daily ♦ **Arcane, Implement, Necrotic, Zone**

Standard Action Area burst 3 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

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

Effect: The burst generates a zone of difficult terrain that remains until the end of your next turn. Any creature that enters the area or starts its turn there without being held is targeted by another attack. You can end this effect as a minor action.

Sustain Standard: The zone persists.

Shining Rainbow Wizard Attack 9

A vividly colored rainbow hovers in the air over the point you have chosen. All your foes are dazzled by its glittering colors and ignore nearby dangers as they gaze wonderingly at it.

Daily ♦ **Arcane, Implement, Radiant**

Standard Action Area burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier radiant damage, and the target is dazed (save ends). If the target fails its first saving throw against this power, it is stunned until the end of your next turn. In any case, the target remains dazed until it succeeds on a saving throw against this power.

Miss: Half damage, and the target is dazed until the end of your next turn.

Uncertainty Wizard Attack 9

You gaze intensely upon your foe. Doubt begins to gnaw at him as he is convinced that his attack against you is doomed. As your opponent looks around in doubt, you sweep your gaze over his allies and they, too, lose faith.

Daily ♦ **Arcane, Charm, Implement, Psychic**

Standard Action Ranged 5

Primary Target: One creature

Primary Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier psychic damage, and the target also takes a –4 penalty to attack rolls against you (save ends). Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Intelligence vs. Will

Hit: 1d6 + Intelligence modifier psychic damage, and the target takes a –2 penalty to attack rolls against you (save ends).

Miss: Half damage, and the target takes a –2 penalty to attack rolls against you. No secondary attack.

Weapon of Elemental Might Wizard Attack 9

Your weapon momentarily shines with rainbow hues, then it strikes as you vanish in a burst of elemental energy.

Daily ♦ **Arcane, Teleportation, Weapon; Acid, Cold, Fire, Lightning, Thunder**

Standard Action Melee weapon

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 2[W] + Intelligence modifier acid, cold, fire, lightning, and thunder damage, and you teleport 5 squares. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier acid, cold, lightning, fire and thunder damage.

Miss: Half damage, and you teleport 5 squares. No secondary attack.

Level 10 Utility Spells

Distant Eye Wizard Utility 10

An eye made of magical energy floats away from your hand and flies through the air, allowing you to scry inaccessible places from relative safety.

Daily ♦ Arcane, Conjuration

Standard Action **Ranged** 10

Effect: You conjure a Tiny magical eye in an unoccupied square within range. You can see through the eye as if you were in its square. The magical eye cannot attack, be attacked or take damage, and remains until the end of your next turn. The eye does not grant you any special form of vision.

Sustain Minor: The eye remains, and you can move it a number of squares equal to your Intelligence modifier.

Intangibility Wizard Utility 10

You become as thin as air and float away, leaving your enemies scratching their heads.

Daily ♦ Arcane, Polymorph

Standard Action **Personal**

Effect: You take gaseous form until the end of your next turn. In this form you are insubstantial, gain flight speed 6 and cannot take standard actions. You can revert to your normal form as a minor action.

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes.

Mind Void Wizard Utility 10

With great self-control, you empty your mind or the mind of your ally, making the affected psyche more resistant to mental attack.

Daily ♦ Arcane, Zone

Standard Action **Ranged** 5

Target: You or one creature

Effect: You gain a +2 power bonus to Will defense until the end of your next turn, and make a saving throw against each charm or illusion effect that a save can end.

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes.

Level 13 Encounter Spells

Acid Fumes Wizard Attack 13

Noxious fumes rise from the ground, choking the life out of your enemies.

Encounter ♦ Acid, Arcane, Implement

Standard Action **Area** burst 3 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier acid damage and ongoing 5 acid damage (save ends).

Miss: Half damage, and ongoing 2 acid damage (save ends).

Dancing Blades Wizard Attack 13

You can control your weapon through sheer willpower, moving it around in a deadly dance against your foes. The weapon then flies back in your hand, dripping blood.

Encounter ♦ Arcane, Weapon

Standard Action **Melee** weapon

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 2[W] + Intelligence modifier damage, and you push the target a number of squares equal to your Dexterity modifier. Make a secondary attack.

Secondary Target: Each enemy in close burst 2 from the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier damage. In addition, when the effect is over, the weapon flies back in your hands as a free action.

Incineration Wizard Attack 13

You conjure a bolt of white-hot lightning that strikes your target and sets him and the ground on fire as it touches. All those standing near the point where the lightning struck are set on fire, screaming in pain as their flesh burns.

Encounter ♦ Arcane, Fire, Implement, Lightning

Standard Action **Ranged** 20

Primary Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier lightning damage, and ongoing 5 fire damage (save ends). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1d8 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Soul Vermin Wizard Attack 13

A huge, foul centipede-like vermin appears over the opponent you have chosen, creeping under his clothes and eroding his life force until he grows so weak he can barely stand, then lunges to another victim.

Encounter ♦ Arcane, Conjuration, Implement, Necrotic

Standard Action **Ranged** 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier necrotic damage, and the target gains vulnerability 5 to all attacks until the end of your next turn.

Sustain Standard: When you sustain this power, you can direct the vermin to attack another target adjacent to the current one, dealing damage as above, but you will have to free the previous target. A vermin cannot stay attached to the same target for more than one turn. If there are no adjacent targets the vermin can be moved to, you cannot sustain this power.

Level 15 Daily Spells

Deceiving Grasp

Wizard Attack 15

With a series of quick gestures, you clench your fist around invisible threads. All your targets are grasped by unseen hands that hinder their movements.

Daily ♦ Arcane, Illusion, Implement, Psychic

Standard Action **Close** blast 3

Target: Each creature in blast

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier psychic damage, and the target is held until the end of your next turn.

Miss: Half damage, and the target is held until the end of your next turn.

Disrupting Lance

Wizard Attack 15

You throw a lance of mystical energy against your enemy, striking with a peal of thunder.

Daily ♦ Arcane, Conjunction, Implement, Thunder

Standard Action **Ranged** 20

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier thunder damage, and the target is knocked prone. Make a secondary attack.

Secondary Target: Each creature in close burst 2 from the primary target

Secondary Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier thunder damage, and the target is dazed until the end of your next turn.

Miss: Half damage, and the target is knocked prone.

Toxic Weapon

Wizard Attack 15

Your weapon is coated in a greenish noxious substance that debilitates your enemy and saps the strength of his attacks.

Daily ♦ Arcane, Poison, Weapon

Standard Action **Melee** weapon

Target: One creature

Attack: Intelligence vs. AC

Hit: 3[W] + Intelligence modifier damage, and the target takes ongoing 5 poison damage and is weakened (save ends both).

Miss: Half damage, and ongoing 2 poison damage (save ends).

Wall of Sun

Wizard Attack 15

A wall of solar energy appears in the place you have chosen, blinding your foes and burning their flesh.

Daily ♦ Arcane, Conjunction, Implement, Radiant

Standard Action **Area** wall 12 within 10 squares

Effect: You conjure a wall that consists of contiguous squares filled with luminous energy. It can be up to 12 squares long and up to 6 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 2d6 + Intelligence modifier radiant damage. If a creature moves into the wall's space or starts its turn there, the creature takes 4d6 + Intelligence modifier radiant damage and is blinded until the end of your next turn. The wall blocks line of sight.

Sustain Minor: The wall persists.

Level 16 Utility Spells

Illusory Wood

Wizard Utility 16

You conjure the illusory image of huge trees, vines and bushes hindering movement and sight to any creature within the area.

Daily ♦ Arcane, Illusion, Zone

Standard Action **Area** burst 5 within 20 squares

Effect: The burst creates a thick forest blocking line of sight.

The zone is difficult terrain until the end of the encounter or for 5 minutes.

Invisible Mantle

Wizard Utility 16

With a wave of your hand, you conjure a thick cloud of fine dust around you and your allies, shielding you from danger and detection.

Daily ♦ Arcane, Illusion

Standard Action **Close** burst 5

Target: You and each ally in burst

Effect: The target gains total concealment and a +2 power bonus to all defenses.

Sustain Standard: You can sustain the effect.

Moment of Prescience

Wizard Utility 16

Your greater cunning grants you insight into what is about to happen.

Encounter ♦ Arcane

Immediate Interrupt **Personal**

Trigger: You are hit by an attack

Effect: You gain a power bonus equal to your Intelligence modifier to your defense against the attack triggering this power, and resist 5 to all damage until the end of your next turn.



Simone Dellaciotto



Level 17 Encounter Spells

⚡ Exploding Bolts Wizard Attack 17

A huge sphere of crackling energy springs from your fingers, ready to explode in a rain of shards.

Encounter ♦ **Arcane, Implement, Lightning**

Standard Action **Ranged 10**

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier lightning damage, and the target is pushed 3 squares and knocked prone. Make a secondary attack.

Secondary Target: Each enemy in close burst 2 from the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier lightning damage, and the target is pushed 3 squares and knocked prone.

⚡ Flensing Wizard Attack 17

A dark strip of energy soars from your fingers and tears at your enemies, ripping skin and flesh from their bones.

Encounter ♦ **Arcane, Implement, Necrotic**

Standard Action **Close blast 3**

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 3d8 + Intelligence modifier necrotic damage, and the target takes a penalty to all defenses equal to your Intelligence modifier until the end of your next turn.

Level 19 Daily Spells

⚡ Magma Pool Wizard Attack 19

The ground affected by your spell begins to boil, annihilating any creature inside the area with a scorching burst of lava.

Daily ♦ **Arcane, Fire, Implement, Zone**

Standard Action **Area burst 4 within 20 squares**

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d6 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Effect: The burst creates a zone of magma. The zone is considered difficult terrain until the end of the encounter or for 5 minutes. Creatures that enter the zone or starts their turns there take fire damage equal to your Intelligence modifier. You can end this effect as a minor action.

Miss: Half damage, and ongoing 2 fire damage (save ends).

⚡ Schizophrenia Wizard Attack 19

With a chilling glare, you split your opponent's soul into two conflicting parts.

Daily ♦ **Arcane, Charm, Implement, Psychic**

Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier psychic damage, and the target gains an extra standard action at its turn. The target will use this extra action to make a basic attack against one of its adjacent ally of your choice (save ends).

⚡ Shining Dawn Wizard Attack 19

Upon your command, darkness recedes as a sudden bright light engulfs and blinds your enemies.

Daily ♦ **Arcane, Implement, Radiant**

Standard Action **Area burst 3 within 20 squares**

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier radiant damage, and the target is blinded until the end of your next turn.

Miss: Half damage, and the target is blinded until the end of your next turn.

⚡ Storm Weapon Wizard Attack 19

When you hit an opponent with your weapon, fearsome lightning and thunder erupt as if a thunderstorm were raging at the point of impact. Your enemies are staggered by its might and deafened by its noise.

Daily ♦ **Arcane, Lightning, Thunder, Weapon**

Standard Action **Melee weapon**

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 3[W] + Intelligence modifier lightning damage, and the target is knocked prone and takes ongoing 10 lightning damage (save ends). Make a secondary attack.

Secondary Target: Each enemy in close burst 2 from the primary target

Secondary Attack: Intelligence vs. Fortitude

Hit: 2d6 + Intelligence modifier thunder damage, and the target is knocked prone and deafened (save ends).

Miss: Half damage, and the target is knocked prone and takes ongoing 5 lightning damage (save ends). No secondary attack.

Level 22 Utility Spells

⚡ Arcane Protection Wizard Utility 22

You conjure an eldritch barrier that shields you from the arcane powers of enemy casters.

Daily ♦ **Arcane**

Standard Action **Ranged 20**

Target: You or one creature

Effect: The target gains a +5 power bonus to all defenses against arcane powers until the end of its next turn.

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes.

Dimensional Lock Wizard Utility 22

The zone affected by your spell is momentarily filled with arcane energy, negating any teleportation power.

Daily ♦ **Arcane, Zone**

Standard Action Area burst 5 within 20 squares

Effect: You create a magical disrupting zone that persists until the end of your next turn. No power generating a teleportation effect can be used inside the zone and no such power can move a creature inside the zone.

Sustain Minor: The zone persists.

Level 23 Encounter Spells

Arcane Army Wizard Attack 23

With a single utterance of arcane power, you create many copies of your weapon. The conjured blades attack all enemies on the battlefield in unison, then disappear in the blink of an eye.

Encounter ♦ **Arcane, Conjunction, Weapon**

Standard Action Close burst 5

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3[W] + Intelligence modifier damage.

Stalactites Wizard Attack 23

You conjure a rain of stalactites made of raw magical energy. They rain down amidst your hapless foes.

Encounter ♦ **Arcane, Force, Implement, Zone**

Standard Action Area burst 4 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier force damage, and the target is slowed (save ends).

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

Effect: The burst creates a zone filled with force shards. The zone is considered difficult terrain until the end of the encounter or for 5 minutes.

Level 25 Daily Spells

Acid Flame Wizard Attack 25

You conjure a projectile of sticky, burning goo and hurl it at a foe, splashing all creatures nearby with heat and acid.

Daily ♦ **Acid, Arcane, Fire, Implement**

Standard Action Ranged 20

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 4d10 + Intelligence modifier acid and fire damage, and the target takes ongoing 15 acid and fire damage (save ends). Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 2d10 + Intelligence modifier acid and fire damage, and the target takes ongoing 10 acid and fire damage (save ends).

Miss: Half damage, and ongoing 10 acid and fire damage to primary target (save ends). No secondary target.

Awe Wizard Attack 25

Your body exudes a fierce magical aura that repels all creatures around you; then you teleport away, towering over the fallen foes.

Daily ♦ **Arcane, Force, Implement, Teleportation**

Standard Action Close burst 3

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 4d6 + Intelligence modifier force damage, and you push the target 3 squares and teleport 10 squares.

Miss: Half damage, and you teleport 10 squares.

Charging Bull Wizard Attack 25

With a quick movement of your fingers, you induce your enemy to believe that a fearsome monstrous bull is charging and knocking it prone.

Daily ♦ **Arcane, Force, Illusion, Implement, Psychic**

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: 6d6 + Intelligence modifier force and psychic damage, and the target is pushed 3 squares, knocked prone and dazed (save ends).

Miss: Half damage, and the target is pushed 3 squares.

Mist of Storm Wizard Attack 25

With a few muttered arcane words, you breathe forth a thick fog crackling with lightning to engulf all foes before you.

Daily ♦ **Arcane, Implement, Lightning, Zone**

Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence vs. Fortitude

Hit: 5d10 + Intelligence modifier lightning damage, and the target takes ongoing 10 lightning damage and is dazed (save ends both).

Miss: Half damage, and ongoing 5 lightning damage (save ends).

Effect: The burst creates a zone of thick fog loaded with electricity, which blocks line of sight until the end of the encounter or for 5 minutes. The zone is considered difficult terrain and any creature that enters the zone or starts its turn there takes ongoing 5 lightning damage (save ends).

Level 27 Encounter Spells

Arcane Adder Wizard Attack 27

A snake crawls from beneath your robes and assails your opponent. The snake's poison gradually snuffs the life from its victim.

Encounter ♦ **Arcane, Implement, Poison**

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 4d10 + Intelligence modifier poison damage, and the target takes ongoing 10 poison damage (save ends).

☯ Astral Tornado Wizard Attack 27

Upon your command, the skies part and unleash a devastating storm of destructive energy over the target, crushing it with inhuman might and deafening thunder.

Encounter ♦ **Arcane, Implement, Lightning, Thunder**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Fortitude and Reflex

Hit (Fortitude): If the attack hits the target's Fortitude defense, the target takes 3d6 + Intelligence modifier thunder damage and is stunned (save ends).

Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 3d6 + Intelligence modifier lightning damage and ongoing 10 lightning damage (save ends).

Special: You make only one attack per target, but compare that attack result against both defenses. A target might be subject to one, both or neither of the effects depending on how many of its defenses were hit. The target must make a saving throw against each effect separately.

☯ Icy Band Wizard Attack 27

A band of icy energy erupts from your fingers and engulfs your opponents, freezing their flesh and holding them fast.

Encounter ♦ **Arcane, Cold, Implement**

Standard Action **Area** burst 2 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier cold damage, and the target is immobilized (save ends). If the target takes any damage before the end of its next turn, it also takes 5 + Intelligence modifier extra cold damage.

Miss: Half damage, and the target is slowed (save ends).

Level 29 Daily Spells

☯ Aurora Wizard Attack 29

The sky shines with the luminous energy you conjure, and a dazzling whirlpool of color engulfs your foes, searing their flesh.

Daily ♦ **Arcane, Implement, Radiant**

Standard Action **Area** burst 5 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier radiant damage, and the target takes ongoing 10 radiant damage and is blinded (save ends both).

Miss: Half damage, and the target takes ongoing 5 radiant damage and is dazed (save ends both).

☯ Battle Chaos Wizard Attack 29

With a wave of your hand, you raise a whirlpool of sand which confounds your opponents and prevents them from telling friend from foe and sends waves of pain through their minds. In the ensuing chaos, allies and opponents are confused in a frenzy of blood and violence.

Daily ♦ **Arcane, Charm, Implement, Psychic**

Standard Action **Close** blast 3

Target: Each creature in blast

Attack: Intelligence vs. Will

Hit: 4d8 + Intelligence modifier psychic damage, and the target makes a basic attack of your choice against the nearest creature (save ends).

☯ Magic Missile Storm Wizard Attack 29

A swarm of force missiles springs from your fingers and hits your opponents with a crescendo of rumbling explosions.

Daily ♦ **Arcane, Force, Implement**

Standard Action **Close** burst 3

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 6d6 + Intelligence modifier force damage, and the target is knocked prone and dazed (save ends).

Miss: Half damage, and the target is knocked prone.

☯ Ultimate Acid Arrow Wizard Attack 29

An arrow made of greenish, boiling liquid soars across the battlefield and explodes in a debilitating splash when it hits the target.

Daily ♦ **Acid, Arcane, Implement**

Standard Action **Ranged 20**

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 4d10 + Intelligence modifier acid damage, and ongoing 10 acid damage (save ends).

Secondary Target: Each creature adjacent to the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 3d10 + Intelligence modifier acid damage, and ongoing 5 acid damage (save ends). Make a tertiary attack.

Tertiary Target: One creature taking ongoing acid damage

Tertiary Attack: Intelligence vs. Reflex

Hit: 3d8 + Intelligence modifier acid damage, and the target is weakened (save ends).

Miss: Half damage, and ongoing 5 acid damage to primary target (save ends). Half damage and ongoing 2 acid damage to secondary target (save ends). No tertiary attack.



RITUALS

As potent as a wizard can be in the throes of combat, his greatest power lies in his mastery of the arcane formulae of ritual magic. The following rituals can be added to those featured in the *D&D 4E Player's Handbook*. They allow your wizard to find the right answer to any possible situation. From the simple Instant Reading to the ever-handy Portable Tower, a wizard can use the rituals introduced in this book to show his true power in any adventure.

RITUALS BY LEVEL

Lvl	Ritual	Key Skill
1	Instant Reading	Arcana
1	Pleasant Appearance	Arcana
2	Weaken	Arcana
3	Perpetual Flame	Arcana
4	Bind Animal Familiar	Arcana or Nature
4	Detect Implement	Arcana or Religion
4	Eye of Exploration	Arcana
4	Read Signs	Arcana
4	Transparency	Arcana
5	Blood Hound	Heal
10	Amnesia	Arcana
10	Instant Map	Arcana or Nature
14	Bind Magic Familiar	Arcana or Nature
14	Decipher Signs	Arcana
14	Magic Repulsion	Arcana
20	Portable Tower	Arcana
24	Bind Extraordinary Familiar	Arcana or Nature

AMNESIA

Your fierce gaze, arcane words, and strange gestures burn into the mind of your target and temporarily erase the last day from its memory.

Level: 10 **Component Cost:** 400 gp
Category: Deception **Market Price:** 1,000 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Special

This ritual temporarily modifies part of the target's memories; the target must remain present for the time necessary to perform the ritual. The target of this ritual must be either willing or helpless for the duration of the ritual. You can target yourself with this ritual only if you have at least one assistant in performing it.

If you succeed at your Arcana check, the target no longer retains any knowledge of its last 24 hours. Should the ritual's target come in contact with any element concerning the forgotten 24 hours, he is entitled to a Wisdom check + half his level + 2 per each previous check made to remember. If the target succeeds at this check, he regains his full memory. If he fails the check by 5 or less, the target only regains

fragmented memories concerning the element he came in contact with. Otherwise, he does not regain any memory. You need not be adjacent to the target as you perform the ritual, but you must be able to see him. The effect's duration is based on the result of your Arcana check.

Arcana Check Result	Duration
9 or less	10 minutes
10-19	1 hour
20-29	1 day
30-39	1 week
40 or more	1 month

When the effect ends, the target regains his full memory.

BIND ANIMAL FAMILIAR

You select an animal that will become your faithful servant.

Level: 4 **Component Cost:** 75 gp
Category: Binding **Market Price:** 175 gp
Time: 24 hours **Key Skill:** Arcana or Nature
Duration: Permanent (no check)

This ritual conjures and binds an animal, a natural beast (but not a swarm) of Small or lesser size and of 1st level, such as a drake or a stirge. The creature obeys all your orders and gains the benefits of any utility power that affects you as long as it remains within 5 squares of you. In addition, the familiar can telepathically communicate with you whenever it is within 10 squares of you. The animal familiar does not use a rational language: It can only transmit simple emotions and feelings. A familiar cannot formulate elaborate sentences; it will only communicate basic concepts such as fear, hate, love, and so on. If you use a power or a ritual that requires you to know a certain place, any place the familiar knows will be considered viable. Any power or ritual affecting you can also affect the familiar if you want, as long as the familiar is adjacent to you.

As a minor action, you can send your familiar to a specifically created dimensional pocket any time you want, as long as the familiar is within 10 squares of you; in that dimensional pocket, the familiar is safe from any harm and remains in the conditions it was in when it entered the pocket. If you die, the familiar hides in the dimensional pocket, indefinitely waiting for its master to come back to life. If the familiar dies, you must immediately spend a healing surge without regaining any hit point. You can then decide to bind another creature of your choice by performing the ritual again.

BIND EXTRAORDINARY FAMILIAR

You select an extraordinary creature that will become your faithful servant.

Level: 24 **Component Cost:** 21,000 gp
Category: Binding **Market Price:** 105,000 gp
Time: 24 hours **Key Skill:** Arcana or Nature
Duration: Permanent (no check)

This ritual conjures and binds a natural beast, or a magic beast of elemental, fey, natural, or shadow origins (but not a swarm), of Medium or lesser size and of 21st level or lower. The creature gains Intelligence 10 (if it did not already have a higher Intelligence score) and can telepathically communicate with you whenever it is within 10 squares of you; it can even formulate long and elaborate sentences. In all other aspects, the ritual works the same as Bind Animal Familiar.

BIND MAGIC FAMILIAR

You select a creature that will become your faithful servant.

Level: 14 **Component Cost:** 1,400 gp
Category: Binding **Market Price:** 4,200 gp
Time: 24 hours **Key Skill:** Arcana or Nature
Duration: Permanent (no check)

This ritual conjures and binds a natural beast, or a magic beast of fey, natural, or shadow origins, or a homunculus (but not a swarm) of Small or lesser size and of 11th level or lower, such as a pseudodragon or a clay scout. The creature gains Intelligence 10 (if it did not already have a higher Intelligence score) and can telepathically communicate with you whenever it is within 10 squares of you; it can even formulate long and elaborate sentences. In all other aspects, the ritual works the same as Bind Animal Familiar.

BLOOD HOUND

A few drops of blood fallen on a bowl shine and burn during the ritual, providing you with precious information about their original owner.

Level: 5 **Component Cost:** 150 gp
Category: Divination **Market Price:** 250 gp
Time: 10 minutes **Key Skill:** Heal
Duration: Instantaneous

With this ritual, you can gather information about a creature from the blood it shed. The blood must have been shed in the last 24 hours, otherwise the ritual will not produce any effect.

Your Heal check determines the information you obtain.

Heal Check Result	Obtained Information
9 or less	None
10-19	Race and type of creature
20-29	Tier of creature (heroic, paragon, or epic)
30-39	Reason the blood was shed
40 or more	Current condition of creature (healthy, wounded, dead)

DECIPHER SIGNS

As you examine your Tarot deck, you suddenly stare at your interlocutor and utter: "The upside-down tower means that your hubris will be your downfall, but Death means that you will change your skin, and the Hermit confirms that you will grow wiser. I hope you remember this when you are going to pay me."

Level: 14 **Component Cost:** 650 gp
Category: Divination **Market Price:** 4,200 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Instantaneous

This ritual works as Read Signs, but it is much more precise and you can perform it upon yourself without taking any penalty. You act as an intermediary for another creature, posing questions and reading on her behalf the typical divining signs of your culture (cards, tea leaves, stars, a bird's liver).

The ritual always provides exhaustive answers, although a few details could be ambiguous or cryptic; answers will be as clear or as cryptic as the questions asked. For example, if a questioner asks what fate awaits for him in a dragon's lair, the signs could tell that great wealth awaits him under the mountain, but that with wealth always comes a price to pay, stained in blood or dimmed by regret. This ritual cannot provide detailed information or information only known by certain entities, but can foresee the general outcome of an action.

The result of your Arcana check determines the number of questions you can ask.

Arcana Check Result	Number of Questions
9 or less	Zero
10-19	One
20-29	Two
30 or more	Three

DETECT IMPLEMENT

When you focus on your implement, you can determine its location.

Level: 4
Category: Divination
Time: 10 minutes
Duration: 1 day
Component Cost: 40 gp
Market Price: 175 gp
Key Skill: Arcana or Religion

In order to cast this ritual, you must own an implement such as a staff of defense, a dragonmask, or a holy symbol.

For the ritual's duration, you can detect the implement's direction and distance, as long as it is located within the range determined by the result of your Arcana or Religion check.

Arcana or Religion Check Result	Range
9 or less	5 squares
10-19	10 squares
20-29	30 squares
30-39	60 squares
40 or more	100 squares

EYE OF EXPLORATION

You conjure an almost invisible swarm of flying eyes and send them to explore the surrounding areas, so that you won't risk triggering a trap or getting stuck in a dead end.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: 10 minutes
Component Cost: 40 gp
Market Price: 175 gp
Key Skill: Arcana

This ritual conjures a cluster of watchful Tiny eyes that can move as a minor action upon your mental command; you will get all type of visible information they can see. Each eye must be placed in a different square within 5 squares of you, in a visible point, but can move independently from all the other eyes.

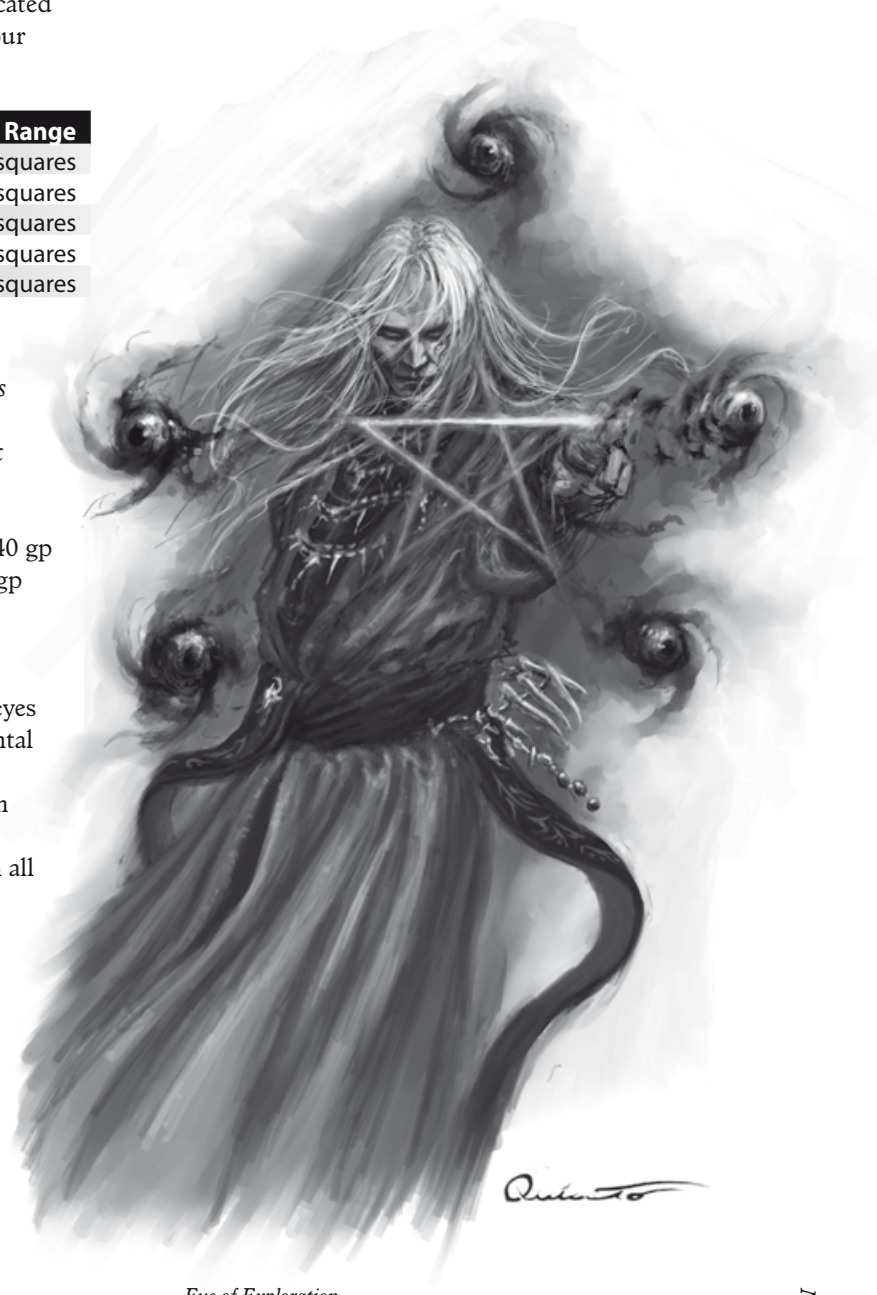
The eyes are nearly invisible and have a Stealth check result of 20 + your level to avoid detection.

They have a fly speed equal to your movement speed and can move in any direction, but cannot pass physical or magical barrier (doors, walls or warding rituals).

The result of your Arcana check determines the number of eyes you can deploy and the abilities they have.

Arcana	Check Result	Eyes Created	Vision or Ability
	19 or less	One	Normal
	20-39	Three	Low-light vision, +1 speed
	40 or more	Five	Darkvision, +3 speed

The eyes do not hear, but they see well. Each uses your Perception modifier with a +5 bonus. Giving instructions to the eyes and receiving the information they gather requires a minor action each round. If you do not use a minor action to command the eyes in a round, you do not gain any information and the eyes do not move.



Eye of Exploration

INSTANT MAP

You stretch your hand over a blank parchment; as you chant, lines spread from your outstretched fingers and form a map of your surroundings.

Level: 10 **Component Cost:** 400 gp
Category: Exploration **Market Price:** 1,000 gp
Time: 10 minutes **Key Skill:** Arcana or Nature
Duration: Instantaneous

As you perform the ritual, you put your hand over a surface (usually a parchment). You obtain a map of your immediate surroundings. (The ritual detects any building or structure that may be seen from above, but not any creature or object.) The area is a close blast (see Areas of Effect in the D&D 4E *Player's Handbook*).

The result of your Arcana or Nature check determines the number of mapped squares.

Arcana or Nature Check Result	Area (Squares)
9 or less	Close blast 20
10-19	Close blast 40
20-29	Close blast 60
30-39	Close blast 80
40 or more	Close blast 100

The ritual cannot map a zone under a warding effect. These places will appear as blank areas in the map.

INSTANT READING

You raise your head and open your eyes, then whisper in a cold voice: "Now I know."

Level: 1 **Component Cost:** 10 gp
Category: Divination **Market Price:** 50 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Special

You learn and memorize a book's contents in a very short time. This is a visual memory effect, so you can memorize every word and picture contained in a book, but not necessarily understand their meaning. You cannot use this ritual to memorize a magical text, such as a spellbook, a ritual book, or a scroll; in addition, Instant Reading does not reveal what was written with disappearing ink or otherwise concealed, only what you would normally see when reading the book.

The result of your Arcana check determines how long you remember the book's contents.

Arcana Check Result	Number of Days
19 or less	One
20-29	Two
30-39	Three
40 or more	Four

You can only memorize one book at a time. If you try to memorize another or when the effect ends, you only keep fuzzy and fragmented memories of that book. Before that, you can freely and instantaneously access all knowledge contained therein.

MAGIC REPULSION

As you draw runes on the ground, you create an area where certain powers are more difficult to use.

Level: 14 **Component Cost:** 800 gp
Category: Warding **Market Price:** 4,200 gp
Time: 30 minutes **Key Skill:** Arcana
Duration: 24 hours

As you perform the ritual, you create a zone where certain powers are negated. Choose a keyword from the following: acid, charm, cold, conjuration, fear, fire, force, healing, illusion, lightning, necrotic, poison, polymorph, psychic, radiant, sleep, teleportation, or thunder. You must also choose a type of damage you have not yet chosen as the warding's keyword, to determine the type of damage the ritual will deal.



Instant Reading

Your Arcana check determines the size of the warded area, which is a burst (see Areas of Effect, in the D&D 4E *Player's Handbook*).

Arcana Check Result	Warded Area
9 or less	Burst 1
10-19	Burst 3
20-29	Burst 5
30-39	Burst 8
40 or more	Burst 12

Anyone (including you) who uses a power that has the selected keyword in the warded area takes 4d6 damage of the type you selected. The warding area lasts 24 hours; the ritual caster (but not his assistants) can extend the duration by using a healing surge every 24 hours to sustain it. You need not be within the area or even on the same plane to sustain the effect. If the ritual's effect is sustained without interruption for a year and a day, the effect becomes permanent.

PERPETUAL FLAME

"Let there be light."

Level: 3 **Component Cost:** 50 gp
Category: Exploration **Market Price:** 125 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 8 hours

You hold an item in your hand. From now on, the item projects bright light of a color of your choice, as if it were a torch.

PLEASANT APPEARANCE

A series of thin veils of illusion cover your body, concealing any imperfection and enhancing your most appealing traits.

Level: 1 **Component Cost:** 10 gp
Category: Deception **Market Price:** 50 gp
Time: 30 minutes **Key Skill:** Arcana
Duration: 8 hours

You cast a layer of minor illusion over your body, concealing your physical flaws and enhancing your best traits without drastically altering your appearance. You can still be recognized by friends and foes, but always appear at your best.

The ritual grants a +2 bonus to all Charisma-based checks. You do not gain any bonus against creatures that can sense reality through magical means (such as a *ring of true seeing*).

Creatures that view or interact with you are entitled to Insight checks to detect the fact that your appearance is false. This check's DC equals your Arcana check result. A creature is allowed a check the first time it sees you and each time it interacts with you. A creature that touches you automatically determines that your appearance is false. The ritual affects all senses, so being blind or deaf does not make a creature immune to its effects; a creature taking part or watching the ritual is immune to its effects, as if it had automatically succeeded on an Insight check.

PORTABLE TOWER

You put the figurine of a tower on the ground and join your hands. The figurine's magic flows to the ground and the tower grows and grows until it becomes an imposing and comfortable mansion in which you can rest at your leisure.

Level: 20 **Component Cost:** 5,000 gp
Category: Creation **Market Price:** 25,000 gp
Time: 30 minutes **Key Skill:** Arcana
Duration: Special

You turn a small figurine of a tower into an actual three-storied tower, 9 squares tall and with a 4-squares sided base, complete with arrow slits and a crenelated roof. (The tower does not include any particular or magic feature.) The tower is made of natural stone and must stand on solid foundations, otherwise it will collapse. A single entry leads inside, to rooms furnished with mundane furniture that can contain you and a maximum of 10 allies.

Your Arcana check determines the effect's duration. When the duration expires, the tower reverts to the size of a small figurine.

Arcana Check Result	Duration
9 or less	6 hours
10-19	1 day
20-29	3 days
30-39	1 week
40 or more	1 month

You can dismiss the effect any time before the duration expires. If the effect ends when you or other creatures are inside the tower, the creatures are expelled from the tower and appear in unoccupied squares in the area previously occupied by the tower (or as close to these as possible if not enough squares are available).

READ SIGNS

As you examine your Tarot deck, you suddenly stare your interlocutor and utter: "The cards say there is nothing good in your near future."

Level: 4 **Component Cost:** 50 gp
Category: Divination **Market Price:** 175 gp
Time: 1 hour **Key Skill:** Arcana
Duration: Instantaneous

You act as an intermediary for another creature, posing questions and reading on her behalf the typical divining signs of your culture (cards, tea leaves, stars, a bird's liver). The creature decides the question, but you make the Arcana check. If you decide the questions yourself, you take a -5 penalty to all checks required by the ritual.

Read Signs is one of the simplest divination methods, but it is very vague. Questions must be specific and clear, but answers are only general guidelines; even when they are correct, they might be ambiguous and are often expressed as emotions or moods. For example, if a questioner asks what fate awaits for him in a dragon's lair, the signs' answer could be wealth, conflict and death, without specifying what kind of wealth, or whose death will it be.

The result of your Arcana check determines the number of questions you can ask. This ritual cannot provide detailed information or information only known by certain entities, but can foresee the general outcome of an action.

The result of your Arcana check determines the number of questions you can ask.

Arcana Check Result	Number of Questions
9 or less	Zero
10-19	One
20-29	Two
30 or more	Three

You make another Arcana check for each question posed by the creature (the GM sets the DC according to the type of question). If you succeed on this Arcana check, the GM will provide a correct answer; otherwise, he might give you a wrong answer or no answer at all, as he sees fit.

TRANSPARENCY

You study a metal surface and delicately lay your hands over it. Slowly, the light begins to pass through the surface, until the wall becomes transparent.

Level: 4 **Component Cost:** 50 gp
Category: Exploration **Market Price:** 175 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Special

You touch an item or a surface and it becomes transparent. Your Arcana check determines the size (in squares) of the item or the surface you can turn transparent and the transparency's duration. You can dismiss the effect any time before its duration's end.

Arcana Check Result	Squares	Duration
9 or less	1	1 minute
10-19	2	1 hour
20-29	4	1 day
30-39	8	1 week
40 or more	16	1 month

WEAKEN

You hold an item in your hand and study it closely. It begins to crumble and lose consistency.

Level: 2 **Component Cost:** 30 gp
Category: Exploration **Market Price:** 100 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Instantaneous

You select an item you must touch or wield for the time necessary to perform the ritual. At the ritual's end, the item takes damage equal to the result of your Arcana check. If it takes more damage than its current hit points, the item is destroyed.

"Is there no warmth that can melt the ice in your heart, Seilen? Why do you hate me so much?" Mamyra's desperate words still echoed in my mind as I strode through the crowded square in front of Athema's Library. It was very nearly true. I was keeping Mamyra at bay. However much I wished it were otherwise, each time I saw her eyes—so dark and yet so fiery—I could almost hear crackling the flames that engulfed Melkas, my home city. I was not there when everyone I had loved was slaughtered. I had fled with her, following an impossible dream that the madness of the faerie land had planted in our hearts. But just as a dream fades when the night is over, our guilty passion had also faded with the cruel light of dawn.

When I saw what remained of Melkas—a smoldering wooden ruin, a grotesque scar on a marble body that would never heal—I realized that those who survive are destined to live the rest of their lives with the burden of guilt. When I found the lifeless body of my master, even guilt seemed insufficient.

I do not know how long I knelt there, before an ominous voice startled me from my mourning.

"It looks like someone survived, after all," it said.

I followed that voice among the burning buildings and the bloodied streets until I found its source: A foul tiefling, holding a staff with a curved point. Two huge growling beasts of shadow and flame appeared at her side.

I surged forward with a savage cry, but Mamyra was already between us. With a dizzying sequence of feints and shifts, she met the two fearsome beasts in furious melee. The wizard, however, continued to stare at me with her hateful, mocking eyes.

"Who are you, eladrin?" she asked. "You have eluded the fate of your city, only to meet your own scant hours later."

"My name is Seilen, and I curse you! I swear upon my ancestors that you will pay dearly for this!"

The woman laughed, baring a row of sharp, thornlike teeth.

"Raelias' pupil, the coward... and Mamyra's lover, so this fool of a girl who faces my beasts must surely be she. I have heard much of you, and now we meet at last. My name is Balratha, general of Jarek's army, and your fate is to die by my hand. You should consider it a honor!"

I had no time to answer her boasts. I gathered what arcane energies remained to me and, crying in rage, I hurled a bolt of coruscating electricity at her. It was a direct, violent spell—a perfect match, at that moment, for my seething emotions.

Balratha stepped calmly from the bolt's path. Her mocking grin only widened. "That's all you can do?"

Balratha raised her hand with an imperious gesture; beneath my feet, the ground wrenched open and rose like a stone dragon's maw. As the sharp edges of the chasm bit at my legs, I realized my enemy was a geomancer.

And, judging by her abilities, she had mastered many secrets of that art. Meanwhile, Mamyra had defeated the tiefling's monstrous minions and now hurled herself at their mistress, shouting for her surrender and bringing her sword down for a blow that would ensure the battle's end. Balratha stared at both of us with murderous eyes.

"Today is not your day to die," she hissed. "But know this, eladrin—that day fast approaches, and it is given to me to know its number and see it done!" Before Mamyra or I could answer, the earth split beneath the geomancer's feet and she stepped into a staircase that closed over her as swiftly as it had been created.

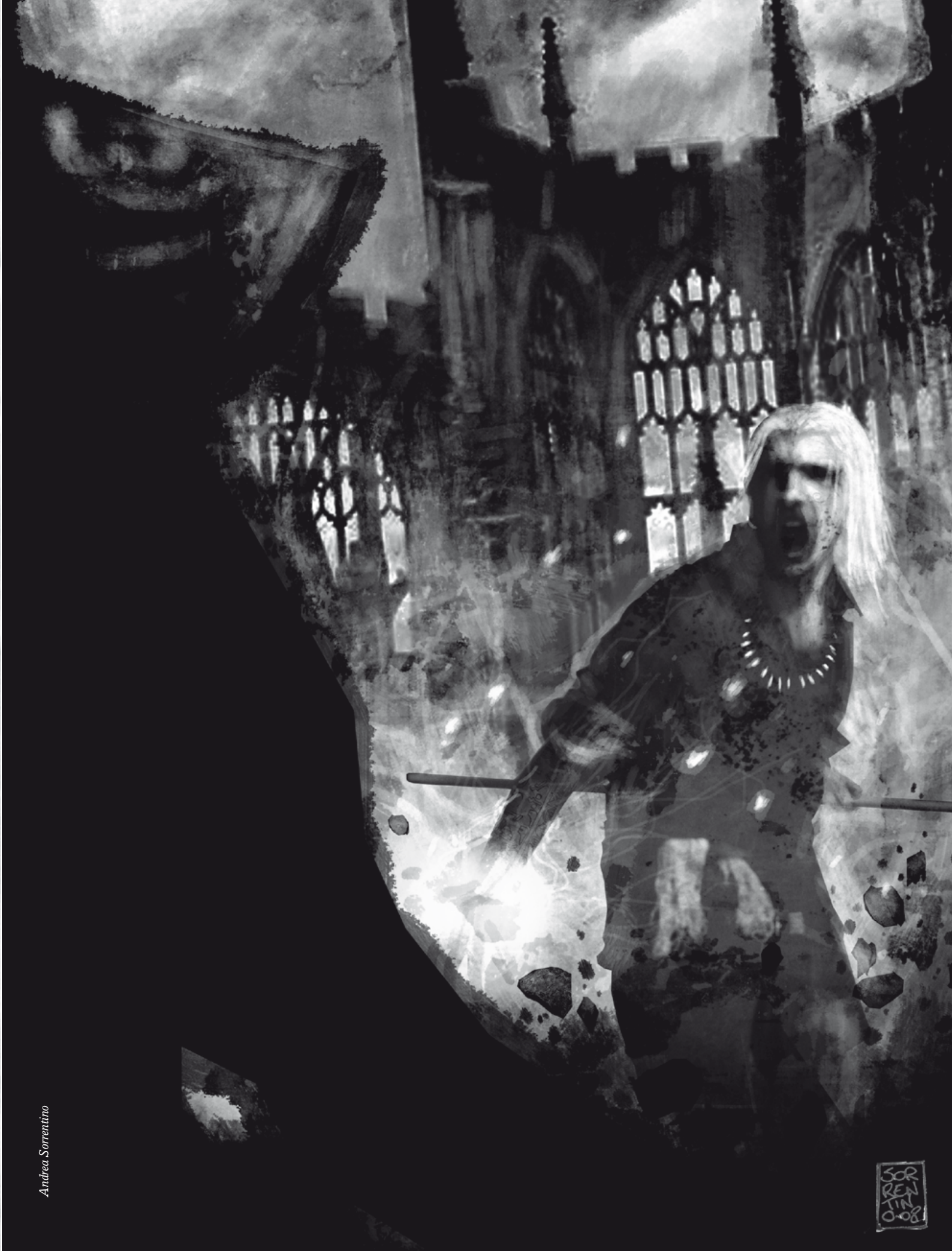
Mamyra ran to me, her hand extended to help me stand. I did not take it. Picking myself painfully from the ground, I turned my back on her and simply said: "Let us go."

For a few tense moments, she did not answer; then she sheathed her sword and followed without a word.

We left Melkas forever. I never turned to look at Mamyra. I did not want her to see me weep: my life, my loved ones, my friends. All was lost—save me. The price for my fool's passions was my survival. My guilt.

Mamyra could not understand.

"Is there no warmth that can melt the ice in your heart, Seilen? Why do you hate me so much?"



ARCANE SERPENT

"A snake does not call down fire and lightning. A snake lurks in the shadow, sneaks upon the enemy and kills it, turning its own strength against it. Exactly as I am about to do."

Prerequisite: Wizard class

This wizard favors sneaky and insidious attacks, and the mysteries of poison are his tools of the trade. He often keeps his face hidden, and every arcane serpent is marked by the tattoo of a poisonous snake poised to unleash its spiteful fury. Although he is not necessarily an evil person, an arcane serpent often acts as an assassin: He uses his powers to conceal his appearance and strike his foes from behind, much like a real snake does.

Arcane Serpent Path Features

Deadly Tattoo (11th level): Once per day, as a minor action, you can conjure the power of your tattooed snake. Make a Charisma check. The result indicates the benefit you gain.

1-10: The tattoo allows you to inflict additional ongoing 2 poison damage with any attack made before the end of your next turn.

11-15: The tattoo allows you to inflict additional ongoing 5 poison damage with any attack made before the end of your next turn.

16-20: The tattoo allows you to inflict additional ongoing 10 poison damage and a -2 penalty to attack rolls (save ends) with any attack made before the end of your next turn.

21 or more: The tattoo allows you to inflict additional ongoing 15 poison damage and a -4 penalty to attack rolls (save ends) with any attack made before the end of your next turn.

Poisonous Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, that attack also inflicts a -2 penalty to the target's Fortitude defense and the target is weakened (save ends both).

Toxic Spittle (16th level): When you first become bloodied in an encounter, your body exudes a deadly gaseous poison that deals poison damage equal to 10 + your Charisma modifier to all adjacent enemies.

Arcane Serpent Spells

Assassin Viper Arcane Serpent Attack 11

You conjure a deadly adder that attacks your enemies upon command.

Encounter ♦ **Arcane, Implement, Poison**

Standard Action **Ranged 10**

Effect: You conjure a snake of raw energy in a square within range and the snake attacks. As a move action, you can

move the snake a number of squares equal to your Charisma modifier. The snake persists until the end of your next turn.

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 2d10 + Intelligence modifier poison damage, and the target is weakened (save ends).

Sustain Minor: When you sustain the power, the snake attacks again.

Sneak in Shadows Arcane Serpent Utility 12

You fade from sight and sneak away in form of snake.

Daily ♦ **Arcane, Polymorph**

Minor Action **Personal**

Effect: You turn into a snake until the end of the encounter or for 5 minutes. In this form you gain a climb speed equal to your base speed and are considered invisible in dim light. You cannot take standard actions and you can revert to your normal form as a minor action.

Paralyzing Poison Arcane Serpent Attack 20

When you are about to dispatch your foe, you lunge at it with unparalleled savagery, demolishing its defenses and paralyzing it.

Daily ♦ **Arcane, Implement, Poison**

Standard Action **Ranged 10**

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier poison damage. If the target has already taken poison damage from you in the encounter, it takes an additional 6d6 poison damage and is immobilized (save ends).

Miss: Half damage.

VALDINIL, ARCANE SERPENT

Occupation: Valdiniil was a young elf, generous and naïve. His interests in magic and in the world of nature were dictated by genuine and honest motivations. One day, when he was still young, he met Mabellen, a wealthy and charming elf maiden. Mabellen liked to flirt with Valdiniil and often provoked him in front of her friends and family.

One fateful day, Mabellen pulled a cruel joke on Valdiniil. She said that if he had brought her the most precious ring in the world, she would have been his companion forever. Valdiniil left and travelled the world, looking for this mysterious ring. After three years, he found a wondrous ring that actually hid a hideous curse. As soon as Mabellen put it at her finger, the ring turned into a snake that bit the maiden and killed her with its poison, then fled among the grass. Valdiniil went mad with grief, and swore he would learn all that there was to know about snakes and poisons. He chose the path of the arcane serpent and offered his murderous skills to the highest bidders.

Physical Description: Valdiniil always hides his face, so none can tell what race he belongs to. He sports a colorful tattoo depicting a snake on his left arm and



Valdiniel Level 20 Artillery
 Medium fey humanoid, elf wizard XP 2,800

Initiative +13 **Senses** Perception +13; low-light vision

HP 133; **Bloodied** 66

AC 32; **Fortitude** 28, **Reflex** 32, **Will** 31

Speed 7; see also *wild step*

⚔ **+4 Lifedrinker Dagger** (standard; at-will) ♦ **Weapon**

+21 vs. AC; 1d4 + 8 damage. See the D&D 4E *Player's Handbook*.

🏹 **+2 Short Bow** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +22 vs. AC; 1d8 + 10 damage.

⚡ **Adder's Bite** (standard; at-will) ♦ **Arcane, Implement, Poison**

Close burst 1; +22 vs. Fortitude; 1d6 + 12 poison damage, and the target takes a -1 penalty to attack rolls against Valdiniel, until the end of Valdiniel's next turn.

🐍 **Assassin Viper** (standard; sustain minor; encounter) ♦

Arcane, Implement, Poison

Ranged 10; +21 vs. Fortitude; 2d10 + 12 poison damage, and the target is weakened (save ends). Valdiniel conjures a snake of raw energy in a square within range and the snake attacks. As a move action, Valdiniel can move the snake 4 squares. The snake persists until the end of Valdiniel's next turn.

⚡ **Flensing** (standard; encounter) ♦ **Arcane, Implement, Necrotic**

Close blast 3; +21 vs. Fortitude; 3d8 + 12 necrotic damage, and the target takes a -5 penalty to all defenses until the end of Valdiniel's next turn.

🐍 **Paralyzing Poison** (standard; daily) ♦ **Arcane, Implement, Poison**

Ranged 10; +21 vs. Fortitude; 4d6 + 12 poison damage. If the target has already taken poison damage from Valdiniel in the encounter, it takes additional 6d6 poison damage and is immobilized (save ends). *Miss*: Half damage.

👁 **Greater Invisibility** (standard; sustain minor; daily) ♦ **Arcane, Illusion**

See the D&D 4E *Player's Handbook*.

🐍 **Sneak in Shadows** (minor; daily) ♦ **Arcane, Polymorph**

Personal; Valdiniel turns into a snake until the end of the encounter or for 5 minutes. In this form he gains a climb speed of 7 and is considered invisible in dim light. Valdiniel cannot take standard actions and can revert to his normal form as a minor action.

👁 **Elven Accuracy** (free; encounter)

See the D&D 4E *Player's Handbook*.

👁 **Wild Step**

See the D&D 4E *Player's Handbook*.

Alignment Evil **Languages** Common, Elven

Skills Arcana +20, Stealth +20

Str 11 (+10) **Dex** 16 (+13) **Wis** 14 (+12)

Con 13 (+11) **Int** 21 (+15) **Cha** 19 (+14)

Equipment +3 shadowflow cloth armor, +4 lifedrinker dagger, +2 short bow, spellbook, +3 orb of unspeakable horror

Rituals Eye of Alarm, Instant Map*, Passwall, Silence, View Location, View Object

*New ritual introduced in Chapter 2: A Wizard's Power.

wields a rune-covered dagger in his right hand. His robe is as black as a moonless night.

Attributes and Skills: Valdiniel is gifted with a magnetic gaze and a superior intellect. His actions are always carefully planned and his influence over his companions and allies is always strong.

Values and Motivations: Valdiniel is a mercenary, ready to sell his poisonous arts to the highest bidder. Still, he also has a personal goal: to take back the ring that caused him so much trouble, this time as its master rather than its unwitting slave.

Behavior: Valdiniel rarely speaks and often lets his eyes express what he really thinks. He always acts politely, but the air is tense around him, as if his gaze alone could pierce flesh.

Useful Knowledge: Valdiniel knows the secrets of all sorts of poisons and is also an expert on snakes and reptiles. He is also knowledgeable about the underworld and knows how to get in touch with many crime lords.

Mannerisms: This elf often uses a dagger to pick his teeth after he has eaten. He manages to do it with grace, but he remains an unsettling sight when he does so. Those who know him well know that he only shows his full face to his next victim. In all other cases, he keeps it hidden beneath his cloak.

Origin: Valdiniel has selected the thug's origin (see Chapter 1). He adds Stealth and Streetwise to his class skills and he gains a +2 bonus to Stealth and Streetwise checks.

CHRONOMANCER

"Time is on my side."

Prerequisite: Wizard class

A chronomancer's powers bend and shape the flow of time according to her will, and grant her an ever-growing mastery over the river of time. At first, she gains mastery over her own flowing time, but with practice she can also alter time's effects on others. In battle, a chronomancer knows she will always do the right thing at the right moment; her powers ensure she will never be surprised and will never miss an attack. Not even a master diviner can stand his ground against a chronomancer, as none is more powerful than she who controls the flow of time itself.

Chronomancer Path Features

Clear Action (11th level): When you spend an action point to take an extra action, you also gain a +2 bonus to Perception checks and to all defenses until the end of your next turn.

Time Shift (11th level): When you score a critical hit, you can shift a number of squares equal to your Wisdom modifier.

Time Recovery (16th level): Once per day as a free action, you can spend one action point to regain hit points as if you had spent a healing surge and regain a wizard power you have already used. Make a Wisdom check. The result indicates the kind of spell you can regain. You can instead regain a spell using a lower result than the one you rolled, if you so choose.

1–10: Encounter utility spell.

11–15: Encounter attack spell.

16–20: Daily utility spell.

21 or higher: Daily attack spell.

Chronomancer Spells

S Assault of Ages Chronomancer Attack 11

Upon your command, the power of time engulfs your foe, and it is crushed by the sudden weight of many centuries looming over its shoulders; tiny tendrils of temporal energy lash out at nearby creatures, twisting their perception.

Encounter ♦ Arcane, Implement

Standard Action Ranged 10

Primary Target: One creature

Primary Attack: Intelligence vs. Will

Hit: 2d8 + Intelligence modifier damage, and the target is slowed (save ends). Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Intelligence vs. Will

Hit: 1d8 + Intelligence modifier damage, and the target is slowed until the end of your next turn.

S Judgment and Counsel Chronomancer Utility 12

You unravel the weave of reality and remake it as you see fit.

Daily ♦ Arcane

Immediate Interrupt Personal

Trigger: You are hit by an attack that scores a critical hit.

Effect: The attack doesn't occur, as if the creature that attacked you chose to do nothing with its action.

S Déjà Vu Chronomancer Attack 20

Your power forces the target to relive its previous seconds. This experience leaves it panicked and inflicts new wounds on its body.

Daily ♦ Arcane, Implement

Standard Action Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: The target takes the same damage it took in the last attack it was hit by. In addition, the target is stunned (save ends).

Special: The target only takes damage; it does not suffer any other effects of the last power it was hit by.

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

FELITH THE VAIN, CHRONOMANCER

Occupation: Felith was born more than 500 years ago, an outstanding age even for an eladrin. And yet, it would be impossible to ascertain her age by her appearance. When she was still a young eladrin, Felith earned for herself the nickname of "Vain" because of her obsession with beauty. She was willing to do anything to appear breathtakingly beautiful, outshining the other eladrin ladies and counting even satyrs and other fey creatures among her suitors.

But her vanity knew no limits. Though very slowly, time passed even for her. She became obsessed with the idea of eluding its ravages forever through chronomantic arts. After many years of study, Felith became the leader of the Court of Enchantments (see Chapter 6: Organizations). With their help, Felith was able to come within reach of her goal, seemingly not caring that all the friends and relatives of her youth had passed away. Felith's charm is still outstanding, but those who know her well can detect a vague shade of sadness over her features, for deep in her heart Felith wonders if she has chosen the right path.

Physical Description: Felith's features are almost unearthly in their beauty. Her eyes are smooth, glittering pearls, and her velvet skin feels like the leaf of a blooming peach tree. She wears shining white robes and loves to adorn herself with eladrin-crafted jewels set with gems. Her voice is as soft and as delicate as a whisper; those who hear it know very well that it always finds a way into your heart.



Attributes and Skills: Felith is remarkably clever, but she favors the art of seduction, and rarely relies upon rationality to obtain what she wants.

Values and Motivations: Felith is very intelligent, but her most obvious flaw is her vanity, which sometimes leads her to make dubious choice. She longs for immortality, and once she even toyed with the idea of embracing undeath, but she abandoned that ghastly concept almost immediately when she considered that it would preserve her life only at the cost of the beauty she so prizes.

Behavior: Felith is a cheerful lady who knows how to respect protocol, but she has a clear purpose in mind, and she will not deviate from her course for any reason.

Useful Knowledge: Her many years of study have allowed Felith to understand the flow of time. She is even able to alter the natural aging of other beings.

Mannerisms: Felith likes to run her fingers through her hair, which she styles differently every day.

Origin: Felith has selected the academic's origin (see Chapter 1). She can speak Draconic as additional language and gains a +2 bonus to Arcana and History checks.

Felith the Vain

Level 17 Artillery

Medium fey humanoid, eladrin wizard

XP 1,600

Initiative +10

Senses Perception +9; low-light vision

HP 116; **Bloodied** 58

AC 31; **Fortitude** 27, **Reflex** 31, **Will** 29

Saving Throws +5 against charm effects

Speed 6; see also *fey step*

⚔ **+3 Terror Longsword** (standard; at-will) ⚔ **Fear, Weapon**

+18 vs. AC; 1d8 + 7 damage. See the D&D 4E *Player's Handbook*.

☞ **Magic Missile** (standard; at-will) ⚔ **Arcane, Force, Implement**

Ranged 20; +21 vs. Reflex; 2d4 + 13 force damage.

☞ **Assault of Ages** (standard; encounter) ⚔ **Arcane, Implement**

Ranged 10; +21 vs. Fortitude; 2d8 + 13 damage, and the target is slowed (save ends). Felith makes a secondary attack against all adjacent enemies. *Secondary Attack:* Area burst 2 centered on the target; +21 vs. Will; 1d8 + 13 damage, and the target is slowed until the end of Felith's next turn.

☞ **Force Volley** (standard; encounter) ⚔ **Arcane, Force, Implement**

Ranged 20; +21 vs. Reflex; 3d6 + 13 force damage. See the D&D 4E *Player's Handbook*.

☞ **Deceiving Grasp** (standard; daily) ⚔ **Arcane, Illusion, Implement, Psychic**

Close blast 3; +21 vs. Will; 3d8 + 13 psychic damage, and the target is held until the end of Felith's next turn. *Miss:* Half damage, and the target is slowed until the end of Felith's next turn.

Judgment and Counsel (immediate interrupt; daily) ⚔ **Arcane**

Personal; if Felith is hit by an attack that scores a critical hit, the attack doesn't occur.

☞ **Invisible Mantle** (standard; sustain standard; daily) ⚔ **Arcane, Illusion**

Close burst 5; Felith and each ally in burst; the target gains total concealment and a +2 power bonus to all defenses.

Fey Step (move; encounter) ⚔ **Teleportation**

See the D&D 4E *Player's Handbook*.

Alignment Unaligned

Languages Common, Draconic, Elvish

Skills Arcana +23, Diplomacy +17, History +23

Str 11 (+8)

Dex 15 (+10)

Wis 12 (+9)

Con 14 (+10)

Int 22 (+14)

Cha 18 (+12)

Equipment +3 *darkleaf cloth armor*, +3 *terror longsword*, spellbook, +3 *mirror of many images* (see Chapter 5: A Wizard's Tools).

Rituals Bind Magic Familiar*, Comprehend Languages, Consult Oracle, Decipher Signs*, Disenchant Magic Item, Enchant Magic Item, Hand of Fate, Linked Portal, Magic Circle, Phantom Steed, Pleasant Appearance*, Raise Dead, Speak with Dead, View Location

*New ritual introduced in Chapter 2: A Wizard's Power.

CRYOMANCER

"Taste my icy grip, feel its arctic and crystalline power as it draws the warmth from your flesh..."

Prerequisite: Wizard class

This wizard's powers center around cold and ice. The cryomancer unleashes the full fury of ice against her foes, holding, freezing or slowing them down as a storm of icy energy rains on them. A cryomancer boldly faces all challenges, certain that she will be a force to be reckoned with on every occasion. The most powerful cryomancers are some of the most feared wizards in the world.

Cryomancer Path Features

Freezing Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, that attack deals ongoing 5 + your Constitution modifier cold damage (save ends).

Polar Slow (11th level): Any enemy that moves adjacent to you or starts its turn adjacent to you is slowed until the end of its next turn.

Arctic Catharsis (16th level): When you first become bloodied in an encounter, all your attacks until the end of your next turn also deal ongoing cold damage equal to your Constitution modifier (save ends).

Cryomancer Spells

Blood Ice Cryomancer Attack 11

You freeze your opponent's blood in its veins. Your foe doubles over in pain.

Encounter ♦ Arcane, Cold, Implement, Necrotic

Standard Action **Ranged** 20

Target: One creature

Attack: Intelligence vs. Fortitude

Hit: 4d8 + Intelligence modifier cold damage, and ongoing 10 necrotic damage (save ends).

Ice Bridge Cryomancer Utility 12

The ice flowing from your fingers takes the shape of an arched bridge, which you and your allies can safely cross.

Daily ♦ Arcane, Conjuration

Move Action **Melee** touch

Effect: You conjure a solid bridge of contiguous squares filled with arcane ice, which you and your allies can safely cross. The bridge is difficult terrain to all those who cross it and are more than 2 squares away from you. The bridge is a number of squares long equal to your level + your Intelligence modifier and can have a maximum inclination of 20% (1 square up for every 5 squares of length).

Special: As a standard action, a creature can attack the bridge. Each square has 40 hit points. The bridge has vulnerability 25 to fire. If the bridge is not destroyed, it melts away after 1 hour.

Frozen Shards Cryomancer Attack 20

An explosion of frozen crystals bursts from your body, striking all nearby enemies. The shards pierce the targets' flesh and turn them into ice blocks.

Daily ♦ Arcane, Cold, Implement, Zone

Standard Action **Close** burst 3

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 5d6 + Intelligence modifier cold damage, and the target is immobilized (save ends).

Miss: Half damage.

Effect: The burst creates a zone of ice. The zone is difficult terrain until the end of your next turn. Any creature that enters the area or starts its turn there takes 10 cold damage. You can end this effect as a minor action.

KESTRA FROSTGAZE, CRYOMANCER

Occupation: Kestra spent many years looking for a master who could teach her magic's deepest secrets. After many years spent on the road, she came to the doorstep of Ophren, an old dwarf who had resigned from his seat in the Runic Tetracle many years ago (see Chapter 6: Organizations) and now lived in solitude on the highest peak of a lonely mountain.

Kestra spent fifteen long years at Ophren's feet, eager to learn all his secrets and barely concealing her jealousy for her master's grandeur, especially compared with her own failures. One day, enraged by her perceived inadequacy compared to her master, she planned to kill him by using his own magic against him. Yet, at the last moment, she repented and left, choosing a solitary life in search of her own place in the world.

Physical Description: Kestra is a sturdy female dwarf whose scowling features disguise a sad gaze. She wears a thick wolf pelt to protect her from the cold of the mountains. She bears a frozen dagger at her belt and wields a wand of pine wood.

Attributes and Skills: Kestra is very determined and always seems to know what she is doing. Actually, behind her determination lies an insecure soul.

Values and Motivations: Kestra is still looking for something that might give meaning to her life. She feels she has high potential, but she still hasn't found how to live up to it.

Behavior: Kestra usually acts harsh and aloof, an attitude that earned her the moniker of "Frostgaze." In truth she is a sensitive, albeit troubled, soul.

Useful Knowledge: Kestra knows the dwarven territories and mountains like the back of her hands. She can easily walk in the middle of a snowstorm and knows many secrets buried beneath the snow.



Mannerisms: Kestra usually narrows her eyes when she is bothered by something. She doesn't like to be called a wizard, as she feels somewhat diminished by that title.

Origin: Kestra has selected the apprentice's origin (see Chapter 1). Each time she manages to display her arcane skills in a successful way, she gains a +2 bonus to her Will defense, until the end of the encounter.

Kestra Frostgaze

Level 18 Artillery

Medium natural Humanoid, dwarf wizard

XP 2,000

Initiative +10

Senses Perception +12; low-light vision

HP 129; **Bloodied** 64

AC 31; **Fortitude** 31, **Reflex** 31, **Will** 29

Saving Throws +5 against poison effects

Speed 5

⚔ **+3 Frost Dagger** (standard; at-will) ♦ **Cold, Weapon**

+20 vs. AC; 1d4 + 8 cold damage.

☃ **Ray of Frost** (standard; at-will) ♦ **Arcane, Cold, Implement**

Ranged 10; +21 vs. Fortitude; 1d6 + 12 cold damage. See the D&D 4E *Player's Handbook*.

☃ **Blood Ice** (standard; encounter) ♦ **Arcane, Cold, Implement, Necrotic**

Ranged 20; +21 vs. Fortitude; 4d8 + 12 cold damage, and ongoing 10 necrotic damage (save ends).

☃ **Ice Tomb** (standard; encounter) ♦ **Arcane, Cold, Implement**

Ranged 20; +21 vs. Reflex; 3d10 + 12 cold damage. See the D&D 4E *Player's Handbook*.

⚡ **Blast of Cold** (standard; daily) ♦ **Arcane, Cold, Implement**

Close blast 5; +21 vs. Reflex; 6d6 + 12 cold damage. See the D&D 4E *Player's Handbook*.

⚡ **Ice Bridge** (move; daily) ♦ **Arcane, Conjunction**

Melee touch; Kestra conjures a solid bridge of contiguous squares filled with arcane ice, which she and her allies can safely cross. The bridge is difficult terrain to all those who cross it and are more than 2 squares away from Kestra. The bridge is 23 squares long, 3 squares wide and can have a maximum inclination of 3 squares.

⚡ **Invisible Mantle** (standard; sustain standard; daily) ♦ **Arcane, Illusion**

Close burst 5; Kestra and each ally in burst; the target gains total concealment and a +2 power bonus to all defenses.

Stand Your Ground

See the D&D 4E *Player's Handbook*.

Alignment Unaligned

Languages Common, Dwarven

Skills Arcane +19, Nature +19

Str 13 (+10) **Dex** 12 (+10)

Wis 16 (+12)

Con 21 (+14) **Int** 21 (+14)

Cha 11 (+9)

Equipment +3 frost dagger, spellbook, +3 orb of reversed polarities

Rituals Arcane Lock, Endure Elements, Eye of Exploration*, Knock, View Object, Water Breathing

*New ritual introduced in Chapter 2: A Wizard's Power.

DAWN DISCIPLE

“The world is a place of change. Magic is the tool of change. The light of dawn is the symbol of change. Unfortunately, your life will not be part of the next renewed cycle.”

Prerequisite: Wizard class

This wizard believes his magic powers are a direct emanation of sunlight. He keeps an open and enthusiastic attitude but does not hesitate to strike enemies of the light down by any means necessary. To a dawn disciple, each new day brings change in the world, and each change can be for good. A dawn disciple fiercely hates the creatures of darkness and lunges at the servants of shadows with rare fury.

Dawn Disciple Path Features

Light Action (11th level): You can spend an action point to regain hit points equal to half your level or to make an immediate saving throw, instead of taking an extra action.

Shining Presence (11th level): When using the *light* cantrip, all allies within 2 squares of the target gain a +2 bonus to any defense to resist necrotic effects.

Sunbeam (16th level): You can add 1 to the size of any area burst attack that deals radiant damage. For example, *prismatic burst* becomes a burst 3 within 20 squares.

Dawn Disciple Spells

Light of the Rising Dawn Dawn Disciple Attack 11

You conjure a shining beacon of light that strikes your foes and sears their flesh.

Encounter ♦ Arcane, Implement, Radiant

Standard Action Area burst 2 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier radiant damage and ongoing 5 radiant damage (save ends).

Light Mantle Dawn Disciple Utility 12

You body is enshrouded in a cloak of shining energy and your foes can barely look at you.

Daily ♦ Arcane

Minor Action Personal

Effect: You gain a +4 power bonus to all defenses and become invisible until the end of your next turn. In addition, you can make a saving throw as a free action, with a bonus equal to your Charisma modifier.

Regenerating Light Dawn Disciple Attack 20

The entire battlefield is filled with light, flooding foes and sealing their fates.

Daily ♦ Arcane, Healing, Implement, Radiant

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier radiant damage, and the target is blinded until the end of your next turn.

Miss: Half damage.

RHONAG RHOK, DAWN DISCIPLE

Occupation: Rhonag had a happy life: He lived with his wife Anthemia and their three sons and served in the militia of Nauniia, his native city, as a master tactician and expert in combat magic. One day, while Rhonag was away to complete a mission on the borderlands, he found out that the city walls had been breached: Her wife had been killed in an unholy sacrifice and his sons kidnapped by a cabal of gloom necromancers (see below).

After mourning his beloved's loss, he swore he would find the rest of the family at any cost, even if he had to search the cabal's dark hideouts one by one. He left the militia and tracked the kidnappers, taking the name of Rhok, which means "I have no more tears" in Draconic.

Physical Description: Rhonag is a tall and strong dragonborn with muscled arms. He wears leather armor decorated to resemble the scales of a dragon; he wields a sun-shaped flail in his left hand and a shield emblazoned with the symbol of the sun in his right hand.

Attributes and Skills: Rhonag has extensive military training, like many of his kin, and has also spent many years studying the ancient tomes of his race. Thus, his strength is matched by his intellect, making him a full-fledged hero.

Values and Motivations: This dragonborn's main goal is to find his missing children, hoping that they are still alive. He is convinced he can light a spark of hope in the darkness the world seems to have become.

Behavior: Rhonag is a forceful, almost reckless dragonborn, but he knows how to regain his race's innate majesty when the moment demands it. He likes a simple life, devoid of unnecessary ceremonies.



Useful Knowledge: Rhonag can be a fine ally to the PCs, particularly if they decide to launch an assault against the undead that haunt the catacombs of his home city of Nauniia.

Mannerisms: Rhonag is left-handed. When he loses his temper, he lets out a long and threatening hiss.

Origin: Rhonag has selected the arcane champion's origin (see Chapter 1). He has added Athletics and Endurance to his class skills and he gains a +2 bonus to Athletics and Endurance checks.

Rhonag Rhok

Level 12 Artillery

Medium natural humanoid, dragonborn wizard

XP 700

Initiative +6**Senses** Perception +7**HP** 86; **Bloodied** 43; see also *dragonborn fury***AC** 28; **Fortitude** 25, **Reflex** 26, **Will** 23**Resist** 4 cold**Speed** 6⚔ +2 **Flail** (standard; at-will) ♦ **Weapon**

+17 vs. AC; 1d10 + 9 damage.

⚡ **Revealing Light** (standard; at-will) ♦ **Arcane, Implement, Radiant**

Ranged 10; +15 vs. Reflex; 1d6 + 9 radiant damage, and all ranged attack rolls against the target gain a +1 power bonus until the end of Rhonag's next turn.

⚡ **Light of the Rising Dawn** (standard; encounter) ♦ **Arcane, Implement, Radiant**

Area burst 2 within 10; +15 vs. Fortitude; 2d8 + 9 radiant damage and ongoing 5 radiant damage (save ends).

⚡ **Underground Eruption** (standard; encounter) ♦ **Arcane, Fire, Implement**

Area burst 2 within 10; +15 vs. Reflex; 2d6 + 9 fire damage, and the target falls prone.

This power's area is difficult terrain until the end of Rhonag's next turn. Any creature that enters the area or starts its turn there takes 4 fire damage and a –2 penalty to Reflex defense until the end of Rhonag's next turn.

⚡ **Shining Rainbow** (standard; daily) ♦ **Arcane, Implement, Radiant**Area burst 2 within 20; +15 vs. Will; 2d6 + 9 radiant damage, and the target is dazed (save ends). If the target fails its first saving throw against this power, it is stunned until the end of Rhonag's next turn. The target remains dazed until it succeeds on a saving throw against this power. *Miss:* Half damage, and the target is dazed until the end of Rhonag's next turn.⚡ **Dimension Door** (move; daily) ♦ **Arcane, Teleportation**See the D&D 4E *Player's Handbook*.⚡ **Light Mantle** (minor; daily) ♦ **Arcane**

Personal; Rhonag gains a +4 power bonus to all defenses and becomes invisible until the end of his next turn. In addition, he can make a saving throw as a free action with a +2 bonus.

⚡ **Dragonborn Fury** (only when bloodied)See the D&D 4E *Player's Handbook*.⚡ **Dragon Breath** (minor; encounter) ♦ **Fire**

Close blast 3; +17 vs. Reflex; 2d6 + 7 fire damage.

Alignment Lawful Good**Languages** Common, Draconic**Skills** Arcana +15, Athletics +17**Str** 19 (+10)**Dex** 11 (+6)**Wis** 13 (+7)**Con** 14 (+8)**Int** 19 (+10)**Cha** 14 (+8)**Equipment** +2 *flail*, +2 *leather armor*, spellbook, +2 *draconic safeguard shield* (grants resist cold 4, see Chapter 5: A Wizard's Tools)**Rituals** Cure Disease, Magic Circle, Perpetual Flame*, Silence, Wizard's Sight

*New ritual introduced in Chapter 2: A Wizard's Power.

GEMINUS

"It's me, my human friend and the eladrin girl. That makes four of us."

Prerequisite: Wizard class

This wizard has mastered eerie magical techniques and formulae that allow him to split his body and create an actual double of himself for a short amount of time. As his experience grows, the geminus learns to perfect this arcane technique and finds new uses for his arcane twin.

Geminus Path Features

Combined Attack (11th level): When you make a melee weapon attack against a creature surrounded by at least 3 unoccupied adjacent squares, you automatically gain combat advantage.

Double Action (11th level): When you spend an action point to take an extra action, you also gain an extra move action.

Twin Strike (16th level): When you score a critical hit, you can make another melee or ranged basic attack against another target as a free action in the same turn.

Geminus Spells

☞ Clone Geminus Attack 11

You create a double of yourself that steps forward, attacks your enemies and then vanishes.

Encounter ♦ Arcane, Conjunction, Force, Implement

Standard Action **Ranged 10**

Target: One creature within 10 squares from the clone

Attack: Intelligence vs. Reflex

Hit: 2d4 + Intelligence modifier force damage.

Effect: You conjure a clone of yourself that occupies 1 square within range, and the clone attacks one creature within 10 squares. The clone remains until the end of your next turn.

Sustain Minor: When you sustain the power, the clone attacks again.

☞ Erroneous Perception Geminus Utility 12

When you are seriously hit, you fade from sight as you clone steps away, diverting your enemies' attention.

Daily ♦ Arcane, Conjunction, Healing, Illusion

Immediate Interrupt **Personal**

Trigger: You drop to 0 hit points or fewer

Effect: You are restored to 1 hit point and become invisible until the end of your next turn. Your clone appears in your original square and moves at your speed in a random direction. This movement does not provoke attacks of opportunity. The clone cannot make any other action and remains until the end of your next turn. If you attack, the power ends.

Sustain Move: When you sustain the power, you remain invisible until the end of your next turn and the clone moves again at your speed in a random direction, without provoking attacks of opportunity.

☞ Clone War Geminus Attack 20

You create a host of illusory clones, marching against your enemies and overwhelming them, then fade away.

Daily ♦ Arcane, Conjunction, Force, Implement

Standard Action **Close** blast 5

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier force damage, and the target falls prone.

Effect: You conjure a host of your clones that occupy the entire blast area. The clones attack your enemies and then disappear.

Miss: Half damage.

ORDRIK THE FOUR-HANDED, GEMINUS

Occupation: Ordrik was born in Yngam, a dwarven hold hidden in the bowels of the earth. Yngam is a place where the Runic Tetracle (see Chapter 6: Organizations) conducts many researches and experiments, and where dwarves design wondrous and priceless items. The day Ordrik was born was a dark day for the city of Yngam, as Thellenia, his mother, died in childbirth. Death also claimed Ordrik's twin, a stillborn. When Ordrik was very young, he joined the Runic Tetracle and was initiated into the secrets of magic. Soon, he found his twin was not actually dead. For unknown reasons—perhaps the high concentration of magic in Yngam—his twin was bound in an eerie parallel dimension, and sometimes was able to manifest as Ordrik used his magic powers. After many years of study and training, Ordrik mastered the techniques that allow him to act in unison with his brother, doubling his effectiveness. He spends his spare time conducting temporal and dimensional experiments, hoping one day to grant his unborn brother a real life.

Physical Description: Ordrik is a dwarf sporting a short beard and long, free hair. He wears elaborate, rune-engraved leather armor and wields a quarterstaff reinforced with sturdy metal bands.

Attributes and Skills: Ordrik is a good scholar and a dutiful researcher of any subject, but he can also be a good fighter when the need arises.

Values and Motivations: Ordrik's main goal is to find a way to give a real body and life to his unborn sibling.

Behavior: Ordrik is usually a very loyal and straightforward person. He would never turn his back on a friend or betray a companion. Still, sometimes he looks distracted, as if he were lost in his thoughts. Unbeknownst to everyone else, he is usually listening to his brother's voice.

Useful Knowledge: Ordrik is a good inventor. He has dedicated his entire life to studying all possible ways to put the living in touch with the dead.

Mannerisms: Sometimes Ordrik is seen whispering to himself... or at least, that's what he seems to be doing. Actually, he is speaking with his unborn twin.

Origin: Ordrik has selected the inventor's origin (see Chapter 1). Each time he casts *prestidigitation*, he obtains two simultaneous effects among the possible results. In addition, when Ordrik uses the Enchant Magic Item, he can also create level 14 magic items.

Ordrik the Four-Handed Level 13 Artillery
Medium natural humanoid, dwarf wizard XP 2,000

Initiative +8 **Senses** Perception +8; low-light vision

HP 97; **Bloodied** 48

AC 27; **Fortitude** 25, **Reflex** 25, **Will** 23

Saving Throws +5 against poison effects

Speed 5

⚔ **+3 Staff of the War Mage** (standard; at-will) ♦ **Weapon**
+15 vs. AC; 1d8 + 7 damage. See the D&D 4E *Player's Handbook*.

☄ **Cloud of Daggers** (standard; at-will) ♦ **Arcane, Force, Implement**

Area 1 square within 10 squares; +16 vs. Reflex; 1d6 + 10 force damage. See the D&D 4E *Player's Handbook*.

☞ **Clone** (standard; sustain minor; encounter) ♦ **Arcane, Conjuration, Force, Illusion, Implement**

Ranged 10; +16 vs. Reflex; 2d4 + 10 force damage; Ordrik conjures a clone of himself that occupies 1 square within range, and the clone attacks one creature within 10 squares. The clone remains until the end of Ordrik's next turn.

☄ **Prismatic Burst** (standard; encounter) ♦ **Arcane, Implement, Radiant**

Area burst 2 within 20; +16 vs. Will; 3d6 + 10 radiant damage. See the D&D 4E *Player's Handbook*.

☄ **Shining Rainbow** (standard; daily) ♦ **Arcane, Implement, Radiant**

Area burst 2 within 20; +16 vs. Will; 2d6 + 10 radiant damage, and the target is dazed (save ends). If the target fails its first saving throw against this power, it is stunned until the end of Ordrik's next turn. In any case, the target remains dazed until it succeeds on a saving throw against this power. *Miss*: Half damage, and the target is dazed until the end of Ordrik's next turn.

☄ **Erroneous Perception** (standard; immediate interrupt; daily) ♦ **Arcane, Conjuration, Healing, Illusion**

Ordrik drops to 0 hit points or fewer; Ordrik is restored to 1 hit point and becomes invisible until the end of

his next turn. His clone appears in Ordrik's original square and moves at Ordrik's speed in a random direction. This movement does not provoke attacks of opportunity. The clone cannot make any other action and remains until the end of Ordrik's next turn. If Ordrik attacks, the power ends. *Sustain Move*: When Ordrik sustains the power, he remains invisible until the end of his next turn and the clone moves again at his speed in a random direction without provoking attacks of opportunity.

☞ **Mind Void** (standard; sustain minor; daily) ♦ **Arcane, Zone**

Ranged 5; Ordrik or one creature; the target gains a +2 power bonus to Will defense until the end of Ordrik's next turn, and makes a saving throw against each charm or illusion effect that a save can end. *Sustain Minor*: Ordrik can sustain this power until the end of the encounter or for 5 minutes.

Stand Your Ground

See the D&D 4E *Player's Handbook*.

Alignment Lawful Good **Languages** Common, Dwarven

Skills Arcana +15, Dungeon +15

Str 12 (+7) **Dex** 14 (+8) **Wis** 15 (+8)

Con 19 (+10) **Int** 19 (+10) **Cha** 11 (+6)

Equipment +2 leather armor, +3 staff of the war mage, spellbook

Rituals Comprehend Language, Detect Object, Disenchant Magic Item, Enchant Magic Item, Make Whole, Raise Dead, Read Signs*, Speak with Dead, Transparency*

*New ritual introduced in Chapter 2: A Wizard's Power.



GEOMANCER

"Watch your step now!"

Prerequisite: Wizard class

This wizard's arcane studies lead her to become one with the world around her. While other wizards try to manipulate forces beyond the world to wield powerful magic effects, a geomancer can conjure these forces straight from the world's living core, and become a link between heaven and earth. This allows her to exert an unparalleled control over the battlefield, forcing her foes to think twice before taking even a single step.

Geomancer Path Features

Groundshaper's Action (11th level): When you spend an action point to take an extra action, all squares in a close burst 2 are difficult terrain until the end of your next turn.

Oak's Roots (11th level): When you first become bloodied in an encounter, you gain resist to one type of damage equal to your Constitution modifier, until the end of your next turn. Choose from the following list: acid, cold, fire, lightning, and thunder.

Advantageous Position (16th level): When you attack an enemy located on a difficult terrain square, you gain a bonus to your attack rolls equal to your Intelligence modifier.

Geomancer Spells

Stone Maw Geomancer Attack 11

With a wave of your hand, the ground parts beneath your foe and snaps as if it were the maw of a ravenous predator.

Encounter ♦ **Arcane, Implement**

Immediate Interrupt **Ranged 10**

Trigger: An enemy within range moves

Target: The enemy

Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier damage, and the target is immobilized (save ends).

Effect: Each square in close burst 1 from the target is considered difficult terrain until the end of your next turn.

Unhindered Path Geomancer Utility 12

Nothing can stop your march to victory.

Daily ♦ **Arcane**

Move Action **Ranged 10**

Target: You or one ally

Effect: The target ignores difficult terrain until the end of the encounter or for 5 minutes.

Raging Earth

Geomancer Attack 20

When you sink your hands into the ground, the primordial fury that once shaped the world is unleashed to ravage your foes and empower your allies.

Daily ♦ **Acid, Arcane, Fire, Implement, Thunder**

Standard Action **Close burst 10**

Target: Each enemy in burst located on a difficult terrain square

Attack: Intelligence vs. Fortitude, Reflex, Will

Hit (Fortitude): If the attack hits the target's Fortitude defense, the target takes 2d6 + Intelligence modifier acid damage, and is weakened (save ends).

Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 2d6 + Intelligence modifier fire damage, and ongoing 10 fire damage (save ends).

Hit (Will): If the attack hits the target's Will defense, the target takes 2d8 + Intelligence modifier thunder damage, and is slowed (save ends).

Special: You make only one attack per target, but compare that attack result against all three defenses. A target might be subject to any, all, or none of the effects depending on how many of its defenses were hit. The target must make a saving throw against each ongoing effect separately.

BALRATHA, GEOMANCER

Occupation: When Balratha was still a toddler, her parents gave her to the devils to fulfill an unholy pact they had made with them. The tiefling had to grow up among succubi and other infernal creatures, but as soon as she became able to defend herself, she returned to her parents and slew them, an act that marked the beginning of her infamous "career." Paarrem, a high-ranking devil, noticed her courage and her callousness, and soon named her a general-conqueror, putting her skill to good use in Hell's eternal war against the mortal world. Since then, Balratha has led many military campaign and was responsible for many successful strategies and guiles. Paarrem gained much power because of her triumphs, and yet there is no love between Balratha and the fiend. The tiefling will be more than ready to betray him, if a better opportunity presented itself.

Physical Description: Balratha is an ominous-looking female tiefling. She is often mistaken for a male because of her strong build and stern, shapeless robes; she can hardly be defined as graceful or pleasant. She has long, unkempt black hair and her eyes, as black as tar pools, seethe with hate.

Attributes and Skills: Balratha is extremely intelligent and knows how to draw elaborate battle plans and complex strategies.



Values and Motivations: Balratha always acts without scruples: She is only interested in growing more powerful.

Behavior: Balratha treats everyone around her with open contempt. She likes to pull nasty tricks on those she deems inferior (virtually anybody).

Useful Knowledge: Balratha knows the secrets of planar travel and often studies portals to ease and extend the reach of her travels. She knows the society of hell all too well, 'thanks' to her unavoidable ties to that infernal demesne.

Mannerisms: When Balratha's swears, even an orc would blush. No subject is safe from her ranting: deities, dragons, archons and any type of creatures. Still, many of her more colorful expressions involve female elves.

Origin: Balratha has selected the thug's origin (see Chapter 1). She has added Stealth and Streetwise to her class skills and she gains a +2 bonus to Stealth and Streetwise checks.

Balratha Level 19 Artillery
Medium natural humanoid, tiefling wizard XP 2,400

Initiative +9 **Senses** Perception +10; low-light vision

HP 133; **Bloodied** 66

AC 31; **Fortitude** 29, **Reflex** 31, **Will** 27

Resist 14 fire

Speed 6

⬇️ **+4 Staff of Power** (standard; at-will) ⬆️ **Weapon**

+19 vs. AC (+20 against a bloodied target); 1d8 + 9 damage. See the D&D 4E *Player's Handbook*.

⚡ **Thunderwave** (standard; at-will) ⬆️ **Arcane, Implement, Thunder**

Close blast 3; +22 vs. Fortitude (+23 against a bloodied target); 1d6 + 14 damage, and Balratha pushes the target 2 squares.

✖️ **Crushing Titan's Fist** (standard; encounter) ⬆️ **Arcane, Force, Implement**

Area burst 2 within 20; +22 vs. Reflex (+23 against a bloodied target); 3d8 + 14 force damage. See the D&D 4E *Player's Handbook*.

⚔️ **Stone Maw** (immediate interrupt; encounter) ⬆️ **Arcane, Implement**

Ranged 10; an enemy within range moves; the enemy; +22 vs. Reflex (+23 against a bloodied target); 2d8 + 14 damage, and the target is immobilized (save ends); each square in close burst 1 from the target is considered difficult terrain until the end of Balratha's next turn.

✖️ **Cloudkill** (standard; sustain minor; daily) ⬆️ **Arcane, Implement, Poison, Zone**

Area burst 5 within 20; +22 vs. Fortitude (+23 against a bloodied target); 1d10 + 14 poison damage. A creature that enters the zone or starts its turn there takes 1d10 + 14 damage. See the D&D 4E *Player's Handbook*.

✖️ **Illusory Wood** (standard; daily) ⬆️ **Arcane, Illusion, Zone**

Area burst 5 within 20; the burst creates a thick forest that blocks line of sight and is difficult terrain until the end of the encounter or for 5 minutes.

⚡ **Unhindered Path** (move; daily) ⬆️ **Arcane**

Ranged 10; you or one ally; the target ignores difficult terrain until the end of the encounter or for 5 minutes.

Infernal Wrath (minor; encounter)

Balratha deals 1 extra damage. See the D&D 4E *Player's Handbook*.

Alignment Evil **Languages** Common, Abyssal

Skills Arcana +19, Stealth +18

Str 12 (+9) **Dex** 13 (+9) **Wis** 14 (+10)

Con 19 (+12) **Int** 23 (+14) **Cha** 13 (+9)

Equipment +4 staff of power, spellbook

Rituals Amnesy*, Endure Elements, Liked Portal, Magic Repulsion*, Passwall, Planar Portal

*New ritual introduced in Chapter 2: A Wizard's Power.

GLOOM NECROMANCER

“Everything is doomed to decay and to come to dust. Do you think you will be an exception to this rule?”

Prerequisite: Wizard class

This wizard has always been attracted by the darkest side of magic and by the concept of decay. To a gloom necromancer, death is not the end; indeed, it is the threshold to a greater state of consciousness. The experiments she conducts on creatures living and dead often encourage the gloom necromancer to test the very limits of mortal existence. These excesses earn her the reproach of the community... and the respect of dark and ominous entities.

Gloom Necromancer Path Features

Decaying Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that deals necrotic damage, that attack has an aging effect on the target and inflicts a –2 penalty to attack rolls, damage rolls, skill rolls and all defenses (save ends).

Last Spark (11th level): If one of your attacks that deals necrotic damage drops an enemy to 0 hit points or fewer, the target is not dying, but enters a state of suspended animation; on its next turn, you will be able to control its actions. You can move it a number of squares equal to your Wisdom modifier and have it make a melee basic attack against its nearest ally. At the start of its next turn, the target is dying.

Deadly Might (16th level): When you are bloodied, you gain a +1 power bonus to attack rolls and to all defenses for every enemy that, from now on, drops to 0 hit points or fewer and is within 3 squares of you, until the end of the encounter.

Gloom Necromancer Spells

☞ Death Mask Gloom Necromancer Attack 11

You alter your own body, taking the shape of an undead creature with an empty gaze, poised to terrorize your opponents. Small vermin crawl out of your eye sockets and assail your foe, and it screams in pain as its body withers.

Encounter ♦ Arcane, Fear, Implement, Necrotic

Standard Action Close blast 2

Target: Each creature in blast

Attack: Intelligence vs. Will

Hit: 2d8 + Intelligence modifier necrotic damage, and the target moves its speed + your Charisma modifier away from you. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.

☞ Raise and Walk Gloom Necromancer Utility 12

You alter the aspect of an unconscious ally; he seems to rise as an undead creature, poised to terrorize its enemies.

Daily ♦ Arcane, Healing, Polymorph

Immediate Interrupt Ranged 5

Trigger: One ally drops to 0 hit points or fewer

Effect: The ally gains a number of temporary hit points equal to your level + your Charisma modifier and takes the shape of a zombie (see the D&D 4E MONSTER MANUAL). The ally is under your control until the end of your next turn. When the effect ends, the ally reverts to its normal shape and loses the temporary hit points it had gained.

Sustain Minor: The effect continues until the end of your next turn.

☞ Baleful Corpse Gloom Necromancer Attack 20

You conjure a corpse ready and willing to obey your ominous orders. The undead body attacks your targets and tries to pull them underground to entomb them.

Daily ♦ Arcane, Conjuration, Implement, Necrotic

Standard Action Ranged 10

Target: One creature adjacent to the baleful corpse

Attack: Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier necrotic damage, and the target falls prone.

Effect: You conjure a baleful corpse that occupies 1 square within range and attacks one adjacent creature. Once per round, as a minor action, you can order the corpse to attack one adjacent creature. In each round, you can move the corpse up to 5 squares as a move action. The corpse persists until the end of the encounter.

TYRIANNA BLACKSTREAM, GLOOM NECROMANCER

Occupation: The daughter of an influential duke whose wife died when she was only a child, Tyrianna was raised to become a perfect noblewoman. Even as a child, she was forced to learn all courtly formalities and rituals and to attend galas and banquets at her father's side. The duke was an excellent politician, but he used to force the hand of destiny and made many alliances with criminals and other shady figures. One night, when Tyrianna was asleep, a band of assassins suddenly appeared in her room, possibly through a teleportation spell.

Tyrianna was tied and forced to watch as her father, who had rushed into the room to her aid, was brutally murdered. Left alone to weep over her father's body, she swore she would find a way to bring him back to life, and so she did. She found an ancient tome of arcane power in her father's library, she studied the secrets that allowed her to raise the dead and she animated—for a very short time—her father. Now only the skull remains, and she often speaks to it as if it could actually listen to her.

Tyrianna is now utterly mad and she has fully embraced the darkest arts of necromancy.

Physical Description: Tyrianna is a young woman whose appearance is very ambiguous and mysterious. She has been mistaken for a man many times, but she does not bother telling her story to anyone. She wears a simple black robe and an equally simple necklace from which hang a few bones (some say these are her father's remains).

Attributes and Skills: Tyrianna looks completely crazy at first glance. And yet, there is some method to her madness, and flashes of lucidity enlighten her mind from time to time.

Values and Motivations: Tyrianna has dedicated her entire life to pursue one single goal: to find eternal life and live forever at her father's side, once he has been restored to life as she hopes.

Behavior: This necromancer is extremely moody. She swings between moments of lucidity and moments of utter madness. She changes her mind in a heartbeat and can switch from friend to foe in seconds.

Useful Knowledge: Tyrianna has been studying the secrets of life and death for many years in the darkest chambers of her ancestors' mansion. She knows much about undead and their fell existence.

Mannerisms: Tyrianna often gives in to uncontrolled laughter and obsessively squints her eyes when someone mentions her father.

Origin: Tyrianna has selected the magus' origin (see Chapter 1). She has added Intimidate and Perception to her class skills and gains a +2 bonus to Intimidate and Perception checks.



Tyrianna Blackstream		Level 13 Artillery
Medium natural humanoid, human wizard		XP 800
Initiative +7	Senses Perception +8	
HP 92; Bloodied 46		
AC 26; Fortitude 24, Reflex 27, Will 25		
Speed 6		
⚔ +2 Dagger (standard; at-will) ♦ Weapon +15 vs. AC; 1d4 + 6 damage.		
☞ Death's Breath (standard; at-will) ♦ Arcane, Implement, Necrotic Ranged 10; +16 vs. Fortitude; 1d6 + 10 necrotic damage, and the target takes a -2 penalty to attack rolls and to Fortitude defense until the end of Tyrianna's next turn.		
☞ Magic Missile (standard; at-will) ♦ Arcane, Force, Implement Ranged 20; +16 vs. Reflex; 2d4 + 10 force damage.		
⚡ Death Mask (standard; encounter) ♦ Arcane, Fear, Implement, Necrotic Close blast 2; +16 vs. Will; 2d8 + 10 necrotic damage, and the target moves its speed + 3 away from Tyrianna. The fleeing target avoids unsafe squares and difficult terrain if it can. This movement provokes opportunity attacks.		
☞ Soul Vermin (standard; sustain standard; encounter) ♦ Arcane, Conjunction, Implement, Necrotic		

Ranged 20; +16 vs. Fortitude; 2d6 + 10 necrotic damage, and the target gains vulnerability 5 to all attacks until the end of Tyrianna's next turn. When Tyrianna sustains this power, she can direct the vermin to attack another target adjacent to the current one, dealing damage as above, but she will have to free the previous target. A vermin cannot stay attached to the same target for more than one turn. If there are no adjacent targets the vermin can be moved to, Tyrianna cannot sustain this power.

✦ **Field of the Dead** (standard; sustain standard; daily) ♦ **Arcane, Necrotic, Implement, Zone**

Area burst 3 within 20; +16 vs. Reflex; 1d10 + 10 necrotic damage, and the target is held until the end of Tyrianna's next turn. The burst generates a zone of difficult terrain that remains until the end of Tyrianna's next turn. Any creature that enters the area or starts its turn there without being held is targeted by another attack. Tyrianna can end this effect as a minor action.

☞ **Blur** (minor; daily) ♦ **Arcane, Illusion**

See the D&D 4E *Player's Handbook*.

☞ **Raise and Walk** (immediate interrupt; sustain minor; daily) ♦ **Arcane, Healing, Polymorph**

Ranged 5; an ally drops to 0 hit points or fewer; the ally gains 16 temporary hit points, takes the shape of a zombie and is under Tyrianna's control until the end of her next turn. When the effect ends, the ally reverts to its normal shape and loses the temporary hit points it had gained.

Alignment Chaotic Evil **Languages** Common, Deep Speech

Skills Arcana +16, Intimidate +16, Religion +16

Str 12 (+7) **Dex** 13 (+7) **Wis** 11 (+6)

Con 14 (+8) **Int** 21 (+11) **Cha** 17 (+9)

Equipment +2 cloth armor, +2 dagger, spellbook, +2 orb of reversed polarities

Rituals Amnesy*, Brew Potion, Disenchant Magic Item, Secret Page, Speak with Dead, Weaken*

*New ritual introduced in Chapter 2: A Wizard's Power.

HYPNOMANCER

"Life is but a dream, and he who rules the dream, rules the world."

Prerequisite: Wizard class

This wizard draws his power from the belief that the world and all its phenomena do not exist in themselves, but only as we perceive them. His magic is subtle, but those who underestimate its effectiveness are in for a dire surprise. A hypnomancer refrains from brute force: He likes to turn an enemy's brutality against itself instead. Many hypnomancers specialize in illusion powers, but this specialization is not necessary.

Hypnomancer Path Features

Hypnotic Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that has the psychic keyword, you gain a bonus to your attack roll equal to your Intelligence modifier.

Sleepy Minds (11th level): Each time you use a power that has the sleep keyword, you can reroll your attack roll. You must use the result of the second roll, even if it's lower.

Mirror of the Deep (16th level): Each creature that deals damage to you is assailed by a painful memory locked in its subconscious and takes a -2 penalty to all attack rolls, damage rolls and defenses (save ends). These penalties do not stack.

Hypnomancer Spells

☯ Exhaustion Hypnomancer Attack 11

You know that flesh is weak, and can be easily bent by the power of your mind.

Encounter ♦ Arcane, Implement, Psychic

Standard Action **Ranged 20**

Target: One creature

Attack: Intelligence vs. Will

Hit: 2d6 + Intelligence modifier psychic damage, and the target is immobilized (save ends) and takes a penalty to attack rolls equal to your Intelligence modifier until the end of your next turn.

☯ Maya's Veil Hypnomancer Utility 12

He who can tell reality from imagination is the true master of the universe.

Daily ♦ Arcane

Standard Action **Ranged 5**

Target: You or one creature

Effect: You are immune to all powers that have the illusion keyword until the end of the encounter or for 5 minutes.

☯ Small Death Hypnomancer Attack 20

Sleep is a small death, but with a sleep this deep, life hangs from a thread.

Daily ♦ Arcane, Illusion, Implement, Sleep

Standard Action **Close burst 1**

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: The target is unconscious (save ends). If the target fails two saving throws, it is unconscious until the end of the encounter or for 5 minutes. If the unconscious target takes any damage, it is no longer unconscious.

Effect: Apparently, the target's heart ceases to beat (a Heal check with a DC equal to 20 + your Intelligence bonus will reveal that the target is not dead yet).

Miss: The target is slowed (save ends).

CRAMBARD, HYPNOMANCER

Occupation: Crambard is the son of an important dignitary at the court of King Lenard. His mother was an elven lady who married his father to seal an alliance between the human and the elven kingdoms. Crambard has lived in the court since an early age, raised among intrigues of all types. Although he was well versed in diplomacy and his father wanted him to follow that path, Crambard had another dream: He wanted to be a successful writer.

He spent many years in the court's library, reading and practicing, until he found a strange volume that demanded his attention: "Dreams and Nightmares," an anonymous work written over three centuries ago. Crambard was enthralled by that book and learned all that there is to know about the dreamscape. He decided that would be his destiny. He would not become famous for his books, as his father would have never approved that, but he would leave his lasting mark in the minds of all those he knew. And he would do it as they slept.

Physical Description: Crambard often wears simple clothes, so that he can better deceive his interlocutors about his real rank. He has a goatee, short hair and a small earring on his right ear.

Attributes and Skills: A conversation with Crambard is always an extreme pleasure. This half-elf is a keen observer, extremely polite and is always sympathetic to others, as if he were able to read their minds.

Values and Motivations: Crambard is a gentle soul, always ready to help a friend in need. He is quite ambitious, though, and he tends to take the spotlight whenever the occasion presents itself, an attitude that sometimes tethers on arrogance.



Behavior: Crambard loves to listen to the stories of his friends and companions. He is fond of saying that listening is always better than speaking. His attitude is always trustworthy and calm, the attitude of someone who has nothing to fear.

Useful Knowledge: This half-elf knows all the secrets of the dreamscape, and the many books he read in his youth have made him an expert scholar in many fields of magic.

Mannerisms: Crambard looks at his interlocutors in an unsettling way. His gaze seems to pierce your face and read your most hidden and remote thoughts.

Origin: Crambard has selected the magus' origin (see Chapter 1). He has added Intimidate and Perception to his class skills and gains a +2 bonus to Intimidate and Perception checks.

Crambard

Level 11 Artillery

Medium natural humanoid, half-elf wizard

XP 600

Initiative +6

Senses Perception +8; low-light vision

HP 82; **Bloodied** 41

AC 24; **Fortitude** 23, **Reflex** 24, **Will** 24

Speed 6

⚔ **+2 Dagger** (standard; at-will) ♦ **Weapon**

+13 vs. AC; 1d4 + 5 damage.

⚡ **Mind Assault** (standard; at-will) ♦ **Arcane, Fear, Implement, Psychic**

Ranged 10; +14 vs. Will; 1d6 + 9 psychic damage, and the target takes a –2 penalty to all Crambard's attacks until the end Crambard's next turn.

⚡ **Shadows of the Past** (standard; encounter) ♦ **Arcane, Illusion, Fear, Implement, Psychic**

Ranged 10; +14 vs. Will; 2d8 + 9 psychic damage, and Crambard pushes the target 4 squares. On its next turn, the target cannot get closer to Crambard.

⚡ **Exhaustion** (standard; encounter) ♦ **Arcane, Implement, Psychic**

Ranged 20; +14 vs. Fortitude; 2d6 + 9 psychic damage, and the target is immobilized (save ends) and takes a –4 penalty to attack rolls until the end of Crambard's next turn.

⚡ **Eyebite** (standard; encounter) ♦ **Arcane, Charm, Implement, Psychic**

Ranged 10; +14 vs. Will; 1d6 + 9 psychic damage. See the D&D 4E *Player's Handbook*.

⚡ **Uncertainty** (standard; daily) ♦ **Arcane, Charm, Implement, Psychic**

Ranged 5; +14 vs. Will; 2d6 + 9 psychic damage, and the target takes a –4 penalty to attack rolls against Crambard (save ends). Crambard makes a secondary attack against all adjacent enemies. *Secondary Attack:* Area burst 2 centered on the target; +14 vs. Will; 1d6 + 9 psychic damage, and the target takes a –2 penalty to attack rolls against Crambard (save ends). *Miss:* Half damage, and the target takes a –2 penalty to attack rolls against Crambard. No secondary attack.

Authority (standard; encounter) ♦ **Arcane, Charm**

Personal; Crambard gains a +2 power bonus to all subsequent Charisma-based skill checks until the end of the encounter or for 5 minutes.

Mirror Image (minor; daily) ♦ **Arcane, Illusion**

See the D&D 4E *Player's Handbook*.

Alignment Good **Languages** Common, Elven, Supernal

Skills Arcana +14, Diplomacy +16

Str 11 (+5)

Dex 12 (+6)

Wis 13 (+6)

Con 16 (+8)

Int 19 (+9)

Cha 19 (+9)

Equipment +2 dagger, spellbook, +2 mirror of psychic displacement (see Chapter 5: A Wizard's Tools)

Rituals Comprehend Language, Eye of Alarm, Hallucinatory Item, Phantom Steed, Pleasant Appearance*, Secret Chest, Secret Page, Silence, Weaken*, Wizard's Sight

*New ritual introduced in Chapter 2: A Wizard's Power.

KEEPER OF THE DWEOMER

“What is it, never met a greataxe-wielding wizard before? If you wish, I can switch to my greatsword to cut your head off...”

Prerequisites: Wizard class, proficiency in any military weapon

This wizard relies not only upon the power of magic, but upon the tangible violence of weapons as well. In his long formative years, he did not neglect physical training and military prowess in favor of the arcane studies, and as a result he is now an unequalled mix of both powers. It is not unusual for a keeper of the dweomer to wear armor (albeit mostly light armor) and to charge into battle wielding one or two weapons. Indeed, his weapons can channel some of his deadliest spells.

Keeper of the Dweomer Path Features

Military Implement (11th level): Choose one melee weapon you are proficient with. You can use that weapon as if it were an arcane implement that you are specialized in when casting your spells.

Vigorous Action (11th level): When you spend an action point to take an extra action, you also gain a bonus to your attack rolls equal to your Intelligence modifier, until the start of your next turn.

Weapon Training (11th level): You are proficient with one additional military melee weapon of your choice.

Last Stand (16th level): When bloodied, you gain a +2 bonus to AC against melee attacks until the end of the encounter.

Keeper of the Dweomer Spells

☯ Triple Attack Keeper of the Dweomer Attack 11

You assail one enemy, and another, and another one, then you swiftly step away from danger.

Encounter ♦ Arcane, Teleportation, Weapon

Standard Action **Melee** Weapon

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier damage.

Effect: You can teleport 3 squares, and then make a secondary attack.

Secondary Target: One creature other than the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier damage.

Effect: You can teleport 3 squares, and then make a tertiary attack.

Tertiary Target: One creature other than the primary and secondary target

Tertiary Attack: Intelligence vs. Reflex

Hit: 1[W] + Intelligence modifier damage.

Effect: You can teleport a number of squares equal to your Intelligence modifier.

☯ Energy Armor Keeper of the Dweomer Utility 12

Magic energy coalesces around you and takes the shape of a suit of armor that protects you from enemy attacks.

Daily ♦ Arcane, Force

Standard Action **Personal**

Effect: You gain a +4 power bonus to AC until the end of the encounter.

☯ Final Thrust Keeper of the Dweomer Attack 20

With a final thrust of your weapon, you end the combat and step back to a safer position.

Daily ♦ Arcane, Teleportation, Weapon; Acid, Cold, Fire, Lightning, or Thunder

Standard Action **Melee** Weapon

Target: One creature

Attack: Intelligence vs. Reflex

Hit: 2[W] + Intelligence modifier damage. If you have already taken melee damage from the target in the encounter, you deal an additional 4[W] acid, cold, fire, lightning, or thunder damage. After damage is dealt, you can switch places with another ally within a number of squares equal to your Intelligence modifier.

Miss: Half damage, and after damage is dealt, you can switch places with another ally within a number of squares equal to your Intelligence modifier.

GARGOS THIOVALL, KEEPER OF THE DWEOMER

Occupation: Gargos was born and raised in a borderland near a hobgoblin-infested swamp. As heir to a honored lineage of warrior-wizards, he spent his childhood at the Armed Synod of Vud'hai's Keepers, where he became a keeper of the dweomer and learned to combine arcane powers with military prowess. His military successes have earned him a high rank in the order; he now serves as its second in command.

Physical Description: Gargos is an imposing man with sharp features: an aquiline nose, red tattoos and a perpetual frown contribute to his commanding aura. He wears the ceremonial armor of the Armed Synod and wields a large magic blade and a shield covered with arcane wards.

Attributes and Skills: Gargos is an experienced strategist. He can outline an effective defense in a short time and cunningly deploy his men.

Values and Motivations: Gargos' main goal, along with increasing his house's honor, is to exterminate the swamp hobgoblins and defeat their commander,

Yazghar. This keeper of the dweomer is a firm believer in stern military training and respect of rules.

Behavior: Gargos can be authoritative—sometimes, he can also be despotic. Actually, this attitude is rooted in a sincere concern for his fellow citizens and his town, as he feels responsible for the wellbeing of both against the hobgoblins. He asks much of his men and minions, but he asks even more of himself, and he knows that there's always something that can be perfected.

Useful Knowledge: Gargos knows the goblins' and hobgoblins' nature very well. He is versed in ancient battles fought between humans and goblins.

Mannerisms: Gargos usually speaks loudly, a trait that can be unpleasant at times. He is used to giving orders to many men at once, so he is prone to shout rather than whisper.

Origin: Gargos has selected the arcane champion's origin (see Chapter 1). He has added Athletics and Endurance to his class skills and he gains a +2 bonus to Athletics and Endurance checks.



Roberto Pitturru

Gargos Thiovall

Level 18 Artillery

Medium natural humanoid, human wizard

XP 2,000

Initiative +10

Senses Perception +10

HP 122; **Bloodied** 61

AC 36; **Fortitude** 31, **Reflex** 34, **Will** 28

Speed 6

⚔ +3 **Vicious Bastard Sword** (standard; at-will) ♦ **Weapon**
+23 vs. AC; 1d10 + 11 damage.

⚔ **Cunning Thrust** (standard; at-will) ♦ **Arcane, Weapon**
+27 vs. Will; 1d10 + 11 damage.

☞ **Magic Missile** (standard; at-will) ♦ **Arcane, Force, Implement**

Ranged 20; +22 vs. Reflex; 2d4 + 13 force damage.

✦ **Crushing Titan's Fist** (standard; encounter) ♦ **Arcane, Force, Implement**

Area burst 2 within 20; +22 vs. Reflex; 3d8 + 13 force damage. See the D&D 4E *Player's Handbook*.

⚔ **Triple Attack** (standard; encounter) ♦ **Arcane, Teleportation, Weapon**

+25 vs. Reflex; 1d10 + 13 damage. Gargos can teleport 3 squares, and then make a secondary attack against one creature other than the primary target. *Secondary Attack:* +22 vs. Reflex; 1d10 + 13 damage. Gargos can teleport 3 squares, and then make a tertiary attack against one creature other than the primary and secondary target. *Tertiary Attack:* +22 vs. Reflex; 1d10 + 13 damage; Gargos can teleport 6 squares.

⚔ **Toxic Weapon** (standard; daily) ♦ **Arcane, Poison, Weapon**
+25 vs. AC; 3d10 + 13 damage, and the target takes ongoing 5 poison damage and is weakened (save ends both). *Miss:* Half damage, and ongoing 2 poison damage (save ends).

Energy Armor (standard; daily) ♦ **Arcane, Force**

Personal; Gargos gains a +4 power bonus to AC until the end of the encounter.

Stoneskin (standard; daily) ♦ **Arcane**

See the D&D 4E *Player's Handbook*.

Alignment Good **Languages** Common, Dwarven

Skills Arcana +20, Athletics +20, Endurance +18

Str 19 (+13) **Dex** 13 (+10) **Wis** 12 (+10)

Con 14 (+11) **Int** 23 (+15) **Cha** 11 (+9)

Equipment +2 *leather armor*, +3 *vicious bastard sword*, spellbook, +3 *celestial safeguard shield* (see Chapter 5: A Wizard's Tools)

Rituals Blood Hound*, Eye of Alarm, Make Whole, View Location, Water Breathing

*New ritual introduced in Chapter 2: A Wizard's Power.

MINISTER OF DESTINY

“Can’t you see? Your fate is already upon you. It is carved in stone, like an epitaph on a tombstone. Your real strength is the acceptance of what is certain: your death.”

Prerequisite: Wizard class

This wizard is ready to face the risks of adventure because he is aware of a grand design encompassing all past, present, and future events. He does not fear death, and the very concept of danger is but a foolish superstition to him. Nothing can be really dangerous when your path has already been chosen and there are no unexpected turns, for good or for ill, in your life. Everything is written, and this certainty grants the minister of destiny an otherworldly determination.

Minister of Destiny Path Features

Action of Destiny (11th level): When you spend an action point to take an extra action, you also gain a +2 bonus to all defenses until the end of your next turn.

Firm Belief (11th level): You gain two additional healing surges per day.

Hand of Fate (16th level): When you score a critical hit with an encounter or daily wizard attack power, you regain an encounter power you have already used.

Minister of Destiny Spells

S Death Sentence Minister of Destiny Attack 11

Your chilling gaze is fixed upon your foe, and it suddenly realizes its hour is near.

Encounter ♦ **Arcane, Fear, Implement, Psychic**

Standard Action **Ranged** 10

Target: One creature

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier psychic damage, and the target takes a –2 penalty to all attack rolls, damage rolls and defenses (save ends).

S Guiding Fate Minister of Destiny Utility 12

You let yourself be guided by cosmic forces, and you know you are safe in their embrace.

Daily ♦ **Arcane**

Minor Action **Personal**

Effect: Until the end of your next turn, you can reroll any single roll and choose the result you prefer.

S Procrastinate Death Minister of Destiny Attack 20

You are now a mover as well as observer of events, and you can delay the moment of your own death by keeping foes at bay.

Daily ♦ **Arcane, Force, Implement, Teleportation**

Immediate Interrupt **Close** burst 1

Trigger: You are attacked by a creature

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 3d8 + Intelligence modifier force damage, and the target teleports to a square of your choice within 5 squares of you.

Miss: Half damage, and the target is pushed 1 square.

BERRIN, MINISTER OF DESTINY

Occupation: Berrin hails from a small community of nomadic halflings, used to the hardships of the open road and persecuted by a cruel lizardfolk tribe that considers them ideal victims for their fell ceremonies. During one of their most fearsome assaults, Berrin’s entire tribe was wiped out or captured by the lizardfolk. Only Berrin was miraculously able to escape. Since then, the halfling has come to believe that he was chosen to survive any disgrace, and began to travel the world, looking for a way to free the survived members of his tribe, still in the clutches of the lizardfolk.

Physical Description: Berrin is a fearless halfling that seems impervious to any form of fear. He only wears a light leather jacket and colorful breeches. He often uses a small walking stick, and sometimes also wears a mask that almost prevents him from seeing anything around him. Although many have told him that this is a foolish habit, Berrin claims to be able to see even without his eyes. His face is covered with tattoos, but their symbols seem to have meaning only to him.

Attributes and Skills: Berrin is not a wise person, not by a long shot. Many of his friends consider him a little crazy. Actually, Berrin is not a fool; he only decided to entrust his entire life to fate, and willingly accepts anything that might happen, claiming he has nothing to lose.

Values and Motivations: This halfling has one goal in life: to set his friends free from the clutches of the evil lizardfolk. He does not fear danger, but he knows he cannot complete this quest alone, thus he is looking for companions that might aid him in his noble mission.

Behavior: Berrin is never worried about anything, not even death. This little halfling accepts everything with serenity (or blind folly, some might say) and always has a fearless grin on his face.



Useful Knowledge: Although his education has been quite unusual and he did not study magic in the traditional way, Berrin knows the world of nature very well and is fond of animals, with whom he shares a deeply empathic link.

Mannerisms: When Berrin must take an important decision, he lets fate decide: he wears his mask and spins around, until he “senses” the right path to follow.

Origin: Berrin has selected the tattooed hexer’s origin (see Chapter 1). Once per encounter, he can reroll a failed saving throw against a charm effect. In addition, he can reroll all Nature checks, but he must keep the second result, even if it is lower.

Berrin

Level 12 Artillery

Small natural humanoid, halfling wizard

XP 700

Initiative +8

Senses Perception +6

HP 89; **Bloodied** 44

AC 25; **Fortitude** 24, **Reflex** 25, **Will** 23

Saving Throws +5 against fear effects

Speed 6

⊕ **+2 Dagger** (standard; at-will) ♦ **Weapon**

+16 vs. AC; 1d4 + 7 damage.

⊗ **Scorching Burst** (standard; at-will) ♦ **Arcane, Fire, Implement**

Area burst 1 within 10; +15 vs. Reflex; 1d6 + 9 fire damage.

⚡ **Death Sentence** (standard; encounter) ♦ **Arcane, Fear, Implement, Psychic**

Ranged 10; +15 vs. Will; 3d8 + 9 psychic damage, and the target takes a –2 penalty to attack rolls, damage rolls and all defenses (save ends).

⚡ **Spectral Ram** (standard; encounter) ♦ **Arcane, Force, Implement**

Ranged 10; +15 vs. Fortitude; 2d10 + 9 force damage. See the D&D 4E *Player's Handbook*.

⚡ **Lightning Serpent** (standard; daily) ♦ **Arcane, Implement, Lightning, Poison**

Ranged 10; +15 vs. Reflex; 2d12 + 9 lightning damage. See the D&D 4E *Player's Handbook*.

Guiding Fate (minor; daily) ♦ **Arcane**

Personal; until the end of his next turn, Berrin can reroll any single roll and choose the result he prefers.

Intangibility (standard; sustain minor; daily) ♦ **Arcane, Polymorph**

Personal; Berrin takes gaseous form until the end of his next turn. In this shape he is insubstantial and has gains flight speed 6, but cannot take standard actions. He can revert to his normal form as a minor action. *Sustain Minor:* Berrin can sustain this power until the end of the encounter or for 5 minutes.

Nimble Reaction

See the D&D 4E *Player's Handbook*.

Second Chance

See the D&D 4E *Player's Handbook*.

Alignment Good

Languages Common, Draconic

Skills Arcana +15, Nature +15

Str 14 (+8)

Dex 14 (+8)

Wis 11 (+6)

Con 17 (+9)

Int 19 (+10)

Cha 15 (+8)

Equipment +2 dagger, spellbook, +2 magic dragonmask

Rituals Animal Messenger, Commune with Nature, Detect Object, Endure Elements, Instant Map*, Magic Circle, Perpetual Flame*, Water Breathing

*New ritual introduced in Chapter 2: A Wizard's Power.

MYSTIC SAGE

“You think that knowledge is only useful to write books? Very well, I will show you that ignorance actually means death.”

Prerequisite: Wizard class

This wizard has spent his entire life looking for mysterious and elusive knowledge. Much more than a bookworm or an ascetic, the mystic sage is an uncanny reservoir of knowledge of any type: military tactics, the natural world, ancient history, arcane rituals. The mystic sage is an esteemed source of wisdom and a trusted ally: He always seems to know the best course of action in any occasion.

Mystic Sage Path Features

Uncanny Ritualist (11th level): When you perform a ritual you know, it only takes you half the specified time, and you also gain a bonus equal to your Wisdom modifier to the required skill checks.

Wise Action (11th level): When you spend an action point to take an extra action, you also gain a +4 bonus to a single roll of your choice. You must use this bonus before the end of your next turn.

Sage’s Library (16th level): Once per encounter, if you make an Arcana, Dungeon, History, Insight, or Religion check and you are trained in that skill, you can reroll and use the highest result.

Mystic Sage Spells

☯ Changing Orb Mystic Sage Attack 11

You create a whirlpool of elements that coalesces into an orb and produces many effects. Then you cast the orb against an enemy, and it explodes with a roar.

Encounter ♦ Arcane, Conjuration, Implement; Acid, Cold, Fire, or Lightning

Standard Action **Ranged 10**

Primary Target: One creature

Primary Attack: Intelligence vs. Reflex

Hit: The target takes an amount of damage and is subjected to an effect you choose from the following list: 4d6 + Intelligence modifier acid damage and ongoing 5 acid damage (save ends), or 4d6 + Intelligence modifier cold damage and the target is slowed (save ends), or 4d6 + Intelligence modifier fire damage and the target is blinded (save ends), or 4d6 + Intelligence modifier lightning damage and the target is pushed 2 squares. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Intelligence vs. Reflex

Hit: 2d8 + Intelligence modifier damage of the same type dealt to the primary target.

☯ Superior Mind Mystic Sage Utility 12

You search your vast knowledge and show the enemy your true superiority.

Daily ♦ Arcane

Free Action

Personal

Effect: Until the end of your next turn, when an enemy deals damage to you, that enemy takes psychic damage equal to your Wisdom modifier (minimum 1).

Sustain Minor: The effect continues.

☯ Fatal Ignorance Mystic Sage Attack 20

You challenge your foe to a mental duel and entrap it in an illusory chess game where it is humiliated by its own ignorance.

Daily ♦ Arcane, Implement, Psychic

Standard Action

Ranged 20

Target: One creature

Attack: Intelligence vs. Will

Hit: 5d6 + Intelligence modifier psychic damage.

Effect: You and the target make an opposed Intelligence check; the winner inflicts a –5 penalty on the loser’s attack rolls, damage rolls and defenses (save ends).

Miss: Half damage, and no opposed check.

BRAIDON GWANDETH, MYSTIC SAGE

Occupation: After he left the faerie land, Braidon decided to live in Athema so that he could spend his life among the books of that city’s huge library. Soon after arriving, however, he was arrested and accused of plotting the death of a rival wizard. He was imprisoned and locked for thirteen years in the Dungeon of Intellect, the fearsome prison of the Brotherhood of Oblivion (see Chapter 6: Organizations). Just as he was about to resign himself to a prisoner’s life, he managed to escape with the help of Shaira, an elf locked in the next cell. Braidon fell in love with Shaira and was ready to follow her everywhere. Now he has pledged his vast knowledge to the cause of a rebel group led by Shaira and her companion and lover, Aniron.

Physical Description: Braidon is an eladrin of average height, with an austere and respectable demeanor and a well-kept look. After spending many years in prison, he tends to be hunched.

Attributes and Skills: Braidon is extremely knowledgeable about ancient history and the world of occult.

Values and Motivation: Braidon loyalties are conflicted. He loves Shaira, but the much younger elf doesn’t share his feelings; on the other hand, he also longs to return to the faerie land. Braidon finds solace only in his studies, and so he spends as much time as he can among books.

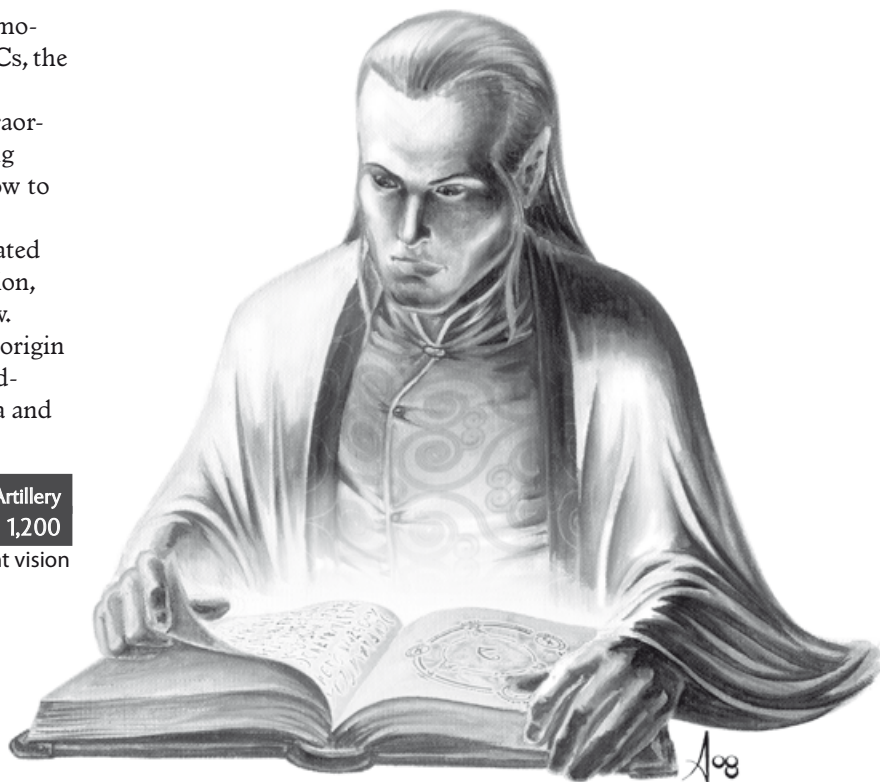
Behavior: Braidon is a moody person. One moment he might be cheerful and polite with the PCs, the next distant and aloof.

Useful Knowledge: Braidon can be an extraordinary source of information for any adventuring party. He also knows many rituals and knows how to perform them.

Mannerisms: Braidon tends to use complicated metaphors, a telling sign of his top-notch education, but sometimes he can be a little difficult to follow.

Origin: Braidon has selected the academic's origin (see Chapter 1). He can speak Primordial as an additional language and gains a +2 bonus to Arcana and History checks.

Braidon Gwandeth	Level 15 Artillery
Medium fey humanoid, eladrin wizard	XP 1,200
Initiative +10 Senses Perception +11; low-light vision	
HP 103; Bloodied 51	
AC 29; Fortitude 23, Reflex 28, Will 29	
Saving Throws +5 against charm effects	
Speed 6; see also <i>wild step</i>	
⚡ +2 Lightning Longsword (standard; at-will) ◆ Lightning, Weapon +15 vs. AC; 1d8 + 6 lightning damage.	
⚡ Mind Assault (standard; at-will) ◆ Arcane, Fear, Implement, Psychic Ranged 10; +18 vs. Will; 1d6 + 11 psychic damage, and the target takes a –2 penalty to all defenses against Braidon's attacks until the end of Braidon's next turn.	
⚡ Changing Orb (standard; encounter) ◆ Arcane, Conjuration, Implement; Acid, Cold, Fire, or Lightning Ranged 10; +18 vs. Reflex; the target takes an amount of damage and is subjected to an effect Braidon chooses from the following list: 4d6 + Intelligence modifier acid damage and ongoing 5 acid damage (save ends), or 4d6 + Intelligence modifier cold damage and the target is slowed (save ends), or 4d6 + Intelligence modifier fire damage and the target is blinded (save ends), or 4d6 + Intelligence modifier lightning damage and the target is pushed 2 squares. <i>Secondary Attack:</i> Area burst 2 centered on the target; +13 vs. Reflex; 2d8 + 11 damage of the same type dealt to the primary target.	
⚡ Mesmeric Hold (standard; encounter) ◆ Arcane, Charm, Implement, Psychic Ranged 10; +18 vs. Will; 2d6 + 11 psychic damage. See the D&D 4E <i>Player's Handbook</i> .	
⚡ Deceiving Grasp (standard; daily) ◆ Arcane, Illusion, Implement, Psychic Close blast 3; +18 vs. Will; 3d8 + 11 psychic damage, and the target is held until the end of Braidon's next turn. <i>Miss:</i> Half damage, and the target is held until the end of Braidon's next turn.	



Arcane Gate (minor; sustain minor; daily) ◆ **Arcane, Teleportation**

See the D&D 4E *Player's Handbook*.

Superior Mind (free; sustain minor; daily) ◆ **Arcane**

Personal; When an enemy deals damage to Braidon, that enemy takes 4 psychic damage, until the end of Braidon's next turn.

Wild Step (move; encounter) ◆ **Teleportation**

See the D&D 4E *Player's Handbook*.

Alignment Unaligned **Languages** Common, Elven, Primordial

Skills Arcana +22, History +22, Nature +16

Str 11 (+7) **Dex** 16 (+10) **Wis** 18 (+11)

Con 13 (+8) **Int** 22 (+13) **Cha** 12 (+8)

Equipment +3 *darkleaf cloth armor*, +2 *lightning longsword*, *spellbook*, +2 *gray wanderer's hat*

Rituals Bind Magic Familiar*, Comprehend Language, Cure Disease, Detect Implement*, Disenchant Magic Item, Enchant Magic Item, Hallucinatory Creature, Instant Reading*, Linked Portal, Magic Circle, Raise Dead, Speak with Dead, View Location, Wizard's Sight

*New ritual introduced in Chapter 2: A Wizard's Power.

OCCULT SEEKER

"This is like a contest... But there's no silver medal for second place!"

Prerequisites: Wizard class, History as trained skill

Mysterious places to explore, ancient relics from another age, tombs protected by immortal guardians, invaluable riches hidden by forgotten magic wards; this wizard is specialized in retrieving what the vagaries of time or the greed of mortals would keep away from the rest of the world. The occult seeker has excellent control over the items he retrieves and is a learned scholar of history and archaeology. He heeds the call to adventure to hunt for more ancient relics or to find the answer to a grand historical mystery. An occult seeker's power is centered on magic items, on the knowledge of the foes he is most likely to meet and on his allies' enhancement, although he is not above hurting a foe by his own hand, flooding its mind with unbearable knowledge that leaves it stunned.

Occult Seeker Path Features

Aware Action (11th level): When you spend an action point to take an extra action, you can also shift a number of squares equal to your Intelligence modifier as a free action.

Challenge Stubbornness (11th level): Add 1 to the number of failures you can accrue when you make a skill challenge to solve a riddle or to disable a trap.

Ultimate Knowledge (11th level): Once per encounter, when you make a knowledge check, roll twice and keep the best result.

Covering Block (16th level): When the occult seeker scores a critical hit with an attack, the target is slowed (save ends).

Occult Seeker Spells

Ingenious Weapon Occult Seeker Attack 11

You can enhance a weapon and make it more dangerous to your foes.

Encounter ♦ Arcane, Weapon; Acid, Cold, Fire, Lightning, or Poison

Minor Action Melee touch

Target: One held weapon

Effect: Until the end of the encounter, all attacks made with the weapon deal an extra 2d6 damage of one type. Choose from acid, cold, fire, lightning, or poison. An enemy hit by the weapon takes a -2 penalty to AC until the end of your next turn.

Ingenious Armor Occult Seeker Utility 12

You can enhance a suit of armor so that it might better protect you from enemy blows.

Daily ♦ Arcane

Minor Action Melee touch

Target: One worn armor

Effect: Until the end of the encounter, the armor gain resist 5 + your Intelligence modifier to one type of damage. Choose from acid, cold, fire, lightning, or poison.

Exploit Opening Occult Seeker Attack 20

Your keen eye analyzes the enemies' positions, then a surge of eldritch energy flows from your fingers and strikes the creatures, hurting and weakening them as your companions seize the moment and strike.

Daily ♦ Arcane, Force, Implement

Standard Action Area burst 3 within 20 squares

Target: Each enemy in burst

Attack: Intelligence vs. Will

Hit: 2d8 + Intelligence modifier force damage, and the target is stunned (save ends).

Effect: Each of your allies within burst can make a melee or ranged basic attack against one of the power's targets.

Miss: Half damage, and the target is dazed (save ends). Allies gain no basic attack.

PARVETH JAIRY, OCCULT SEEKER

Occupation: Parveth was born into a wealthy merchant family. Although his parents gave him everything he wanted, they were more interested in trade than in raising a son. Parveth was often left to his own, with the toys he invented and built his sole companions. Given his undeniable talent for creating these items, Parveth soon came to the attention of the Relldale Academy (see Chapter 6: Organizations) and became a member of the Young Inventors' College. In time, Parveth became a famous figure at the Academy and took part in many expeditions, looking for magic items and powerful artifacts. Parveth is now a famous and successful wizard. Although shades of gray are beginning to appear in his hair, he is still an unmatched seeker, ready to explore the most dangerous dungeons.

Physical Description: Parveth has roguish good looks and a clever expression. His most prominent feature is the huge collection of trinkets he keeps in his pockets, ready for any conceivable use.

Attributes and Skills: Parveth is a serious, scrupulous and reliable man. His detractors say that his main flaw is his gullibility when it comes to women, who can distract him and lead him to ruin as they please.

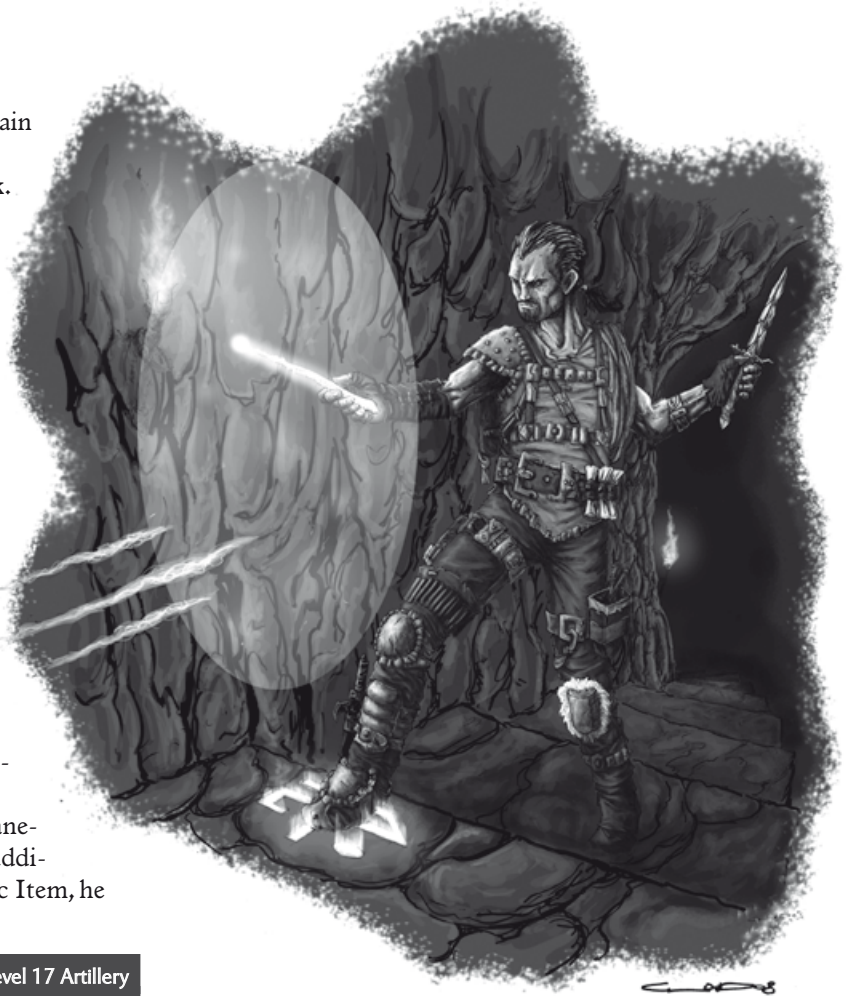
Values and Motivations: Parveth's main goal is to collect the most incredible items in the world and to find out how they work. He is a honest man, but he would never pass on the opportunity to seize a magic artifact at the expenses of his rivals.

Behavior: Parveth is quite jovial when he deals with the others, but most of his partners sense that he rarely reveals all he knows. He is also quite presumptuous when it comes to magic, as he considers himself one of the highest authorities on the subject.

Useful Knowledge: Parveth is an excellent source of lore concerning magic items and artifacts.

Mannerisms: Parveth has a smug grin on his face whenever he can show his mental superiority over his interlocutors.

Origin: Parveth has selected the inventor's origin (see Chapter 1). Each time he casts *prestidigitation*, he obtains two simultaneous effects among the possible results. In addition, when Parveth uses the Enchant Magic Item, he can also create level 18 magic items.



Parveth Jairy Level 17 Artillery
Medium natural humanoid, human wizard XP 1,600

Initiative +12 **Senses** Perception +9

HP 116; **Bloodied** 58

AC 33; **Fortitude** 28, **Reflex** 32, **Will** 27

Speed 6

⚔ **+3 Dagger** (standard; at-will) ♦ **Weapon**
+19 vs. AC; 1d4 + 8 damage.

⚡ **Electrocution** (standard; at-will) ♦ **Arcane, Implement, Lightning**
Ranged 5; one or two creatures; +22 vs. Reflex; 1d8 + 14 lightning damage; if Parveth targets only one creature with this power, he gains a +2 power bonus to the attack roll.

☄ **Magic Missile** (standard; at-will) ♦ **Arcane, Force, Implement**
Ranged 20; +22 vs. Reflex; 2d4 + 14 force damage.

⚡ **Exploding Bolts** (standard; encounter) ♦ **Arcane, Implement, Lightning**
Ranged 10; +22 vs. Reflex; 3d8 + 14 lightning damage, and the target is pushed 3 squares and falls prone. Parveth makes a secondary attack against all adjacent enemies. *Secondary Attack:* Area burst 2 centered on target; +22 vs. Reflex; 2d8 + 14 lightning damage, and the target is pushed 3 squares and falls prone.

⚔ **Ingenious Weapon** (minor; encounter) ♦ **Arcane, Weapon; Acid, Cold, Fire, Lightning, or Poison**
Touch; until the end of the encounter, all attacks made with one weapon deal an extra 2d6 damage of a type of Parveth's choice, chosen from acid, cold, fire, lightning, or

poison. When the weapon hits an enemy, the enemy takes a -2 penalty to AC until the end of your next turn.

❄ **Wall of Ice** (standard; daily) ♦ **Arcane, Cold, Conjuration, Implement**
2d6 + 14 cold damage. See the D&D 4E *Player's Handbook*.

⚔ **Ingenious Armor** (minor; daily) ♦ **Arcane**
Touch; until the end of the encounter, one armor gains resist 11 to one type of damage of Parveth's choice, chosen from acid, cold, fire, lightning, or poison.

⚡ **Moment of Prescience** (immediate interrupt; encounter) ♦ **Arcane**
Personal; Parveth is attacked by a creature; Parveth gains a +6 power bonus to his defense against the attack that triggered this power, and resist 5 to all types of damage until the end of his next turn.

Alignment Good **Languages** Common, Primordial

Skills Arcana +19, Dungeon +14, History +19

Str 13 (+9) **Dex** 18 (+12) **Wis** 12 (+9)

Con 14 (+10) **Int** 22 (+14) **Cha** 11 (+8)

Equipment +3 leather armor, +3 dagger, spellbook, +4 wand of shield

Rituals Blood Hound*, Brew Potion, Detect Implement*, Detect Object, Detect Secret Doors, Disenchant Magic Item, Enchant Magic Item, Eye of Warning, Instant Reading*, Knock, Passwall, Secret Chest, View Location, Wizard's Sight

*New ritual introduced in Chapter 2: A Wizard's Power.

PYROMANCER

“Burn, wither, be consumed by the scorching embrace of the flames... Fire is my creature, and I am its lord and master.”

Prerequisite: Wizard class

This wizard is obsessed with fire and considers it an extension of his will. Some pyromancers burn their own flesh to the point of becoming unrecognizably charred husks, but the power they gain in this manner is extraordinary. A pyromancer can set her enemies on fire, but can also use fire as a form of protection and recovery. At the peak of her power, a pyromancer can actually be reborn from her own ashes, much like a phoenix.

Pyromancer Path Features

Cleansing Fire (11th level): Once per encounter, when you score a critical hit with a power that has the fire keyword, you are enshrouded in a cloak of harmless crackling flames. As a minor action, before the end of your next turn, you can regain hit points equal to half your level + your Constitution modifier.

Scorching Action (11th level): When you spend an action point to take an extra action, if you use your action to make an attack that hits, that attack deals ongoing 5 + your Constitution modifier fire damage (save ends).

Fiery Catharsis (16th level): When you first become bloodied in an encounter, all attacks you make before the end of your next turn also deal ongoing fire damage equal to your Constitution modifier (save ends).

Pyromancer Spells

Burning Torch Pyromancer Attack 11

A devastating burst of flames explodes from your body, searing all nearby enemies and pushing them back from its fiery source.

Encounter ♦ **Arcane, Fire, Implement**

Standard Action **Close** burst 3

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 3d6 + Intelligence modifier fire damage, ongoing 5 fire damage (save ends) and the target is pushed 2 squares.

Phoenix's Fire Pyromancer Utility 12

When the need is dire, you can raise again from your ashes.

Daily ♦ **Arcane, Healing, Teleportation**

Immediate Interrupt **Personal**

Trigger: You drop to 0 hit points or fewer

Effect: You are whisked away to a place of safety in a fiery plane for 3 rounds. While there, you can spend a healing surge each round or reappear in the space you left as a standard action but cannot take any other actions. At the end of the effect, you reappear in the space you left or, if the space is occupied, in the nearest unoccupied space.

Fire of Ruin Pyromancer Attack 20

Tall and vivid flames leap from the ground, consume your enemies and sear their flesh.

Daily ♦ **Arcane, Fire, Implement, Zone**

Standard Action **Area** burst 3 within 20 squares

Target: Each creature in burst

Attack: Intelligence vs. Reflex

Hit: 5d6 + Intelligence modifier fire damage and ongoing 15 fire damage (save ends).

Miss: Half damage.

Effect: This power's area is difficult terrain until the end of your next turn. Any creature that starts its turn in the area is subject to another attack. You can dismiss the effect as a minor action.

RALLEN, PYROMANCER

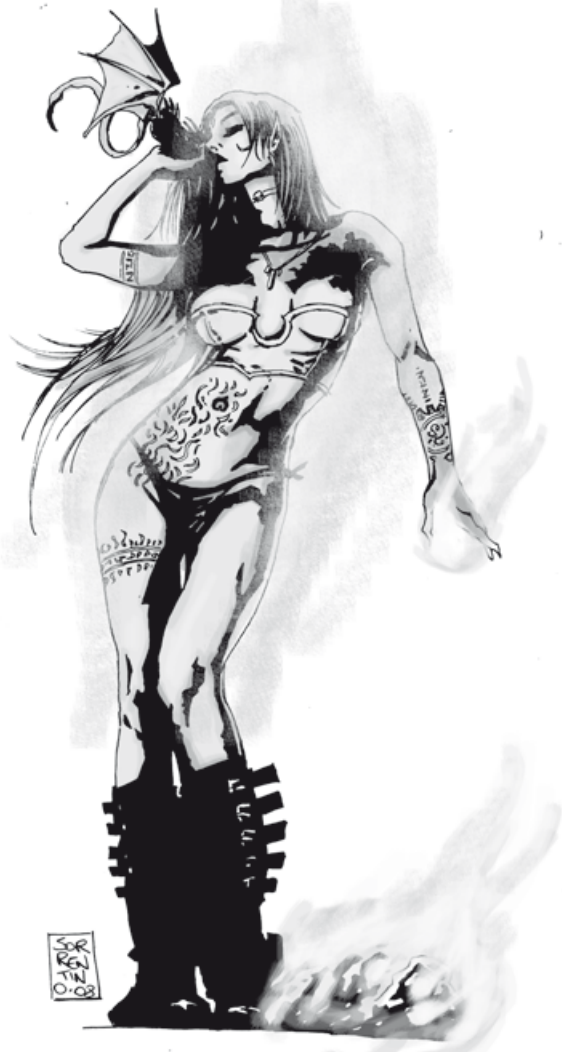
Occupation: Rallen hails from a reclusive tribe of elves that lived for many centuries secluded from the rest of the world. Brazen, reckless and beautiful, Rallen found life an endless source of entertainment, full of treasures, pleasures and excitement of all sorts. The elders of her tribe took a rather dimmer view of her escapades. One day, after the umpteenth lecture, she decided she would leave her tribe and become an adventurer. She joined a party of friends and they pillaged a red dragon's lair, looking for its precious eggs. Unfortunately, the many traps hidden in the lair alerted the dragon to their presence. Rallen was the only member of the party to escape, carrying one dragon egg with her. The egg hatched soon after, and a wyrmling was born. Rallen called him Fiery and now she keeps him as a pet, oblivious to the danger that a red dragon could bring as a companion.

Physical Description: Rallen is a beautiful young woman, with long red hair and a body covered with tattoos. She moves like a cat and many men have been smitten by her ruby eyes.

Attributes and Skills: Rallen is very smart, and she likes to embarrass those she speaks to. She does not intend any real harm, but takes altogether too much pleasure from getting the better of others with a stream of insults and aspersions.

Values and Motivations: Rallen acts with few scruples. She does what she wants, and she often lets desire lead her actions. In spite of her fiery attitude and her exuberant spirit, her true goal is to find a place she can truly call home and feel fully accepted. Unfortunately, her own inconstant character has been the source of most of her troubles.

Behavior: Rallen likes to flirt with the myriad men who claim to love her after one look, but she only does this to exert a form of control over them. She is far more honest and direct with other females, and she often is down-to-earth and practical when dealing with them.



Useful Knowledge: Rallen has been studying dragons for many years, especially red dragons. After she found Fiery, her interest became even stronger. She knows virtually every anecdote about red dragons.

Mannerisms: This pyromancer has a malicious and glittering smile. She likes to torture her suitors with the phrase “This is not the right moment,” knowing full well the ‘right moment’ is unlikely to come.

Origin: Rallen has selected the tattooed hexer’s origin (see Chapter 1). Once per encounter, she can reroll a failed saving throw against a charm effect. In addition, she can reroll all Nature checks, but she must use the second result, even if it is lower.

Rallen Level 16 Artillery
Medium fey humanoid, elf wizard XP 1,400

Initiative +11 **Senses** Perception +10; low-light vision

HP 114; **Bloodied** 57

AC 30; **Fortitude** 29, **Reflex** 30, **Will** 27

Speed 7; see also *wild step*

⚡ **+3 Staff of Fiery Might** (standard; at-will) ♦ **Weapon**
+17 vs. AC; 1d8 + 7 damage. See the D&D 4E *Player’s Handbook*.

☄ **Scorching Burst** (standard; at-will) ♦ **Arcane, Fire, Implement**
Area burst 1 within 10; +20 vs. Reflex; 1d6 + 12 fire damage.

⚡ **Burning Torch** (standard; encounter) ♦ **Arcane, Fire, Implement**
Close burst 3; +20 vs. Reflex; 3d6 + 12 fire damage, ongoing 5 fire damage (save ends) and the target is pushed 2 squares.

⚡ **Incineration** (standard; encounter) ♦ **Arcane, Fire, Implement, Lightning**
Ranged 20; +20 vs. Fortitude; 3d8 + 12 lightning damage, and ongoing 5 fire damage (save ends). Rallen makes a secondary attack against all adjacent enemies. *Secondary Attack:* Area burst 2 centered on the target; +20 vs. Reflex; 1d8 + 12 fire damage, and ongoing 5 fire damage (save ends).

⚡ **Prismatic Beams** (standard; daily) ♦ **Arcane, Fire, Implement, Poison**
Close burst 5; +20 vs. Fortitude, Reflex, Will; 2d6 + 12 damage. See the D&D 4E *Player’s Handbook*.

🦋 **Fly** (standard; sustain minor; daily) ♦ **Arcane**
See the D&D 4E *Player’s Handbook*.

🔥 **Phoenix’s Fire** (immediate interrupt; daily) ♦ **Arcane, Healing, Teleportation**
Personal; Rallen drops to 0 hit points or fewer; Rallen is whisked away to a place of safety in a fiery plane for 3 rounds. While there, she can spend a healing surge each round or reappear in the space she left as a standard action but cannot take any other actions. At the end of the effect, Rallen reappears in the space she left or, if the space is not vacant, in the nearest unoccupied space.

👁 **Elven Accuracy** (free; encounter)
See the D&D 4E *Player’s Handbook*.

👣 **Wild Step**
See the D&D 4E *Player’s Handbook*.

Alignment Unaligned **Languages** Common, Elven

Skills Arcana +18, Nature +20

Str 11 (+8) **Dex** 16 (+11) **Wis** 15 (+10)

Con 18 (+12) **Int** 20 (+13) **Cha** 12 (+9)

Equipment +3 staff of fiery might, spellbook

Rituals Commune with Nature, Endure Elements, Make Whole, Perpetual Flame*, Water Breathing
*New ritual introduced in Chapter 2: A Wizard’s Power.

VACUIST

"There is only one force in the universe that nature itself fears: Void. And you are about to meet it."

Prerequisite: Wizard class

This wizard, unlike her colleagues, has learned an obscure magic art that allows her to remove any element from small quantities of matter, thus generating a mysterious and primordial force known as "the void." A vacuist can wield this force to strike her enemies or to parry their blows. The void can be a useful ally and a fearsome foe.

Vacuist Path Features

Elemental Void (11th level): When you use a power that deals acid, cold, fire, lightning, or thunder damage, you can turn half of the dealt damage into void damage. Void damage is not an actual type of damage, thus no resistance or immunity can be applied to it.

Empty Action (11th level): When you spend an action point to take an extra action, you also gain a +5 bonus to saving throws until the end of your next turn.

Robe of the Void (16th level): When you first become bloodied in an encounter, you gain resistance to all damage equal to your Wisdom modifier until the end of your next turn.

Vacuist Spells

Void Sphere Vacuist Attack 11

You raise your arm in the air, and a small omni-dimensional black hole appears among a whirlpool of crackling energy; then you throw it at your enemies.

Encounter ♦ Arcane, Implement

Standard Action **Ranged 10**

Primary Target: One creature

Primary Attack: Intelligence vs. Fortitude

Hit: 4d8 + Intelligence modifier damage, and the target is weakened until the end of your next turn. No damage resistance or immunity can be applied to this damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target.

Secondary Attack: Intelligence vs. Fortitude

Hit: 2d8 + Intelligence modifier damage, and the target is weakened until the end of your next turn. No damage resistance or immunity can be applied to this damage.

Dark Cloak Vacuist Utility 12

You pull a shroud of cosmic energy around you. It deflects all matter and takes the shape of a dark, crackling aura that seems to drain the emotions of any onlooker.

Daily ♦ Arcane, Zone

Minor Action **Close** burst 1

Effect: The burst creates a zone of darkness until the end of your next turn, blocking line of sight. A creature that enters the zone or starts its turn there takes a -2 penalty to Will defense.

Sustain Minor: The effect continues.

Horror Vacui Vacuist Attack 20

You conjure an actual black hole, a sphere of utter void, brimming with sheer destructive power, that destroys anything that comes close to it.

Daily ♦ Arcane, Implement

Standard Action **Area** burst 3 within 10 squares

Target: Each creature in burst

Attack: Intelligence vs. Fortitude

Hit: 4d6 + Intelligence modifier damage. No damage resistance applies to the damage dealt by this attack. In addition, the target is pulled 2 squares to the black hole's origin square.

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

Effect: The origin square of this attack becomes a black hole. Any creature that starts its turn in the black hole or in an adjacent square takes damage equal to 2d6 + your Intelligence modifier. No damage resistance applies to the damage dealt by this attack. The black hole blocks line of sight. If the target reaches the black hole, it is immobilized (save ends). Only one creature at a time can reach the black hole.

Sustain Standard: The black hole persists, and the target is pulled 2 squares to the black hole's origin square.

NAMAYA THE SILENT, VACUIST

Occupation: Namaya is a soul in perpetual conflict. Part of her would like to give in to a murderous rage: rage for being shunned, abused and reviled because of her tiefling heritage. Still, part of her wants to remain in complete control of her feelings, whatever the cost. This conflict dates back to the day when she was "rescued," as she often says, from a fate that would have lead her down the dark path her ancestors had chosen many years ago.

Her savior was Kerbin, another tiefling who had become a wizard and a sage by his own choice instead of another's will. Kerbin was much older than Namaya. He took the girl under his wing and taught her to control magic, sternly reproaching her whenever she fell prey to anger. Kerbin's impossibly high expectations elicited a love/hate relationship in Namaya, and the girl grew even more confused. One day, she decided to leave and never see Kerbin again.

A few weeks later, Namaya learned that Kerbin was dead, killed by a dragonborn blinded by sheer hate towards all tieflings. Namaya cried until she had no more tears left, and then she swore she would never speak a word again, as there was nothing left in her heart except grief for Kerbin and the cruel fate that loomed over all her people.

Physical Description: Namaya likes to dress in black and she often leans on a staff, as if she were burdened with an unbearable weight.

Attributes and Skills: Namaya is extremely clever and she knows how to withstand pain, as she has endured many difficulties in her past.

Values and Motivations: Namaya knows that her life, as it is often the case with her kin, runs on the edge of a blade. Bias and intolerance lurk behind every corner, but this is not a reason to give in to anger and choose the path of destruction.

Behavior: Namaya has not spoken a word since the day Kerbin died. When she needs to communicate, she uses a pencil and a piece of paper. She is more than aloof towards everyone around her.

Useful Knowledge: This vacuist knows many things about tieflings and their long-gone empire, but she is not going to reveal them to anyone, unless someone gains her complete trust—a long and arduous task.

Mannerisms: Namaya's features are almost always clouded by a grim expression. From time to time, a fleeting smile shines on her face, but it fades as quickly as a sun ray in a storm.

Origin: Namaya has selected the apprentice's origin (see Chapter 1). Each time she manages to display her arcane skill with remarkable effects in an encounter, she gains a +2 bonus to Will defense until the end of the encounter.



Namaya Level 14 Artillery
Medium natural humanoid, tiefling wizard XP 1,000

Initiative +8 **Senses** Perception +9; low-light vision

HP 102; **Bloodied** 51

AC 30; **Fortitude** 26, **Reflex** 28, **Will** 24

Resist 12 fire

Speed 6

⚔ +2 **Quarterstaff** (standard; at-will) ♦ **Weapon**
+14 vs. AC (+13 against a bloodied target); 1d8 + 5 damage.

☞ **Magic Missile** (standard; at-will) ♦ **Arcane, Force, Implement**
Ranged 20; +18 vs. Reflex (+19 against a bloodied target); 2d4 + 11 force damage.

☞ **Acid Fumes** (standard; encounter) ♦ **Acid, Arcane, Implement**
Area burst 3 within 10; +18 vs. Fortitude (+19 against a bloodied target); 3d8 + 11 acid damage and ongoing 5 acid damage (save ends). *Miss*: Half damage, and ongoing 2 acid damage.

☞ **Void Sphere** (standard; encounter) ♦ **Arcane, Implement**
Ranged 10; +18 vs. Fortitude (+19 against a bloodied target); 4d8 + 11 damage, and the target is weakened until the end of Namaya's next turn. Namaya makes a secondary attack against all adjacent enemies. *Secondary Attack*: Area burst 2 centered on the target; +18 vs. Fortitude (+19 against a bloodied target); 2d8 + 11 damage, and the target is weakened until the end of Namaya's next turn.

☞ **Uncertainty** (standard; daily) ♦ **Arcane, Charm, Implement, Psychic**
Ranged 5; +18 vs. Will (+19 against a bloodied target); 2d6

+ 11 psychic damage, and the target takes a -4 penalty to attack rolls against Namaya (save ends). Namaya makes a secondary attack against all adjacent enemies. *Secondary Attack*: Area burst 2 centered on the target; +18 vs. Will (+19 against a bloodied target); 1d6 + 11 psychic damage, and the target takes a -2 penalty to attack rolls against Namaya (save ends). *Miss*: Half damage, and the target takes a -2 penalty to attack rolls against Namaya. No secondary attack.

☞ **Dark Cloak** (minor; sustain minor; daily) ♦ **Arcane, Zone**
Close burst 1; The burst creates a zone of darkness until the end of Namaya's next turn, blocking line of sight. A creature that enters the zone or starts its turn there takes a -2 penalty to Will defense. *Sustain Minor*: The effect continues.

Mirror Image (minor; daily) ♦ **Arcane, Illusion**
See the D&D 4E *Player's Handbook*.

Infernal Wrath (minor; encounter)
Namaya deals 2 extra damage. See the D&D 4E *Player's Handbook*.

Alignment Unaligned **Languages** Common, Abyssal

Skills Arcana +18, Religion +18

Str 11 (+7) **Dex** 12 (+8) **Wis** 14 (+9)

Con 18 (+11) **Int** 22 (+13) **Cha** 15 (+9)

Equipment +2 *leather armor*, +2 *quarterstaff*, *spellbook*, +3 *amulet of false life* (see the D&D 4E *Player's Handbook*)

Rituals Endure Elements, Magic Circle, Magic Mouth, Shadow Walk, Silence, Transparency*, Weaken*

*New ritual introduced in Chapter 2: A Wizard's Power.

“You have no more tricks left, eladrin. Surrender, and your life will be spared. . . if you will prove a dutiful slave!”

My first reaction upon hearing these words from Kraffax was astonishment. It was the first time I heard a gnoll uttering more than two words in the common tongue, still less in proper combination. “Me not done yet,” I answered, deliberately enunciating every syllable to mock him with the crude patois of his kind.

The gnoll’s doglike eyes widened in anger. “You will regret your impudence,” the gnoll answered, surprising me again. Who taught this beast to speak my language?

But now I had more urgent concerns. Sheran lay on the ground at my feet; Gorgan and Mamya were at her side, trying to staunch her bleeding. Ashgara remained snared in the web summoned by the gnoll, and the gods know where Lebrezze was. . . possibly picking flowers or stealing a few coins. Once again, the outcome of the mission depended on me.

Kraffax made a gesture to his minions, barking orders in the foul tongue I associated with his ilk. Then he turned to face me again, leering like a hyena eager to sink its teeth into my flesh. “I have one last surprise left for you, foolish wizard. Meet Rhaag, my favorite pet.”

The other gnolls stepped aside to make a path for something that seemed to coalesce from thin air. Heeding a silent call inaudible even to my arcane senses, a beast of fire and ash, a hell hound, stepped forward. Once again, I was impressed by the astounding performance of Kraffax’s canine brain. Where did the gnoll find a hell hound? Now things could get nasty, especially as I had used all but one spell.

I began chanting an arcane litany and raised my arms to the sky, lost in the familiar thrill of magic. Ashgara, her face still hidden among strands of web, cried: “Not a fireball, Seilen!” Kraffax, who had just realized what I was about to do, laughed out loud, in a cacophony of foul barks. “You are more fool than I expected, wizard. . . no fire can harm my pet!”

And yet, I had no choice. I gathered my spell’s power into a fist-sized orange globe in the palm of my outstretched right hand. I hurled it with all the strength I had left against the creature before me, through its shroud of blazing flames. The globe struck the hound on its chest and ruptured with a deafening explosion. Deafening—not fiery.

Kraffax’s canine leer froze, his eyes widened. His “pet” howled like a wounded puppy, coated in a greenish, acid slime, and his minions howled in nearly equal pain from the toxic fumes and corrosive wounds my spell inflicted on them.

It was my turn to smile at Kraffax. “Learn your lesson, dog. A wizard’s place is to predict—never to be predictable.” Perhaps it was just my imagination, but I thought I saw a malicious grin on Ashgara’s face as she burned away the last strands of web; Gorgan merely rolled his eyes.

The gnolls fled, leaving only spiteful howls in their wake. Victory was ours. Mamya had managed to recover at least part of her strength when she came to me and asked “How did you do that?”

I looked at her over my shoulder as I returned my orb to my pocket. “A simple energy substitution,” I answered. “Not something you learn in a gnoll academy.”



FEATS

In his adventuring career, a character acquires no less than 18 feats (19 if human). With such a wide range of available options, a wizard should hardly have to choose the same set of feats. Feats should expand a character's viable choices, not bind him along the same path everyone else has already followed. In order to expand what is offered in the D&D 4E *Player's Handbook*, this chapter will feature a wide range of useful feats for a wizard, most of which enhance his features and powers. Almost all the feats below are explicitly designed for wizard characters.

TYPES OF FEATS

Along with the types of feats described in the D&D 4E *Player's Handbook* (class, divinity, multiclass, and racial feats), *The Quintessential Wizard* also features two new types of feats: grimoire feats and metamagic feats. They are both especially aimed at wizards, and will allow your character to grow even more customized and specialized.

Grimoire Feats

A grimoire is the wizard's spellbook, the item holding his entire arcane knowledge. A wizard writes his spells down in the grimoire and, after each extended rest, prepares his spells while studying the grimoire.

Grimoire feats change how a wizard can use his own spellbook, allowing him to turn daily spells into encounter spells, or to use his powers more frequently. Still, all grimoire feats only work when applied to wizard powers included in the grimoire. A multiclass wizard wielding powers from his second class cannot apply his grimoire feats to those powers.

A grimoire feat is denoted by "Grimoire" in brackets after the name of the feat.

Metamagic Feats

A wizard is no simple wielder of arcane power. He is a cultivated scholar of the inner workings of magic, capable of modifying and shaping his spells in ways no other character can match. Metamagic feats allow the wizard to alter certain aspects of his magic. A metamagic feat is denoted by "Metamagic" in brackets after the name of the feat.

Only wizards are allowed to use metamagic feats (unless they are multiclass wizards and acquire special feats; see below).

Still, shaping magic according to your will is a demanding, strenuous task. Most metamagic feats require the wizard to spend a healing surge to activate them. These feats can be used as many times as you want, provided you spend a healing surge each time you use

the feat. Spending a healing surge in this way doesn't restore hit points. A wizard can never use more than one metamagic power per turn, nor can he accrue the effects of two different metamagic powers by spending two healing surges.

HEROIC TIER FEATS

Any feat in the following section is available to a character of any level who meets the prerequisites. Heroic tier feats are the only feats you can take if you are 10th level or lower.

Applied Teratology

Prerequisite: Trained in Arcana, Dungeoneering, Nature, or Religion

Benefit: You gain a +2 bonus to monster knowledge checks related to your trained skills (see *Monster Knowledge Checks* in the D&D 4E *Player's Handbook*).

Arcane Hammer Shield [Wizard]

Prerequisites: Str 13, Int 15, wizard, Arcane Implement Mastery class feature (shield)

Benefit: When using your shield's feature (see Chapter 5: A Wizard's Tools), if a foe misses you with its second attack, it is dazed until the end of your next turn, falls prone and takes psychic damage equal to your Strength modifier.

Arcane Versatility [Grimoire]

Prerequisites: Int 13, Wis 13, Spellbook class feature, Expanded Spellbook

Benefit: Following a short rest, you can switch one of your daily or utility wizard powers you prepared with another you know. You must have your spellbook with you. You cannot switch daily or utility wizard powers you have already used.

Blasting Spell [Metamagic]

Prerequisites: Int 13, wizard

Benefit: As a minor action, you may spend a healing surge to push the target of your next wizard power 3 squares in addition to its normal effects, provided you use that power before the end of your next turn.

Conducting Staff [Wizard]

Prerequisites: Con 13, Int 15, wizard, Arcane Implement Mastery class feature (staff)

Benefit: When your melee attack with the staff hits a foe, you can spend an action point to add the damage and the effect of one of your wizard powers to your staff's damage. That power is expended.

HEROIC TIER FEATS

Name	Prerequisites	Benefit
Applied Teratology	Trained in Arcana, Dungeoneering, Nature, or Religion	+2 to all monster knowledge checks
Arcane Hammer Shield	Str 13, Int 15, wizard, Arcane Implement Mastery class feature (shield)	Your enemy is dazed, falls prone and takes psychic damage
Arcane Versatility	Int 13, Wis 13, wizard, Spellbook class feature, Expanded Spellbook	Switch one prepared daily or utility wizard power with another
Blasting Spell	Int 13, wizard	Your next wizard power pushes the target 3 squares
Conducting Staff	Con 13, Int 15, wizard, Arcane Implement Mastery class feature (staff)	Spend an action point to add damage and effects of a wizard power to your staff's damage
Deceiving Spell	Int 13, wizard	Modify the origin square of a wizard power
Eladrin Lore	Eladrin, wizard	Gain a +2 bonus to attack rolls made with a wizard encounter power
Energy Substitution	Wizard	Replace one type of damage with another type
Enlarged Spell	Int 13, wizard	The size of a burst or blast power increases by 1
Extended Spell	Int 13, wizard	Extend the duration of a wizard power
Far Spell	Int 13, wizard	Increase the range of a wizard power by 5
Illusory Charm	–	You are invisible when you hit a foe with a charm power
Infernal Shaft of Dis	Con 15, Int 15, wizard, Arcane Implement Mastery class feature (staff)	Resist fire and deal extra fire damage
Linked Item	–	Gain a feat bonus to your attack rolls when using a magic item
Masked Visage	Con 13, Int 15, wizard, Arcane Implement Mastery class feature (mask)	Select a second type of damage and apply it to the mask's listed effects
Orb of Persistence	Int 15, Wis 15, wizard, Arcane Implement Mastery class feature (orb)	Extend the duration of a wizard utility power
Recover Implement	Int 15, Wis 13, wizard, Arcane Implement Mastery class feature	Recover one used power from an arcane implement
Staff of Absorption	Con 13, Int 15, wizard, Arcane Implement Mastery class feature (staff)	Resist one type of damage
Wand of Aim	Dex 15, Int 15, wizard, Arcane Implement Mastery class feature (wand)	Apply your Dex modifier to damage rolls as well
Wand of Precision	Dex 13, Int 15, wizard, Arcane Implement Mastery class feature (wand)	You can reroll an attack roll

Deceiving Spell [Metamagic]

Prerequisites: Int 13, wizard

Benefit: As a minor action, you can spend a healing surge to change the origin square of your next wizard power to a different square within 20 squares and within your line of sight. Both you and the altered origin square must have line of sight to the target, and you must have line of effect from the new origin square. Except for the origin square, no other spell feature is modified. You must use the power before the end of your next turn.

Eladrin Lore [Eladrin, Wizard]

Prerequisites: Eladrin, wizard

Benefit: Select a wizard encounter power you know. When using that power, you gain a +2 bonus to attack rolls.

Energy Substitution [Metamagic]

Prerequisite: Wizard

Benefit: As a minor action, you can spend a healing surge to replace the damage type of one of your powers with a specified damage type with another type of damage. The spell deals the new type of damage.

Enlarged Spell [Metamagic]

Prerequisites: Int 13, wizard

Benefit: As a minor action, you can spend a healing surge to enlarge the area of your next burst or blast wizard spell by 1, provided you use that power before the end of your next turn.

Extended Spell [Metamagic]

Prerequisites: Int 13, wizard

Benefit: As a minor action, you can spend a healing surge to extend the duration of an effect created by a wizard power that would otherwise end at the end of your next turn. The effect lasts one additional turn. You must use the power before the end of your next turn.

Far Spell [Metamagic]

Prerequisites: Int 13, wizard

Benefit: As a minor action, you can spend a healing surge to increase the range of your next wizard power by 5, provided you use that power before the end of your next turn.

Special: This feat has no effect on close and melee powers.

Illusory Charm

Benefit: When you hit a foe with a power that has the charm keyword, you are invisible to the target until the end of your next turn.

Infernal Shaft of Dis [Wizard]

Prerequisites: Con 15, Int 15, wizard, Arcane Implement Mastery class feature (staff)

Benefit: When you take fire damage from an attack and you are wielding your staff, as an immediate reaction you gain resist fire equal to your Constitution modifier. Once per day, as a minor action, when using a wizard power that deals fire damage and using your staff as an implement, you deal extra fire damage equal to your Constitution modifier.

Linked Item

Benefit: You select a single magic item that grants a bonus to your attack rolls. From now on, you gain a +1 feat bonus to attack rolls whenever you use that item. Increase this bonus to +2 at 11th level and to +3 at 21st level.

Special: A magic item can only be linked to one person at a time. You can only link to one item at a time.

Masked Visage [Wizard]

Prerequisites: Con 13, Int 15, wizard, Arcane Implement Mastery class feature (mask)

Benefit: You can select a second type of damage (acid, cold, fire, lightning, or poison) and apply it to the mask's listed effects (see Chapter 5: A Wizard's Tools).

Orb of Persistence [Wizard]

Prerequisites: Int 15, Wis 15, wizard, Arcane Implement Mastery class feature (orb)

Benefit: Once per encounter as a free action, you can choose to extend the duration of an effect created by a wizard utility spell which would otherwise expire at the end of your current turn. The effect instead ends at the end of your next turn.

Recover Implement [Wizard]

Prerequisites: Int 15, Wis 13, wizard, Arcane Implement Mastery class feature

Benefit: As a minor action, you can spend a healing surge to renew one power of an arcane implement you wear or wield and for which you have selected the Arcane Implement Mastery feat.

Staff of Absorption [Wizard]

Prerequisites: Con 13, Int 15, wizard, Arcane Implement Mastery class feature (staff)

Benefit: When using your staff's feature, you gain resist to a type of damage of your choice equal to twice your Constitution modifier. This effect lasts until the end of your next turn.

Wand of Aim [Wizard]

Prerequisites: Dex 15, Int 15, wizard, Arcane Implement Mastery class feature (wand)

Benefit: When using your wand's feature, you apply a bonus equal to your Dexterity modifier to your damage roll as well as your attack roll.

Wand of Precision [Wizard]

Prerequisites: Dex 13, Int 15, wizard, Arcane Implement Mastery class feature (wand)

Benefit: When using your wand's feature, you may reroll an attack roll. You must use the second roll, even if it's lower.

PARAGON TIER FEATS

Any feat in the following section is available to a character of 11th level or higher who meets the prerequisites.

Access Power [Grimoire]

Prerequisites: Int 19, wizard, Spellbook class feature, Expanded Spellbook

Benefit: Choose a wizard daily power among those you know, whose level must be at least 10 levels lower than your current level; from now on, that power becomes an encounter power for you.

Special: You can take this feat more than once. Each time you select this feat, it affects a different power.

PARAGON TIER FEATS

Name	Prerequisites	Benefit
Access Power	Int 19, wizard, Spellbook class feature, Expanded Spellbook	One daily wizard power whose level is at least 10 levels lower than yours becomes an encounter power
Arcane Drain	Dark Fury	Heal 2d6 hit points when you score a critical hit with a necrotic power
Arcane Mask Master	Con 15, Int 17, wizard, Arcane Implement Mastery class feature (mask)	Recover one used wizard power
Arcane Mirror Master	Int 17, Cha 15, wizard, Arcane Implement Mastery class feature (mirror)	Reflect a critical hit against your enemy
Arcane Orb Master	Int 17, Wis 15, wizard, Arcane Implement Mastery class feature (orb)	You need not use any action to sustain a power with sustain minor
Arcane Shield Master	Str 15, Int 17, wizard, Arcane Implement Mastery class feature (shield)	Add your shield's enhancement bonus to the hit points healed by a healing surge
Arcane Staff Master	Con 15, Int 17, wizard, Arcane Implement Mastery class feature (staff)	Once per encounter, add your staff's enhancement bonus to your AC
Arcane Wand Master	Dex 15, Int 17, wizard, Arcane Implement Mastery class feature (wand)	Add your wand's enhancement bonus to initiative checks
Contingent Spell	Int 17, wizard, Deceiving Spell	Activate a wizard power via a contingency
Elite Creator	Ritual Caster	The required component cost for Creation rituals is reduced by one-fifth
Empowered Spell	Int 17, wizard, Blasting Spell	One wizard power deals 50% more damage
Explosive Fury	Astral Fire	When scoring a critical hit with a fire power, you deal 2d6 fire damage on adjacent targets
Focused Ritual Caster	Int 17, Wis 17, Ritual Caster	You can use a power while you perform or master a ritual
Metamagic Leftover	Wizard, trained in Arcana, any two metamagic feats	Apply one metamagic feat to one at-will power for free
Mixed Energy	Int 19, wizard, Energy Substitution	One wizard power deals extra damage of another type
Redundant Power	Wizard, Spellbook class feature, Expanded Spellbook	You can use one wizard power whose level is at least 10 levels lower than yours twice
Still Spell	Int 17, wizard, Far Spell	A ranged or area wizard power does not provoke attacks of opportunity

Arcane Drain

Prerequisite: Dark Fury

Benefit: When you score a critical hit with a power that has the necrotic keyword, you regain 2d6 hit points.

Arcane Mask Master [Wizard]

Prerequisites: Con 15, Int 17, wizard, Arcane Implement Mastery class feature (mask)

Benefit: When you first become bloodied in an encounter, you immediately regain a wizard encounter power you have already used and dealing the same type of damage as your mask. The power's level cannot be higher than half your current level + the mask's enhancement bonus. You must wear your mask in order to gain this feat's benefit.

Arcane Mirror Master [Wizard]

Prerequisites: Int 17, Cha 15, wizard, Arcane Implement Mastery class feature (mirror)

Benefit: Once per day as immediate interrupt, when an enemy scores a critical hit with a melee or ranged attack against you, you can try to alter reality and turn the blow against the foe who dealt it. You make an Intelligence + the mirror's enhancement bonus attack against your opponent's Will. If you hit, you don't take any damage and your foe takes the damage of its own attack (as if he had scored a critical hit on itself). If you miss, you are subject to the critical hit's damage as normal.



Explosive Fury

Quinto

Marchio Quinto

Arcane Orb Master [Wizard]

Prerequisites: Int 17, Wis 15, wizard, Arcane Implement Mastery class feature (orb)

Benefit: Once per encounter, when you use a wizard power you can sustain as a minor action, you can sustain it as a free action for a number of rounds equal to your orb's enhancement bonus. You must wield your orb in order to gain this feat's benefit.

Arcane Shield Master [Wizard]

Prerequisites: Str 15, Int 17, wizard, Arcane Implement Mastery class feature (shield)

Benefit: When you first become bloodied in an encounter, you can spend a healing surge as an immediate reaction and add your shield's enhancement bonus to the amount of restored hit points. You must wield your shield in order to gain this feat's benefit.

Arcane Staff Master [Wizard]

Prerequisites: Con 15, Int 17, wizard, Arcane Implement Mastery class feature (staff)

Benefit: Once per encounter as a minor action, you add your staff's enhancement bonus to the AC bonus normally granted by the staff until the end of your next turn. You must wield your staff in order to gain this feat's benefit.

Arcane Wand Master [Wizard]

Prerequisites: Dex 15, Int 17, wizard, Arcane Implement Mastery class feature (wand)

Benefit: You add your wand's enhancement bonus to your initiative checks. You must wield your wand in order to gain this feat's benefit.

Contingent Spell [Metamagic]

Prerequisites: Int 17, wizard, Deceiving Spell

Benefit: As a minor action, you can spend a healing surge to have the next wizard power you use before the end of your next turn triggered by a contingency. You choose one square within the power's area of effect. The power will be triggered as soon as an eligible target enters that square. The power remains under this contingency trigger until activated or until the end of the encounter.

Elite Creator

Prerequisite: Ritual Caster

Benefit: When you perform a Creation ritual, the cost of required components is reduced by one-fifth.

Empowered Spell [Metamagic]

Prerequisites: Int 17, wizard, Blasting Spell

Benefit: As a minor action, you can spend a healing surge to increase the damage dealt by your next wizard spell by 50%, provided you use that power before the end of your next turn. Any ongoing damage you may deal with this power is not affected by this feat.

Explosive Fury

Prerequisite: Astral Fire

Benefit: When you score a critical hit with a melee or ranged power that has the fire keyword, all creatures adjacent to the target take 2d6 fire damage.

Focused Ritual Caster

Prerequisites: Int 17, Wis 17, Ritual Caster

Benefit: When you perform or master a ritual, you can spend a healing surge to use a power without interrupting your casting or your study.

Metamagic Leftover [Metamagic]

Prerequisites: Wizard, trained in Arcana, any two metamagic feats

Benefit: Once per encounter, when you apply a metamagic feat to an at-will power, you may use that power again on your next turn with the same metamagic enhancement. You don't need to spend an additional healing surge.

Mixed Energy [Metamagic]

Prerequisites: Int 19, wizard, Energy Substitution

Benefit: Once per day, you can spend a healing surge to have a wizard attack power deal 2d8 extra damage of a type of your choice (acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder), in addition to its normal damage.

Redundant Power [Grimoire]

Prerequisites: Wizard, Spellbook class feature, Expanded Spellbook

Benefit: You can choose a wizard daily power you know, whose level must be at least 10 levels lower than your current level; from now on, you can use that power twice per day.

Still Spell [Metamagic]

Prerequisites: Int 17, wizard, Far Spell

Benefit: As a minor action, you can spend a healing surge to use your next ranged or area power without provoking attacks of opportunity, provided you use that power before the end of your next turn.

EPIC TIER FEATS

Any feat in the following section is available to a character of 21st level or higher who meets the prerequisites.

Acid Mastery [Wizard]

Prerequisites: Con 17, Int 21, wizard, Arcane Implement Mastery class feature

Benefit: When you attack with a power that has the acid keyword and use an implement you have selected as your arcane implement, you can score a critical hit on a natural roll of 19 or 20.

Cold Mastery [Wizard]

Prerequisites: Con 17, Int 21, wizard, Arcane Implement Mastery class feature

Benefit: When you attack with a power that has the cold keyword and use an implement you have selected as your arcane implement, you can score a critical hit on a natural roll of 19 or 20.

Epic Preparation [Grimoire]

Prerequisites: Int 23, wizard, Spellbook class feature, Expanded Spellbook

Benefit: When you prepare your spells, you can give up two encounter attack powers to gain an extra daily or utility power. Your new power's level must be equal or lesser than the lowest-level encounter power you choose to forgo.

Fire Mastery [Wizard]

Prerequisites: Dex 17, Int 21, wizard, Arcane Implement Mastery class feature

Benefit: When you attack with a power that has the fire keyword and use an implement you have selected as your arcane implement, you can score a critical hit on a natural roll of 19 or 20.

Force Mastery [Wizard]

Prerequisites: Dex 17, Int 21, wizard, Arcane Implement Mastery class feature

Benefit: When you attack with a power that has the force keyword and use an implement you have selected as your arcane implement, you can score a critical hit on a natural roll of 19 or 20.

Greater Redundant Power [Grimoire]

Prerequisites: Int 21, wizard, Spellbook class feature Expanded Spellbook, Redundant Power

Benefit: You can choose a wizard daily power among those you know. The power's level must be at least 20 levels lower than your current level and you must have chosen Redundant Power for that power. You may use that power an additional time per day.

Improved Residuum

Prerequisites: Elite Brewer or Elite Creator, Ritual Caster

Benefit: When you perform the Disenchant Magic Item ritual, you turn a magic item into an amount of *residuum* equal to one-half its market price.

Lightning Mastery [Wizard]

Prerequisites: Dex 17, Int 21, wizard, Arcane Implement Mastery class feature

Benefit: When you attack with a power that has the lightning keyword and use an implement you have selected as your arcane implement, you can score a critical hit on a natural roll of 19 or 20.

Maximized Spell [Metamagic]

Prerequisites: Int 21, wizard, Empowered Spell

Benefit: As a minor action, you can spend a healing surge to maximize all damage dealt by your next wizard power, provided you use that power before the end of your next turn. You deal damage as if you had scored a critical hit, but do not gain any other critical effects of the power or your implement. Any ongoing damage you might deal with your power is not affected by this feat.

Special: If you score a critical hit when using your next wizard power, damage is not doubled again, but you gain any other critical effects of the power or implement used.

Necrotic Mastery [Wizard]

Prerequisites: Con 17, Int 21, wizard, Arcane Implement Mastery class feature

Benefit: When you attack with a power that has the necrotic keyword and use an implement you have selected as your arcane implement, you can score a critical hit on a natural roll of 19 or 20.

Persistent Spell [Metamagic]

Prerequisites: Int 21, wizard, Extended Spell

Benefit: As a minor action, you can spend a healing surge to make your next wizard power harder to resist, provided you use that power before the end of your next turn. If your power has an effect that a save can end, the target will have to succeed on two saving throws instead of one to end it.

Poison Mastery [Wizard]

Prerequisites: Con 17, Int 21, wizard, Arcane Implement Mastery class feature

Benefit: When you attack with a power that has the poison keyword and use an implement you have selected as your arcane implement, you can score a critical hit on a natural roll of 19 or 20.

EPIC TIER FEATS

Name	Prerequisites	Benefit
Acid Mastery	Con 17, Int 21, wizard, Arcane Implement Mastery class feature	Critical hit with acid attack roll of 19 or 20
Cold Mastery	Con 17, Int 21, wizard, Arcane Implement Mastery class feature	Critical hit with cold attack roll of 19 or 20
Epic Preparation	Int 23, wizard, Spellbook class feature, Expanded Spellbook	Spend two encounter attack powers to gain one extra daily or utility power when preparing your spells
Fire Mastery	Dex 17, Int 21, wizard, Arcane Implement Mastery class feature	Critical hit with fire attack roll of 19 or 20
Force Mastery	Dex 17, Int 21, wizard, Arcane Implement Mastery class feature	Critical hit with force attack roll of 19 or 20
Greater Redundant Power	Int 21, wizard, Spellbook class feature, Expanded Spellbook, Redundant Power	You can use one wizard power whose level is at least 20 levels lower than yours one additional time
Improved Residuum	Elite Brewer or Elite Creator, Ritual Caster	Turn a magic item into residuum worth one-half its market price
Lightning Mastery	Dex 17, Int 21, wizard, Arcane Implement Mastery class feature	Critical hit with lightning attack roll of 19 or 20
Maximized Spell	Int 21, wizard, Empowered Spell	Maximize damage dealt by one wizard power
Necrotic Mastery	Con 17, Int 21, wizard, Arcane Implement Mastery class feature	Critical hit with necrotic attack roll of 19 or 20
Persistent Spell	Int 21, wizard, Extended Spell	Two saving throws are required to resist one of your wizard powers
Poison Mastery	Con 17, Int 21, wizard, Arcane Implement Mastery class feature	Critical hit with poison attack roll of 19 or 20
Psychic Mastery	Wis 17, Int 21, wizard, Arcane Implement Mastery class feature	Critical hit with psychic attack roll of 19 or 20
Quick Spell	Int 21, wizard, Contingent Spell	Use one wizard power as a minor action
Radiant Mastery	Wis 17, Int 21, wizard, Arcane Implement Mastery class feature	Critical hit with radiant attack roll of 19 or 20
Specific Spell	Int 21, wizard, Spell Accuracy	One type of creature is spared or affected by your power
Third Implement	Wizard, Arcane Implement Mastery class feature, Second Implement	Gain mastery with third arcane implement
Thunder Mastery	Con 17, Int 21, wizard, Arcane Implement Mastery class feature	Critical hit with thunder attack roll of 19 or 20
Twin Spell	Int 21, Deceiving Spell, Extended Spell	Attack another target with the same wizard power
Unexpected Spell	Int 21, wizard, Still Spell	Your ranged or area wizard power does not provoke attacks of opportunity and grants you combat advantage

Psychic Mastery [Wizard]

Prerequisites: Wis 17, Int 21, wizard, Arcane Implement Mastery class feature

Benefit: When you attack with a power that has the psychic keyword and use an implement you have selected as your arcane implement, you can score a critical hit on a natural roll of 19 or 20.

Quick Spell [Metamagic]

Prerequisites: Int 21, wizard, Contingent Spell

Benefit: As a minor action, you can spend a healing surge to use your next wizard power that would require a standard action with only a minor action instead, provided you use that power before the end of your next turn.

Radiant Mastery [Wizard]

Prerequisites: Wis 17, Int 21, wizard, Arcane Implement Mastery class feature

Benefit: When you attack with a power that has the radiant keyword and use an implement you have selected as your arcane implement, you can score a critical hit on a natural roll of 19 or 20.

Specific Spell [Wizard]

Prerequisites: Int 21, wizard, Spell Accuracy

Benefit: You can choose one type of creature, such as elf or giant, and declare that all creatures of that type will not be affected by any of your close or area spells. Alternatively, you can decide that all creatures of that type will be the only ones affected by your power.

Third Implement [Wizard]

Prerequisites: Wizard, Arcane Implement Mastery class feature, Second Implement

Benefit: You gain a third Arcane Implement Mastery class feature.

Thunder Mastery [Wizard]

Prerequisites: Con 17, Int 21, wizard, Arcane Implement Mastery class feature

Benefit: When you attack with a power that has the thunder keyword and use an implement you have selected as your arcane implement, you can score a critical hit on a natural roll of 19 or 20.

Twin Spell [Metamagic]

Prerequisites: Int 21, Deceiving Spell, Extended Spell

Benefit: When you hit a foe with a power targeting a single enemy, as an immediate reaction you can spend a healing surge to make another attack roll against another eligible target for that power in a burst 2 from the original target. If you hit, the second target is subject to the power's effects as well.

Unexpected Spell [Metamagic]

Prerequisites: Int 21, wizard, Still Spell

Benefit: As a minor action, you can spend a healing surge to cast your next spell without provoking attacks of opportunity, and you also gain combat advantage against all targets of that power, provided you use that power before the end of your next turn.



Third Implement

MULTICLASS FEATS

Name	Prerequisites	Benefit
Arcane Devotee	Int 15, cleric, Arcane Initiate	Apply your metamagic feats to your cleric powers as well
Arcane Shot	Int 15, ranger, Arcane Initiate	Use one wizard power as a minor action when using Prime Shot
Arcane Stealth	Int 15, rogue, Arcane Initiate	Use one wizard power as a minor action when you have combat advantage against a foe
Arcane Weapon	Int 15, fighter, Arcane Initiate	Use one melee weapon in place of an arcane implement
Metamagic Pact	Int 15, warlock, Arcane Initiate	Apply your metamagic feats to your warlock powers as well
Radiant Assault	Int 15, paladin, Arcane Initiate	Use one wizard power as a minor action when using a paladin power dealing radiant damage
Ultimate Tactics	Int 15, warlord, Tactical Presence class feature, Arcane Initiate	Use one wizard power as a minor action when using tactical presence

MULTICLASS FEATS

Multiclass feats allow you to dabble in the class features and powers of another class. Still, unlike the feats of this type featured in the D&D 4E *Player's Handbook*, the following feats are particularly suited to those characters willing to further their knowledge of the arcane arts and to dabble in a wizard's power.

Arcane Devotee [Multiclass Wizard]

Prerequisites: Int 15, cleric, Arcane Initiate

Benefit: You can apply your metamagic feats to your cleric powers as well.

Arcane Shot [Multiclass Wizard]

Prerequisites: Int 15, ranger, Arcane Initiate

Benefit: Choose a wizard encounter power whose level cannot be higher than half your current level. Once per encounter, when you apply your Prime Shot class feature to a target, you can use the power you selected as a minor action against that target.

Arcane Stealth [Multiclass Wizard]

Prerequisites: Int 15, rogue, Arcane Initiate

Benefit: Choose a wizard encounter power whose level cannot be higher than half your current level. Once per encounter, when you gain combat advantage against a target, you can use the power you selected against that target as a minor action.

Arcane Weapon [Multiclass Wizard]

Prerequisites: Int 15, fighter, Arcane Initiate

Benefit: Choose a melee weapon you are proficient with. You can use that weapon as if it were an arcane implement you had mastery with when using a wizard power or a wizard paragon path power. The weapon's bonus applies to your power's attack and damage rolls.

Metamagic Pact [Multiclass Wizard]

Prerequisites: Int 15, warlock, Arcane Initiate

Benefit: You can apply your metamagic feats to your warlock powers as well.

Radiant Assault [Multiclass Wizard]

Prerequisites: Int 15, paladin, Arcane Initiate

Benefit: Choose a wizard encounter power whose level cannot be higher than half your current level. Once per encounter, when using a paladin power that deals radiant damage to a target, you can use the wizard power you selected against that target as a minor action.

Ultimate Tactics [Multiclass Wizard]

Prerequisites: Int 15, warlord, Tactical Presence class feature, Arcane Initiate

Benefit: Choose a wizard encounter power whose level cannot be higher than half your current level. Once per encounter, when an adjacent ally of yours that you can see spends an action point to make an extra attack, you can use the power you selected as a minor action against your ally's target, in addition to the normal effects of the attack.

When I woke up I was dazed, lying on the floor and covered with rubble and a layer of forks and spoons. Apparently, the room had once been a kitchen before my fall. I felt the bitter taste of blood in my mouth and an excruciating pain wracked my right side. Broken ribs, two at the least, perhaps three. As I lifted my eyes to examine the rest of the room I saw the minotaur, covered with blood and at least as wounded as I; one of his horns was a shattered ruin. He was also trying to stand up.

My memory slowly returned.

I remembered our fierce battle with that crude bovine admixture of stupidity and villainy in the grand marble hall. After a frantic clash, we had managed to push him down a stair and assumed he died. And yet back he came, almost fully healed, during our next melee with Urlim's guards. I was caught off-guard when he charged me, and he slammed me through a solid wall of stone with his weight. . . and mine.

Then all went dark. I cannot tell what happened next, but I can only guess we both lost consciousness.

When I woke, the nightmare was not over. This time I was alone, but for my foe. None could help me. I tried to stand my ground, leaning on to my staff, as the pain in my chest grew almost overwhelming. I clenched my teeth, but a moan escaped my lips. I knew my staff was useless against such a hulking creature. He was staring at me, still dazed by his wounds. I took a quick look around, and I saw it: the orb of Melkas. It had fallen out of my pocket and now lay amidst the rubble.

The minotaur suddenly came to his senses. As I clutched the orb, the minotaur threw a huge iron caldron at me. Perhaps I am faster than I know, or he was still shaky, for I was able to roll aside. By the time I reached my feet, the beast pawed the ground, another charge evidently his plan.

A moment was all I needed to summon the energy of my spectral ram and channel it through the orb. The minotaur slammed against the invisible barrier born of my spell. For a long instant, it appeared our battle was at a stalemate. But I knew I was in a dire situation: had that attack missed its target, I would be dead. Then I remembered Master Raelias' words.

"Seilen, I have a gift for you.

"This is the orb of Melkas. It was made by the first eladrin wizard to set foot on this land, ages before the rise of our beautiful city. When there were but saplings and hopes here, already it was used by our mightiest wizards to protect this place, and to defend the eladrin people and the faerie land. It endured a dragon's breath, although its previous owner didn't. And it drove back a horde of orcs that once threatened our borders.

"This small, precious item has saved my own life many times. Then, one day, a minion of the Shaskal warlord stole it from me, when we still hadn't stipulated an alliance with dwarves. The warlord was pounding at Elesia's gates ready to lay waste to our lands. I cannot thank the gods—and your father—enough for their help in defeating him and in taking the orb back.

"Remember, Seilen, this elektron orb is Melkas's heart, the gift of the faerie land to our city. As long as an eladrin wields it, Melkas lives again. Don't forget my words, because I have nothing else to teach you. From this day forth, you are no longer an apprentice, but an equal. From this day forth, you are a wizard."

The minotaur growled in pain as the orb radiated an intense blue light. Then the invisible ram, made stronger by the orb of Melkas as though flowing from the very ashes of the city we had both loved, threw the beast against the wall as if it were a rag doll. I heard his bones cracking and saw the flicker of life die in his eyes. The minotaur was dead. And he was dead for good this time. I fell to the ground, exhausted.

My next toast will be in your honor, Master Raelias.



ADVENTURING GEAR

The following list features many useful mundane items for a wizard; they allow you to enrich your adventures with mysterious tomes of hidden knowledge and devilries worthy of the wildest archmage.

Adventuring Gear

Item	Price	Weight
Acoustic Horn	40 gp	4 lb.
Arcane Implement		
Dragonmask	15 gp	2 lb.
Hat of Wizardry	12 gp	2 lb.
Safeguard Shield (Light)	25 gp	6 lb.
Safeguard Shield (Heavy)	30 gp	15 lb.
Unreal Mirror	15 gp	2 lb.
Astrolabe and Sky Charts	150 gp	1/2 lb.
Brazier	3 gp	8 lb.
Censer	1 gp	2 lb.
Chalk	1 cp	—
Divinatory Implement	30 gp	1 lb.
Dreamcatcher	8 gp	1 lb.
Field Guide	50 gp	10 lb.
Ghostcatcher	40 gp	1 lb.
Goose Quill	1 cp	—
Incense (1 block)	10 gp	1/2 lb.
Ink		
Black	8 gp	1/2 lb.
Colored	10 gp	1/2 lb.
Disappearing	13 gp	1/2 lb.
Fire-resistant	18 gp	1/2 lb.
Golden	15 gp	1/2 lb.
Moon	75 gp	1/2 lb.
Shadow	50 gp	1/2 lb.
Solar	30 gp	1/2 lb.
Inkpen	5 sp	—
Instant Fire	10 gp	1 lb.
Library		
Personal	500 gp	200 lb.
City	5,000 gp	*
Royal	50,000 gp	*
Interplanar	500,000 gp	*
Divine	5,000,000 gp	*
Magnifying Lens	20 gp	—
Myrrh	15 gp	1/2 lb.
Paper (1 sheet)	2 sp	—
Parchment	1 cp	—
Portable Desk	15 gp	8 lb.
Portable Tripod	2 gp	2 lb.
Scroll Case	1 gp	1/2 lb.
Spying Glass	50 gp	1 lb.
Telescope	1,000 gp	10 lb.
Wax	1 sp	1/2 lb.

*These items are too heavy and too large to carry in normal conditions and without resorting to magical help.

Acoustic Horn: This is a horn made of brass or another similar metal. It magnifies sounds and leads them to your ear. When you use it, you gain a +2 bonus to Perception checks made to listen through a door or a wall.

Arcane Implement: In addition to wands, staffs and orbs, a wizard can also use a hat, mask, shield or mirror as a focus for his spells. Using a nonmagical implement confers no benefit. You can purchase a magic implement to gain an enhancement bonus to attack rolls and damage rolls with your arcane powers. A shield implement can also function as a normal light or heavy shield, provided that the wizard is proficient with its use. The new arcane implements are described in more detail in their section below.

Astrolabe and Sky Charts: These tools, an elaborated sphere outlining the angulations between the stars and a set of charts detailing the positions of celestial bodies in the sky over the course of a year, are usually employed to study the sky and to find your way. Wizards and astronomers often use these tools with a spying glass. These items are extremely precise: If you know how to use them, you can also trace a course at sea when no coast is visible. Each time you use the astrolabe and the sky charts and succeed a DC 15 Nature check, you gain a +4 item bonus to your next Nature check to find the north (especially if you have to pinpoint a precise direction). If you succeed on a DC 25 Arcana check, you gain a +2 bonus to the skill checks you need to make when performing a Binding, Divination, Scrying, Travel, or Warding ritual, as you become more attuned to the stellar energies flowing around you.

Brazier: This bowl is usually made of brass, marble or other substances resistant to fire. It can be used to burn incense blocks and other similar substances or to keep a small room warm, minimizing the risk of fire. It allows a scent to spread faster than a simple censer and it can contain more incense blocks, but it is very sensitive to gusts of wind. It is usually placed above a tripod to raise it from the ground.

Censer: Wizards and clerics often use this small container during their rituals, or just to diffuse a pleasant scent in a small room. A substance put inside a censer burns without any risk of starting a fire and is safe from the wind, but keeps spreading its scent in the air. The embers burning inside are too few and too cold to heat the surrounding area.

Chalk: You can buy pieces of chalk in small cylinders and use them to easily write notes or messages on paper and stone. Unfortunately, such writings are short-lived and easily erased. Nonetheless, this is an ideal tool to draw a magic circle in haste.

Divinatory Implement: Each culture uses its own specific tools for this purpose, and they can take many different forms. Some are rune-carved stones, others tea

leaves, animal bones or innards, incenses and perfumes, or mineral shards. When you use whatever items you are familiar with, you gain a +2 bonus to all checks requires to perform a Divination or Scrying ritual.

Dreamcatcher: This a minor magic item, originally used by wandering halfling clans. It is usually shaped like a disk with an elaborate pattern carved on its surface and decorated with the feathers of nightly birds of prey. You can wear it around your neck or hang it above your bed or bedroll. You do not take any penalty to Will defense or to passive Perception checks when you are unconscious or sleeping, and you can always remember your dreams in detail. The dreamcatcher burns to ashes the first time you are hit by an attack against your Will defense when you are unconscious or asleep.

Field Guide: These books are small portable encyclopedias. If you spend 15 minutes studying them before making an Arcana, Dungeoneering, Heal, History, Nature, or Religion check, you gain a +1 bonus to that check; if you spend 1 hour, you gain a +2 bonus to that check. You must make the check immediately after you have studied the books. Field guides are always specialized in one field of knowledge, thus a character featuring a set of Arcana field guides will not gain any bonus to his or her Nature checks. If you own more field guides specialized in the same field, their bonuses do not stack.

Ghostcatcher: A ghostcatcher is much like a dreamcatcher, but it sports a more elaborate design and the dish is bent so that it looks like an 8 if seen from a side. Unlike a dreamcatcher, nobody ever hangs it above the bed. It is commonly believed that this shape can trap the specters that lead the souls of the departed to their deities, preventing them from doing their job. A ghostcatcher is triggered when you are dying. You gain a +1 bonus to all saving throws against death and you can spend a healing surge with a result of 19 or more. Whether you are rescued or die, the ghostcatcher burns to ashes immediately after use.

Goose Quill: This long pen, originally part of a bird's wing or tail, absorbs a certain amount of ink and then slowly releases it on a surface. It rarely remains whole if used to write more than 50 pages, but can be easily replaced.

Incense: Incense is a rubber-like resin collected from the bark of certain trees that grow only in the warmer and dryer regions of the world. An incense block burns for one hour, but its scent lingers for an additional hour if no fresh air is let in the area. A particular type of incense can cost as much as ten times a normal type. The rarest incenses are often used to perform a ritual.

Ink: Ink is made of various pigments dissolved in water or in other liquids. The costs below refer to a bottle full enough to write 100 pages of a normal book.

Black: This is a cheap ink, the one used by most common writers.

Colored: There are inks of virtually any color, whose price is just a little higher than that of a black ink's bottle.

Disappearing: There are many types of disappearing inks. The most common versions disappear and appear again after some time (up to a few days) if the sheet is warmed or a reaction with another specific substance is obtained. Writing made from disappearing ink is usually invisible, but you can detect its presence with a DC 20 Perception check.

Fire-resistant: This is no mere ink: It also makes the document containing the writing more resistant to fire. When the sheet is burned, if the fire is not too intense, the part containing the writing will survive.

Golden: This type of ink is only used in the most important documents, usually by wealthy nobles or merchants or by scribes copying famous or holy texts.

Moon: This silvery ink reflects light, but can only be seen at a certain hour in the night, when the moon is in a particular phase, and only when the sky is clear and allows for a neat view of the moon. It was made by dwarves, but elves and eladrin are also fond of it, albeit for different uses (the former use it to hide their secrets, the latter for artistic purposes). A writing made of moon ink is usually invisible, but you can detect its presence with a DC 35 Perception check. If you succeed, you can make a DC 30 Arcana check to find out what type of ink has been used.

Shadow: This ink can only be read by creatures with darkvision, and only under specific illumination conditions, ranging from full sunlight to the full darkness of a moonless night. A writing made of shadow ink is usually invisible, but you can detect its presence with a DC 35 Perception check. If you succeed, you can make a DC 30 Arcana check to find out what type of ink has been used.

Solar: This ink is often used by humans to write secret messages of utmost importance. When the message can be read, the ink has a golden hue. Each bottle of ink is attuned to a specific position of the sun in the sky, and therefore to a certain hour of the day. Thus, you can use it to write messages that will only become visible at dawn, at noon, at late afternoon, at twilight and so on; in any case, the weather must allow for a clear view of the sun. Solar ink is ineffective at night. Different seasons and latitudes can also compromise its effectiveness. A writing made of solar ink is invisible, but you can detect its presence with a DC 35 Perception check. If you succeed, you can make a DC 30 Arcana check to find out what type of ink has been used.

Inkpen: The inkpen works like a pen, but it is made in wood or bone and lasts virtually forever.

Instant Fire: This is a block of wax-like substance. As soon as you rub one of these blocks against a flint, it will burn like a torch for 4 hours, producing a like amount of light and heat, which you can safely carry in your hand. Once used, the block is consumed.

Library: A library works much like a set of field guides (see above), but it is much larger and requires



A wizard's shop is full of wondrous items

more time to use, although it grants better benefits. Each library is specialized in one field of knowledge (choose from Arcana, Dungeoneering, Heal, History, Nature, or Religion). A library's size defines the bonus you gain to your related skill check after spending the required amount of time researching a particular subject (the GM has the final word on the required time). While you are researching a subject, you cannot take any other action. The bonus gained from a library research can only be used once per skill check.

LIBRARIES

Library	Bonus
Personal	+2
City	+4
Royal	+6
Interplanar	+8
Divine	+10

Magnifying Lens: This lens is a convex glass or crystal disk. When you use it, you gain a +2 bonus to Perception checks to spot small details.

Myrrh: A rubber-like resin collected from the bark of the tree that bears the same name, myrrh can be burnt as if it were incense, but it is often used to enhance healing potions or medical treatments. If you dissolve it in a potion that has the healing keyword, that potion will restore 1d8 extra hit points.

Paper: A fine sheet of paper. Many sheets of paper are usually bound together to make a book.

Parchment: A sheet of parchment. Its quality is poor, so it is used to write drafts or to scribe those scrolls that burn the parchment when used.

Portable Desk: This small flat wooden surface is designed for adventuring wizards, who can use it as a small workbench and to keep their inks and pens safe.

Portable Tripod: This is a light wooden support that can be folded to be easily carried around (when folded, it is considered a Tiny item). It can sustain many different items (braziers, telescopes, bowls, portable desks and so on).

Scroll Case: This leather tube has a lid and can be used to safely store scrolls, parchments or plain sheets of paper.

Spying Glass: This is a 3 ft. long tube of wood or metal that can be reduced to half this length thanks to a system of progressively smaller pieces. It allows you to see at a greater range and grants a +2 bonus to Perception checks made to watch creatures or items located beyond 10 squares but within 50 squares from you.

Telescope: This is a more powerful version of the common spying glass, often used to watch the stars and other bodies in the sky. Still, it can also have more mundane uses. Once fully extended, it measures 5 feet and must be placed on a tripod or another similar

support. You can use it to see far beyond your normal reach, gaining a +2 bonus to Perception checks made to spot creatures or objects beyond 50 squares from you but within a range of 100 squares.

Wax: A simple block of wax. It can be used to make small carvings, to make a mold, to seal envelopes and so on.

ARCANE IMPLEMENTS

As mentioned in Chapter 1, a wizard is no longer limited to a wand, staff or orb when choosing his arcane implement. Along with these three traditional implements, *The Quintessential Wizard* introduces four new alternatives. These implements are described below and can be used by any wizard, but not by members of other classes (such as warlocks).

Dragonmask: When you choose this implement, you must select one type of damage: acid, cold, fire, lightning, or poison. You cannot change the selected type of damage later. Once per encounter, as a free action, you can use the dragonmask to obtain one of the following effects. When casting a spell that deals the type of damage you selected, you deal extra damage equal to your Constitution modifier.

Alternatively, you gain resistance equal to your Constitution modifier to the type of damage you selected, until the end of your next turn.

You must wear the mask to use this ability. A dragonmask fills the head slot (see Magic Item Categories in the *D&D 4E Player's Handbook*). This form of mastery is particularly useful to war wizards and tattooed hexers (see Chapter 1: A Wizard's Role), as it allows them to deal more damage.

Hat of Wizardry: Once per encounter, as a free action, you can extend your powers' range a number of squares equal to twice your Wisdom modifier. For example, a wizard with Wisdom 16 can use his hat of wizardry to hit a creature at range 16 with his *ray of enfeeblement*.

You must wear your hat to use this ability. A hat of wizardry fills the head slot (see Magic Item Categories in the *D&D 4E Player's Handbook*). This form of mastery is very useful to control wizards and academics (see Chapter 1: A Wizard's Role), as it allows them to strike from a safer distance.

Safeguard Shield: Once per encounter, as an immediate interrupt, when you are hit by an attack, you can force your foe to reroll the attack roll with a penalty equal to your Strength modifier. The foe will have to use the second result, even if it is lower. If the second attack roll misses you, your attacker is dazed until the end of your next turn.

You must wield the shield to use this ability. This form of mastery is particularly useful to war wizards

and arcane champions (see Chapter 1: A Wizard's Role), as it allows them to elude potentially deadly attacks. In addition, if you have a Shield Proficiency (Light or Heavy) feat, you can use the shield to obtain its normal benefits to AC and Reflex defense.

Unreal Mirror: Once per encounter, as a movement action, you can shift a number of squares equal to your Charisma modifier. When using this ability, you are considered concealed until the end of your next turn.

You must wield the mirror to use this ability. This form of mastery is useful to all types of wizards, as it allows them to elude the nearest dangers, but it is often used by magi (see Chapter 1: A Wizard's Role) who love to confound their foes.

MAGIC ITEMS

As their very name implies, magic items have a strong connection to wizards. Wizards are master crafters of all types of items, from the sturdiest suits of armor to the keenest, deadliest weapons, from magic wands to rings of power. Of course, wizards are not content with just letting other adventurers using their items. Indeed, a wizard wields a fearsome power in his hands: using the proper ritual, he can craft veritable masterpieces and carry them in his journeys. Below you will find some of the most useful items a wizard can craft and use with best results in his career. *The Quintessential Wizard* also introduces a new type of magic items, filling a new item slot: magic runes, featured in the last section of this chapter.

WEAPONS

Although weapons are not a wizard's specialty, the two blades featured below can be useful, especially if they are daggers. If you are not proficient with a certain weapon, you do not gain its proficiency bonus to attack rolls, but you do gain its enhancement bonus as a magic weapon. The weapons featured below can be added to those described in the D&D 4E *Player's Handbook*.

WEAPONS

Lvl	Name	Price (gp)
4	Ritual blade +1	840
9	Ritual blade +2	4,200
14	Ritual blade +3	21,000
19	Ritual blade +4	105,000
24	Ritual blade +5	525,000
25	Fey blade +5	625,000
29	Ritual blade +6	2,625,000
30	Fey blade +6	3,125,000

Fey Blade

Level 25+

This blade is not a simple tool of death, but a piece of art forged by the eladrin and a conduit for fey magic.

Lvl 25 +5 625,000 gp Lvl 30 +6 3,125,000 gp

Weapon: Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1 d6 psychic damage per plus, and the creature is dominated until the end of your next turn

Property: When you use a power that has the charm keyword and wield this blade, your target takes a -5 penalty to the saving throw to end that effect.

Power (Daily): Minor Action. You and all your allies within 10 squares gain a +5 power bonus to saving throws until the end of the encounter.

Ritual Blade

Level 4+

This is the favorite blade of ritual casters.

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp

Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp

Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

Weapon: Light Blade (usually daggers and sickles)

Enhancement: Attack rolls and damage rolls

Critical: +1 d6 damage per plus

Property: When performing a ritual, you can spend a healing surge. If you do, you gain a power bonus equal to the *ritual blade's* enhancement bonus to any skill check performed as part of the ritual. Alternatively, you can use the *ritual blade* to kill with a coup de grace a helpless creature whose level is equal or greater than the ritual you are performing to gain the same benefits. The *ritual blade* does not allow you to automatically score a coup de grace if the required conditions are not met (see the D&D 4E *Player's Handbook* for rules on Coup de Grace).

You can spend more than one healing surge or sacrifice more than one creature. The bonuses stack.

Only the blade's wielder can spend healing surges or sacrifice creatures for this purpose.

Power (Daily): Free Action. When you kill a creature with a coup de grace, you also heal a number of hit points as if you had spent a healing surge.

HATS

Hats include headpieces of many types, from pointed cones to velvet bowlers; their design does not matter, as long as it remains a nexus of arcane enchantments that can channel your spells. Unlike other implements, a hat also works as a head slot item, thus sometimes it grants powers that enhance skills, increase damage, and enhance senses.

However, you must be a member of a class that can use a hat as an implement to apply its enhancement bonus to the attack rolls and the damage rolls of any of your powers from that class that have the implement keyword and to use a hat's properties and powers. If your class can't normally use hats as implements, or

if you're not using an implement power, you gain no other benefit from wearing a hat.

For example, a rogue could pick up and don a +3 *elven hat* and use it as a head slot item: He would add 3 to his Stealth checks. However, he couldn't combine the hat's power in conjunction with a rogue power, because rogue powers can't be cast through hats.

HATS

Lvl	Name	Price (gp)
1	<i>Magic hat +1</i>	360
2	<i>Elven hat +1</i>	520
3	<i>Hat of the grey wanderer +1</i>	680
5	<i>Hat of the energy bolts +1</i>	1,000
5	<i>Hat of shadow +1</i>	1,000
6	<i>Magic hat +2</i>	1,800
7	<i>Elven hat +2</i>	2,600
8	<i>Hat of the grey wanderer +2</i>	3,400
10	<i>Hat of the energy bolts +2</i>	5,000
10	<i>Hat of shadow +2</i>	5,000
11	<i>Magic hat +3</i>	9,000
12	<i>Elven hat +3</i>	13,000
13	<i>Hat of the grey wanderer +3</i>	17,000
15	<i>Hat of the energy bolts +3</i>	25,000
15	<i>Hat of shadow +3</i>	25,000
16	<i>Magic hat +4</i>	45,000
17	<i>Elven hat +4</i>	65,000
18	<i>Hat of the grey wanderer +4</i>	85,000
20	<i>Hat of the energy bolts +4</i>	125,000
20	<i>Hat of shadow +4</i>	125,000
21	<i>Magic hat +5</i>	225,000
22	<i>Elven hat +5</i>	325,000
23	<i>Hat of the grey wanderer +5</i>	425,000
24	<i>Hat of the archmage +5</i>	525,000
25	<i>Hat of the energy bolts +5</i>	625,000
25	<i>Hat of shadow +5</i>	625,000
26	<i>Magic hat +6</i>	1,125,000
27	<i>Elven hat +6</i>	1,625,000
28	<i>Hat of the grey wanderer +6</i>	2,125,000
29	<i>Hat of the archmage +6</i>	2,625,000
30	<i>Hat of the energy bolts +6</i>	3,125,000
30	<i>Hat of shadow +6</i>	3,125,000

Elven Hat Level 2+

This dark green hat is made of fine elven cloth, has a flat top and a narrow brim.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Item Slot: Head

Implement (Hat)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain an item bonus to Perception checks and Stealth checks equal to the hat's enhancement bonus.



Hat of Wizardry

Hat of the Archmage Level 24+

This wide-brim, pointed hat is woven with magic and adorned with magic runes.

Lvl 24	+5	525,000 gp	Lvl 29	+6	2,625,000 gp
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Item Slot: Head

Implement (Hat)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Free Action. Use this power when using a wizard encounter or daily power. That power is not expended.

Hat of Energy Bolts Level 5+

This hat is adorned with arrow-like runes and can enhance force-centered powers.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Head

Implement (Hat)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus

Power (Daily ♦ Force): Minor Action. Use this power when using a power that has the force keyword. After resolving the power, deal 1d8 force damage to every creature in a close blast 3.

Level 15 or 20: 2d8 force damage.

Level 25 or 30: 3d8 force damage.

Hat of the Grey Wanderer Level 3+

This hat looks worn and dusty.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Item Slot: Head

Implement (Hat)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You gain an item bonus to Heal checks and

Intimidate checks equal to the hat's enhancement bonus.

Power (Daily ♦ Healing): Free Action. You regain hit points as if you had spent a healing surge.

Hat of Shadow

Level 5+

This brightly colored hat provides shelter from heat and sunlight.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Head**Implement (Hat)****Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus**Property:** Resist fire 5 and resist radiant 5.

Level 15 or 20: Resist fire 10 and resist radiant 10.

Level 15 or 20: Resist fire 15 and resist radiant 15.

Power (Daily): Immediate Reaction. You can use this power when you are hit by a power dealing fire or radiant damage. You take no damage from that power.**Magic Hat**

Level 1+

This hat is adorned with a magic rune.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Item Slot: Head**Implement (Hat)****Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus**MASKS**

You don a mask over your face, hiding it almost completely behind it. These masks usually have the shape of a dragon and are the result of long-standing draconian magic traditions. A mask is always permeated with arcane enchantments channeling your spells. Unlike other implements, a mask also works as a head slot item, thus sometimes it grants powers that enhance skills, increase damage, and enhance senses.

However, you must be a member of a class that can use a mask as an implement to apply its enhancement bonus to the attack rolls and the damage rolls of any of your powers from that class that have the implement keyword and to use a mask's properties and powers. If your class can't normally use masks as implements, or if you're not using an implement power, you gain no other benefit from wearing a mask.

For example, a paladin could pick up and don a +2 *mask of draconian senses* and use it as a head slot item. He would add 2 to his Perception checks and gain darkvision. However, he couldn't combine the mask's power in conjunction with a paladin power that had the radiant keyword, because paladin powers can't be cast through masks.

MASKS

Lvl	Name	Price (gp)
1	<i>Magic dragonmask +1</i>	360
3	<i>Mask of draconian senses +1</i>	680
5	<i>Black dragonmask +1</i>	1,000
5	<i>Blue dragonmask +1</i>	1,000
5	<i>Green dragonmask +1</i>	1,000
5	<i>Red dragonmask +1</i>	1,000
5	<i>White dragonmask +1</i>	1,000
6	<i>Magic dragonmask +2</i>	1,800
8	<i>Mask of draconian senses +2</i>	3,400
10	<i>Black dragonmask +2</i>	5,000
10	<i>Blue dragonmask +2</i>	5,000
10	<i>Green dragonmask +2</i>	5,000
10	<i>Red dragonmask +2</i>	5,000
10	<i>White dragonmask +2</i>	5,000
11	<i>Magic dragonmask +3</i>	9,000
13	<i>Mask of draconian senses +3</i>	17,000
15	<i>Black dragonmask +3</i>	25,000
15	<i>Blue dragonmask +3</i>	25,000
15	<i>Green dragonmask +3</i>	25,000
15	<i>Red dragonmask +3</i>	25,000
15	<i>White dragonmask +3</i>	25,000
16	<i>Magic dragonmask +4</i>	45,000
18	<i>Mask of draconian senses +4</i>	85,000
20	<i>Black dragonmask +4</i>	125,000
20	<i>Blue dragonmask +4</i>	125,000
20	<i>Green dragonmask +4</i>	125,000
20	<i>Red dragonmask +4</i>	125,000
20	<i>White dragonmask +4</i>	125,000
21	<i>Magic dragonmask +5</i>	225,000
22	<i>Ancient dragonmask +5</i>	325,000
23	<i>Mask of draconian senses +5</i>	425,000
25	<i>Black dragonmask +5</i>	625,000
25	<i>Blue dragonmask +5</i>	625,000
25	<i>Green dragonmask +5</i>	625,000
25	<i>Red dragonmask +5</i>	625,000
25	<i>White dragonmask +5</i>	625,000
26	<i>Magic dragonmask +6</i>	1,125,000
27	<i>Ancient dragonmask +6</i>	1,625,000
28	<i>Mask of draconian senses +6</i>	2,125,000
30	<i>Black dragonmask +6</i>	3,125,000
30	<i>Blue dragonmask +6</i>	3,125,000
30	<i>Green dragonmask +6</i>	3,125,000
30	<i>Red dragonmask +6</i>	3,125,000
30	<i>White dragonmask +6</i>	3,125,000

Ancient Dragonmask

Level 22+

This dragonmask exudes the primeval power of an ancient wyrm.

Lvl 22	+5	325,000 gp	Lvl 27	+6	1,625,000 gp
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Item Slot: Head**Implement (Mask)****Enhancement:** Attack rolls and damage rolls**Critical:** +1d8 damage per plus**Property:** You gain darkvision.**Power (Daily → Paura):** Standard Action. You make an

Intelligence vs. Will attack against every creature in a close burst 1. If you hit, the target is stunned until the end of your next turn and takes a -2 penalty to attack rolls (save ends).

Black Dragonmask

Level 5+

This mask is shaped like a black dragon's face. It exudes a pungent acid-like scent.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Head**Implement (Mask)****Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 acid damage per plus

Power (Daily ♦ Acid): Free Action. Use this power when using a power that has the acid keyword. After resolving the power, every creature in a close burst 3 from you takes 1d4 acid damage and a –2 penalty to AC and Will defense (save ends).
Level 15 or 20: 2d4 acid damage and a –4 penalty to AC and Will defense (save ends).
Level 25 or 30: 3d4 acid damage and a –6 penalty to AC and Will defense (save ends).

Blue Dragonmask

Level 5+

This mask is shaped like a blue dragon's face. Bolts of energy crackle around its eyes.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Head**Implement (Mask)****Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 lightning damage per plus

Power (Daily ♦ Lightning): Free Action. Use this power when using a power that has the lightning keyword. After resolving the power, every creature in a close burst 3 from you takes 1d4 lightning damage and is dazed (save ends).
Level 15 or 20: 2d4 lightning damage and the target is stunned (save ends).
Level 25 or 30: 3d4 lightning damage and the target is stunned and weakened (save ends).

Green Dragonmask

Level 5+

This mask is shaped like a green dragon's face. Its eyes gleam with unparalleled malice.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Head**Implement (Mask)****Enhancement:** Attack rolls and damage rolls

Power (Daily ♦ Poison): Free Action. Use this power when using a power that has the poison keyword. After resolving the power, every creature in a close burst 3 from you takes 1d6 poison damage and 5 ongoing poison damage (save ends).
Level 15 or 20: 2d4 poison damage and 10 ongoing poison damage (save ends).
Level 25 or 30: 3d4 poison damage and 15 ongoing poison damage (save ends).



Dragonmask

A8

Magic Dragonmask

Level 1+

This dragonshaped mask is a fearsome sight to your enemies.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Item Slot: Head**Implement (Mask)****Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus**Mask of Draconian Senses**

Level 3+

This dragonshaped mask alters your senses and makes them similar to a dragon's senses.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Item Slot: Head**Implement (Mask)****Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 damage per plus

Property: You gain an item bonus to Perception checks equal to the mask's enhancement bonus, and you also gain low-light vision.

Red Dragonmask

Level 5+

This mask is shaped like a red dragon's face. Tendrils of smoke rise from its muzzle at every breath.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Head**Implement (Mask)****Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 fire damage per plus

Power (Daily ♦ Fire): Free Action. Use this power when using a power that has the fire keyword. After resolving the power, every creature in a close burst 3 from you takes 1d8 fire damage.

Level 15 or 20: 2d8 fire damage.

Level 25 or 30: 3d8 fire damage.

White Dragonmask

Level 5+

This mask is shaped like a white dragon's face. It is constantly covered with a layer of frost.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Item Slot: Head**Implement (Mask)****Enhancement:** Attack rolls and damage rolls**Critical:** +1d6 cold damage per plus

Power (Daily ♦ Cold): Free Action. Use this power when using a power that has the cold keyword. After resolving the power, every creature in a close burst 3 from you takes 1d4 cold damage and is slowed (save ends).

Level 15 or 20: 2d4 cold damage and the target is immobilized (save ends).

Level 25 or 30: 3d4 cold damage and the target is restrained (save ends).

MIRRORS

If you are a member of a class that can use a mirror as an implement, you can apply the enhancement bonus of a mirror to the attack rolls and the damage rolls of any of your powers from that class that have the implement keyword, and you can use a mirror's properties and powers. Members of other classes gain no benefit from wielding a mirror.

A mirror is a small, curved surface of glass contained within a metal or wooden frame, small enough to be easily held in one hand. Unlike a normal mirror, some unreal mirrors can show a different picture from what's in front of it, and a casual observer might be confused by their effects. Such mirrors are always pervaded with arcane enchantments that can channel your spells. As with most other implements, you can't make melee attacks with a mirror.

Mirrors

Lvl	Name	Price (gp)
1	<i>Magic mirror +1</i>	360
3	<i>Mirror of magic displacement +1</i>	680
4	<i>Mirror of disguise +1</i>	840
6	<i>Magic mirror +2</i>	1,800
8	<i>Mirror of magic displacement +2</i>	3,400
9	<i>Mirror of disguise +2</i>	4,200
11	<i>Magic mirror +3</i>	9,000
12	<i>Mirror of many images +3</i>	13,000
13	<i>Mirror of magic displacement +3</i>	17,000
14	<i>Mirror of disguise +3</i>	21,000
15	<i>Mirror of invisibility +3</i>	25,000
16	<i>Magic mirror +4</i>	45,000
17	<i>Mirror of many images +4</i>	65,000
18	<i>Mirror of magic displacement +4</i>	85,000
19	<i>Mirror of disguise +4</i>	105,000
20	<i>Mirror of invisibility +4</i>	125,000
21	<i>Magic mirror +5</i>	225,000
22	<i>Mirror of many images +5</i>	325,000
23	<i>Mirror of magic displacement +5</i>	425,000
24	<i>Mirror of disguise +5</i>	525,000
25	<i>Mirror of invisibility +5</i>	625,000
26	<i>Magic mirror +6</i>	1,125,000
27	<i>Mirror of many images +6</i>	1,625,000
28	<i>Mirror of magic displacement +6</i>	2,125,000
29	<i>Mirror of disguise +6</i>	2,625,000
30	<i>Mirror of invisibility +6</i>	3,125,000

Magic Mirror

Level 1+

This simple mirror is shaped in a fashion that will not reflect reality.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Mirror)**Enhancement:** Attack rolls and damage rolls**Critical:** 1d6 damage per plus**Mirror of Disguise**

Level 4+

Whenever you look at yourself in the mirror, you see a different image.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

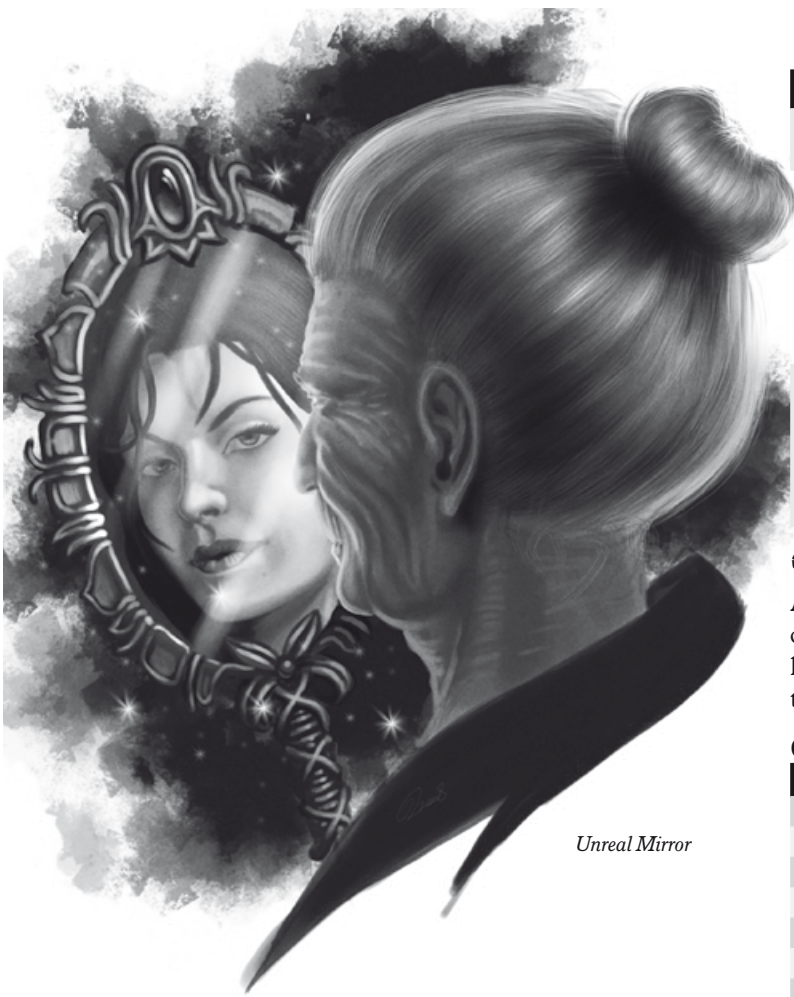
Implement (Mirror)**Enhancement:** Attack rolls and damage rolls**Critical:** 1d8 damage per plus

Property: You gain an item bonus to Bluff checks and Stealth checks equal to the mirror's enhancement bonus.

Power (Daily ♦ Illusion): Minor Action. As the wizard's power *disguise self*.

Level 14 or 19: The power targets you and all adjacent allies.

Level 24 or 29: The power targets you and all allies within a burst 2 centered on you.



Unreal Mirror

Mirror of Invisibility Level 15+

From time to time, this mirror seems to exclude an object or creature from its reflections.

Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp
Lvl 20	+4	125,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Mirror)

Enhancement: Attack rolls and damage rolls

Critical: 1d8 damage per plus

Power (Daily ♦ Illusion): Standard Action. As the wizard's power *invisibility*.
Level 25 or 30: As the wizard's power *greater invisibility*.

Mirror of Many Images Level 12+

This mirror is intentionally cracked, so that it can reflect the same image many times.

Lvl 12	+3	13,000 gp	Lvl 22	+5	325,000 gp
Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp

Implement (Mirror)

Enhancement: Attack rolls and damage rolls

Critical: 1d6 damage per plus

Power (Daily ♦ Illusion): Minor Action. As the wizard's *mirror image* power, but you create a number of duplicate images of yourself equal to the mirror's enhancement bonus. Each duplicate image grants a +2 item bonus to AC.

Mirror of Psychic Displacement Level 3+

Ominous shadows dance over this mirror's surface, twisting the mind of any creature that watches them.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Mirror)

Enhancement: Attack rolls and damage rolls

Critical: 1d6 psychic damage per plus

Power (Daily ♦ Psychic): Minor Action. Change the damage type dealt by the next arcane power you use to psychic. Add 1d6 to the damage dealt by that power (if any).
Level 13 or 18: Add 2d6 to the damage dealt.
Level 23 or 28: Add 3d6 to the damage dealt.

ORBBS

An orb is a heavy, round object, usually made of glass or crystal, sized to fit comfortably in the palm of your hand. The following orbs can be added to those featured in the D&D 4E *Player's Handbook*.

ORBBS

Lvl	Name	Price (gp)
3	Orb of divining crystal +1	680
4	Orb of unspeakable horror +1	840
8	Orb of divining crystal +2	3,400
9	Orb of unspeakable horror +2	4,200
13	Orb of divining crystal +3	17,000
14	Orb of unspeakable horror +3	21,000
18	Orb of divining crystal +4	85,000
19	Orb of unspeakable horror +4	105,000
23	Orb of divining crystal +5	425,000
24	Orb of unspeakable horror +5	525,000
28	Orb of divining crystal +6	2,125,000
29	Orb of unspeakable horror +6	2,625,000

Orb of Divining Crystal Level 3+

This orb helps you focus and allows you to see at a great distance.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Standard Action. Use this orb when performing a Divination or Scrying ritual that has Arcana as key skill. The casting time is halved and you gain an item bonus to your Arcana check (if required) equal to the orb's enhancement bonus.

Orb of Unspeakable Horror

Level 4+

A monstrous eye stares from inside the orb and induces fear in your enemies.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 psychic damage per plus

Power (Daily ♦ Psychic): Free Action. Use this power when using a power that has the psychic keyword. After resolving the power, every creature in a close blast 3 from you takes 1d6 psychic damage.

Level 14 or 19: 2d6 psychic damage.

Level 24 or 29: 3d6 psychic damage.

SHIELDS

When you use a shield, you strap it to an arm and it grants a shield bonus to your AC and Reflex defense, provided that you're proficient with it. Unlike other arcane implements, a safeguard shield also provides mundane protection. If used in melee, a safeguard shield uses its enhancement bonus and grants its usual bonuses to AC and Reflex defense, just like any other shield. It can be either a light or heavy shield.

However, you must be a member of a class that can use a shield as an implement to apply its enhancement bonus to the attack rolls and the damage rolls of any of your powers from that class that have the implement keyword and to use a shield's properties and powers. If your class can't normally use shields as implements, or if you're not using an implement power, you gain no other benefit from wielding a shield.

For example, a fighter could pick up and wield a +3 *heavy draconian safeguard shield* and use it as an arm slot item. He would add 2 to his AC and Reflex defense (as with any heavy shield) and gain resist 6

SHIELDS

Lvl	Name	Price (gp)
1	<i>Magic safeguard shield +1</i>	360
3	<i>Draconian safeguard shield +1</i>	680
3	<i>Dwarven safeguard shield +1</i>	680
4	<i>Eladrin safeguard shield +1</i>	840
5	<i>Celestial safeguard shield +1</i>	1,000
6	<i>Magic safeguard shield +2</i>	1,800
8	<i>Draconian safeguard shield +2</i>	3,400
8	<i>Dwarven safeguard shield +2</i>	3,400
9	<i>Eladrin safeguard shield +2</i>	4,200
10	<i>Celestial safeguard shield +2</i>	5,000
11	<i>Magic safeguard shield +3</i>	9,000
13	<i>Draconian safeguard shield +3</i>	17,000
13	<i>Dwarven safeguard shield +3</i>	17,000
14	<i>Eladrin safeguard shield +3</i>	21,000
15	<i>Celestial safeguard shield +3</i>	25,000

to acid, cold, fire, lightning, or poison damage (GM's choice). However, he couldn't combine the shield's power in conjunction with a fighter power, because fighter powers can't be cast through shields.

Celestial Safeguard Shield

Level 5+

This shield is engraved with a circle of defensive runes; it seems to infuse great strength in your arm.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Shield)

Item Slot: Arms

Enhancement: Attack rolls and damage rolls

Critical: 1d6 damage per plus

Power (Daily): Minor Action. You gain an item bonus to all defenses equal to the shield's enhancement bonus until the end of your next turn. You also gain 10 temporary hit points.

Level 15 or 20: 20 temporary hit points.

Level 25 or 30: 30 temporary hit points.

Draconian Safeguard Shield

Level 3+

This shield is decorated with a dragon's symbol and protects its bearer from harm.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Shield)

Item Slot: Arms

Enhancement: Attack rolls and damage rolls

Critical: 1d8 damage per plus

Property: You gain resistance to one type of damage (acid, cold, fire, lightning, or poison) equal to twice the shield's enhancement bonus. The shield's creator determines what type of damage it confers resistance to; it cannot be changed later.

Lvl	Name	Price (gp)
16	<i>Magic safeguard shield +4</i>	45,000
18	<i>Draconian safeguard shield +4</i>	85,000
18	<i>Dwarven safeguard shield +4</i>	85,000
19	<i>Eladrin safeguard shield +4</i>	105,000
20	<i>Celestial safeguard shield +4</i>	125,000
21	<i>Magic safeguard shield +5</i>	225,000
23	<i>Draconian safeguard shield +5</i>	425,000
23	<i>Dwarven safeguard shield +5</i>	425,000
24	<i>Eladrin safeguard shield +5</i>	525,000
25	<i>Celestial safeguard shield +5</i>	625,000
26	<i>Magic safeguard shield +6</i>	1,125,000
28	<i>Draconian safeguard shield +6</i>	2,125,000
28	<i>Dwarven safeguard shield +6</i>	2,125,000
29	<i>Eladrin safeguard shield +6</i>	2,625,000
30	<i>Celestial safeguard shield +6</i>	3,125,000



Safeguard Shield

Dwarven Safeguard Shield Level 3+

This shield strengthens your magic and makes you as tough and sturdy as stone.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Shield)

Item Slot: Arms

Enhancement: Attack rolls and damage rolls

Critical: 1d6 damage per plus

Power (Encounter): Immediate Interrupt. You use the power when an effect forces you to move through a pull, a push, or a slide. You can move 1 square less than the effect specifies.

Level 18 or 23: 2 squares less than the effect specifies.

Level 28: 3 squares less than the effect specifies.

Eladrin Safeguard Shield Level 4+

This shield sports an elegant design and looks almost translucent.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Shield)

Item Slot: Arms

Enhancement: Attack rolls and damage rolls

Critical: 1d6 damage per plus

Power (Daily ♦ Teleportation): Immediate Interrupt.

You use this power when you are hit by an attack. You teleport a number of squares equal to the shield's enhancement bonus.

Magic Safeguard Shield Level 1+

This shield intensifies your magic powers and protects you from harm.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Implement (Shield)

Item Slot: Arms

Enhancement: Attack rolls and damage rolls

Critical: 1d6 damage per plus

STAFFS

A staff is a shaft of wood as tall or slightly taller than you are, sometimes crowned with a decorative crystal or some other arcane fetish. The *staff* or *arcane might* can be added to the other types featured in the *D&D 4E Player's Handbook*.

STAFFS

Lvl	Name	Price (gp)
5	Staff of arcane might +1	1,000
10	Staff of arcane might +2	5,000
15	Staff of arcane might +3	25,000
20	Staff of arcane might +4	125,000
25	Staff of arcane might +5	625,000
30	Staff of arcane might +6	3,125,000

Staff of Arcane Might Level 5+

This staff enhances your magical energies, becoming a deadly implement.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 force damage per plus

Power (Daily ♦ Force): Free Action. Use this power when using a power that has the force keyword. Until the end of your turn, if an enemy enters a square adjacent to you or starts its turn there, it takes 1d10 force damage.

Level 15 or 20: 2d10 force damage.

Level 25 or 30: 3d10 force damage.

WANDS

A wand is a slender, tapered piece of wood, enchanted to channel arcane energy. The following wands can be added to those featured in the D&D 4E *Player's Handbook*, and are based on the spells presented in Chapter 2: A Wizard's Power.

Wand of Arcane Shadows

Level 8+

This wand carries the wizard spell arcane shadows.

Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 18	+4	85,000 gp			

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Illusion): Standard Action. As the wizard's *arcane shadows* power (see Chapter 2: A Wizard's Power).

Wand of Exploding Bolts

Level 23+

This wand carries the wizard spell exploding bolts.

Lvl 23	+5	425,000 gp	Lvl 28	+6	2,125,000 gp
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Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Implement, Lightning): Standard Action. As the wizard's *exploding bolts* power (see Chapter 2: A Wizard's Power).

WANDS

Lvl	Name	Price (gp)
3	Wand of flash of light +1	680
8	Wand of arcane shadows +2	3,400
8	Wand of flash of light +2	3,400
13	Wand of arcane shadows +3	17,000
13	Wand of flash of light +3	17,000
13	Wand of shadows of the past +3	17,000
18	Wand of arcane shadows +4	85,000
18	Wand of flash of light +4	85,000
18	Wand of incineration +4	85,000
18	Wand of shadows of the past +4	85,000
18	Wand of soul vermin +4	85,000
23	Wand of arcane shadows +5	425,000
23	Wand of exploding bolts +5	425,000
23	Wand of flash of light +5	425,000
23	Wand of incineration +5	425,000
23	Wand of shadows of the past +5	425,000
23	Wand of soul vermin +5	425,000
28	Wand of arcane shadows +6	2,125,000
28	Wand of exploding bolts +6	2,125,000
28	Wand of flash of light +6	2,125,000
28	Wand of incineration +6	2,125,000
28	Wand of shadows of the past +6	2,125,000
28	Wand of soul vermin +6	2,125,000

Wand of Flash of Light

Level 3+

This wand carries the wizard spell flash of light.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Implement, Radiant): Standard Action. As the wizard's *flash of light* power (see Chapter 2: A Wizard's Power).

Wand of Incineration

Level 18+

This wand carries the wizard spell incineration.

Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 23	+5	425,000 gp			

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Fire, Implement, Lightning): Standard Action. As the wizard's *incineration* power (see Chapter 2: A Wizard's Power).

Wand of Shadows of the Past

Level 13+

This wand carries the wizard spell shadows of the past.

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Fear, Illusion, Implement, Psychic): Standard Action. As the wizard's *shadows of the past* power (see Chapter 2: A Wizard's Power).

Wand of Soul Vermin

Level 18+

This wand carries the wizard spell soul vermin.

Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp
Lvl 23	+5	425,000 gp			

Implement (Wand)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Arcane, Conjuration, Implement, Necrotic): Standard Action. As the wizard's *soul vermin* power (see Chapter 2: A Wizard's Power).

RUNES

Magic runes grant you helpful properties and powers, from skill bonuses to power enhancements. Runes are usually very useful to wizards, although any character can benefit from them. A rune fills its own item slot and is tattooed on the character's forearm, usually on the biceps. A rune does not interfere with an item used in the arms slot, such as a *shield of protection* or the *bracers of defense*. Still, you can only have one rune tattooed on each arm at a time (for a maximum of two runes, even for a creature with more than two arms). In order to gain a new rune, you will have to erase a previous one.

RUNES

Lvl	Name	Price (gp)	Lvl	Name	Price (gp)
1	Rune of agility	360	11	Rune of toughness	9,000
1	Rune of anointment	360	12	Rune of dread	13,000
1	Rune of awe	360	13	Rune of distance	17,000
1	Rune of empathy	360	13	Rune of fate	17,000
1	Rune of the forest	360	13	Rune of shadow	17,000
1	Rune of the hand	360	13	Rune of width	17,000
1	Rune of harmony	360	16	Rune of acid	45,000
1	Rune of history	360	16	Rune of death	45,000
1	Rune of holiness	360	16	Rune of divine light	45,000
1	Rune of information	360	16	Rune of flame	45,000
1	Rune of lies	360	16	Rune of lightning	45,000
1	Rune of listening	360	16	Rune of the north	45,000
1	Rune of magic	360	16	Rune of poison	45,000
1	Rune of mining	360	16	Rune of thought	45,000
1	Rune of silence	360	16	Rune of thunder	45,000
1	Rune of sprinting	360	16	Rune of wind	45,000
1	Rune of toughness	360	18	Rune of dedication	85,000
3	Rune of fright	680	18	Rune of spirit	85,000
3	Rune of lordship	680	21	Rune of agility	225,000
3	Rune of oblivion	680	21	Rune of anointment	225,000
4	Rune of blood	840	21	Rune of awe	225,000
8	Rune of rumbling	3,400	21	Rune of empathy	225,000
11	Rune of agility	9,000	21	Rune of the forest	225,000
11	Rune of anointment	9,000	21	Rune of the hand	225,000
11	Rune of awe	9,000	21	Rune of harmony	225,000
11	Rune of empathy	9,000	21	Rune of history	225,000
11	Rune of the forest	9,000	21	Rune of holiness	225,000
11	Rune of the hand	9,000	21	Rune of information	225,000
11	Rune of harmony	9,000	21	Rune of lies	225,000
11	Rune of history	9,000	21	Rune of listening	225,000
11	Rune of holiness	9,000	21	Rune of magic	225,000
11	Rune of information	9,000	21	Rune of mining	225,000
11	Rune of lies	9,000	21	Rune of silence	225,000
11	Rune of listening	9,000	21	Rune of sprinting	225,000
11	Rune of magic	9,000	21	Rune of toughness	225,000
11	Rune of mining	9,000	23	Rune of calling	425,000
11	Rune of silence	9,000	23	Rune of walking	425,000
11	Rune of sprinting	9,000			

Rune of Acid Level 16

The word "prauko" (vinegar) has been carved on this rune.

Item Slot: Rune 45,000 gp

Power (Daily ♦ Acid): Minor Action. Use this power when using a power that has the acid keyword. You deal 2d6 extra acid damage.

Rune of Agility Level 1+

The word "culbai" (agile) has been carved on this rune.

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune

Property: You gain a +1 item bonus to Acrobatics checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of Anointment Level 1+

The word "ranki" (anointment) has been carved on this rune.

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune

Property: You gain a +1 item bonus to Heal checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of Awe Level 1+

The word "rgor" (awe) has been carved on this rune.

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune

Property: You gain a +1 item bonus to Intimidate checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.



Magic Runes

Rune of Blood Level 4

The word "ereg" (blood) has been carved on this rune.

Item Slot: Rune 840 gp

Power (Daily ♦ Daily): Free Action. Use this power when spending a healing surge. You regain 2 additional hit points.

Rune of Calling Level 23

The word "oqr" (calling) has been carved on this rune.

Item Slot: Rune 425,000 gp

Power (Daily): Minor Action. You regain one daily power you have already used.

Rune of Death Level 16

The word "courd" (death) has been carved on this rune.

Item Slot: Rune 45,000 gp

Power (Daily ♦ Necrotic): Minor Action. Use this power when using a power that has the necrotic keyword. You deal 2d6 extra necrotic damage.

Rune of Dedication Level 18

The word "niduil" (dedication) has been carved on this rune.

Item Slot: Rune 85,000 gp

Power (Daily): Minor Action. You regain one encounter power you have already used.

Rune of Distance Level 13

The word "pal'end" (remote) has been carved on this rune.

Item Slot: Rune 17,000 gp

Power (Daily): Free Action. You can use this power when using a ranged power. Your range increases by 10.

Rune of Divine Light Level 16

The word "auran" (divine light) has been carved on this rune.

Item Slot: Rune 45,000 gp

Power (Daily ♦ Radiant): Minor Action. Use this power when using a power that has the radiant keyword. You deal 2d6 extra radiant damage.

Rune of Dread Level 12

The word "dolos" (dread) has been carved on this rune.

Item Slot: Rune 13,000 gp

Power (Encounter ♦ Fear): Minor Action. Use this power when using a power that has the fear keyword. You gain a +2 bonus to your attack rolls until the end of your next turn.

Rune of Empathy Level 1+

The word "sebreg" (empathy) has been carved on this rune.

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune

Property: You gain a +1 item bonus to Insight checks.
Level 11: +3 item bonus.
Level 21: +5 item bonus.

Rune of Fate Level 13

The word "karaph" (fate) has been carved on this rune.

Item Slot: Rune 17,000 gp

Power (Daily): Free Action. You can reroll an attack roll, a damage roll, a skill check, or an ability check you just rolled. Use the new result.

Rune of Flame Level 16

The word "larc" (flame) has been carved on this rune.

Item Slot: Rune 45,000 gp

Power (Daily ♦ Fire): Minor Action. Use this power when using a power that has the fire keyword. You deal 2d6 extra fire damage.

Rune of the Forest Level 1+

The word "feerod" (forest) has been carved on this rune.

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune

Property: You gain a +1 item bonus +1 to Nature checks.
Level 11: +3 item bonus.
Level 21: +5 item bonus.

Rune of Fright Level 3

The word "dealsh" (fright) has been carved on this rune.

Item Slot: Rune 680 gp

Property: When using a power that has the fear keyword, all saving throws made to end the power's effect take a -1 penalty.

Rune of the Hand Level 1+*The word "chimba" (hand) has been carved on this rune.*

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune**Property:** You gain a +1 item bonus to Thievery checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of Harmony Level 1+*The word "lyn" (harmony) has been carved on this rune.*

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune**Property:** You gain a +1 item bonus to Diplomacy checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of History Level 1+*The word "invh" (age) has been carved on this rune.*

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune**Property:** You gain a +1 item bonus to History checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of Holiness Level 1+*The word "aiane" (holy) has been carved on this rune.*

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune**Property:** You gain a +1 item bonus to Religion checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of Information Level 1+*The word "nuld" (information) has been carved on this rune.*

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune**Property:** You gain a +1 item bonus to Streetwise checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of Lies Level 1+*The word "mashek" (lie) has been carved on this rune.*

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune**Property:** You gain a +1 item bonus to Bluff checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of Lightning Level 16*The word "rwji" (lightning) has been carved on this rune.***Item Slot:** Rune 45,000 gp**Power (Daily ♦ Lightning):** Minor Action. Use this power when using a power that has the lightning keyword. You deal 2d6 extra lightning damage.**Rune of Listening** Level 1+*The word "lòmñ" (hear) has been carved on this rune.*

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune**Property:** You gain a +1 item bonus to Perception checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of Lordship Level 3*The word "hiru" (lord) has been carved on this rune.***Item Slot:** Rune 680 gp**Property:** When using a power that has the charm keyword, all saving throws made to end the power's effect take a -1 penalty.**Rune of Magic** Level 1+*The word "nàule" (magic) has been carved on this rune.*

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune**Property:** You gain a +1 item bonus to Arcana checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of Mining Level 1+*The word "dthum" (mine) has been carved on this rune.*

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune**Property:** You gain a +1 item bonus to Dungeoneering checks.

Level 11: +3 item bonus.

Level 21: +5 item bonus.

Rune of the North Level 16*The word "ehim" (north) has been carved on this rune.***Item Slot:** Rune 45,000 gp**Power (Daily ♦ Cold):** Minor Action. Use this power when using a power that has the cold keyword. You deal 2d6 extra cold damage.**Rune of Oblivion** Level 3*The word "guhur" (oblivion) has been carved on this rune.***Item Slot:** Rune 680 gp**Property:** When using a power that has the sleep keyword, all saving throws made to end the power's effect take a -1 penalty.

Rune of Poison Level 16

The word "xheel" (poison) has been carved on this rune.

Item Slot: Rune 45,000 gp

Power (Daily ♦ Poison): Minor Action. Use this power when using a power that has the poison keyword. You deal 2d6 extra poison damage.

Rune of Rumbling Level 8

The word "iis" (rumbling) has been carved on this rune.

Item Slot: Rune 3,400 gp

Power (Daily): Minor Action. When using a power that has the thunder keyword, the target is deafened until the end of your next turn.

Rune of Shadow Level 13

The word "daùku" (shadow) has been carved on this rune.

Item Slot: Rune 17,000 gp

Power (Encounter): Standard Action. You gain total concealment until the end of your next turn. If you take any action, you lose your concealment.

Rune of Silence Level 1+

The word "shigal" (silence) has been carved on this rune.

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune

Property: You gain a +1 item bonus to Stealth checks.
Level 11: +3 item bonus.
Level 21: +5 item bonus.

Rune of Spirit Level 18

The word "farsid" (spirit) has been carved on this rune.

Item Slot: Rune 85,000 gp

Power (Encounter): Standard Action. You become insubstantial until the end of your next turn.

Rune of Sprinting Level 1+

The word "phindim" (sprint) has been carved on this rune.

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune

Property: You gain a +1 item bonus to Athletics checks.
Level 11: +3 item bonus.
Level 21: +5 item bonus.

Rune of Thought Level 16

The word "heunni" (thought) has been carved on this rune.

Item Slot: Rune 45,000 gp

Power (Daily ♦ Psychic): Minor Action. Use this power when using a power that has the psychic keyword. You deal 2d6 extra psychic damage.

Rune of Thunder Level 16

The word "sza'thumr" (thunder) has been carved on this rune.

Item Slot: Rune 45,000 gp

Power (Daily ♦ Thunder): Minor Action. Use this power when using a power that has the thunder keyword. You deal 2d6 extra thunder damage.

Rune of Toughness Level 1+

The word "telhyon" (hardy) has been carved on this rune.

Lvl 1 +1 360 gp Lvl 21 +5 225,000 gp

Lvl 11 +3 9,000 gp

Item Slot: Rune

Property: You gain a +1 item bonus +1 to Endurance checks.
Level 11: +3 item bonus.
Level 21: +5 item bonus.

Rune of Walking Level 23

The word "tàr" (walking) has been carved on this rune.

Item Slot: Rune 425,000 gp

Power (Daily): Free Action. When using a power that has the teleportation keyword, you can teleport an additional number of squares equal to your Intelligence modifier.

Rune of Width Level 13

The word "ilwae" (all) has been carved on this rune.

Item Slot: Rune 17,000 gp

Power (Daily): Free Action. Use this power when using a power that has a blast or burst effect. Increase the size of the blast or the burst by 1.

Rune of Wind Level 16

The word "shaqul" (wind) has been carved on this rune.

Item Slot: Rune 45,000 gp

Power (Daily ♦ Force): Minor Action. Use this power when using a power that has the force keyword. You deal 2d6 extra force damage.

WONDRIOUS ITEMS

This category includes some of the most useful and interesting items in the game. A wizard can use these items in a variety of effective ways. They don't take up item slots and don't fall into any other classification.

WONDRIOUS ITEMS

Lvl	Name	Price (gp)
6	Halfing Tarots	1,800
8	Black Book	3,400
8	White Book	3,400
10	Warding Formula	5,000
12	Book of Names	13,000

Black Book Level 8

This book is bound in black leather and sports an upside-down pentacle on its cover.

Wondrous Item 3,400 gp

Property: You can use this book as a regular spellbook.

Each time you write a spell that has the radiant keyword down in your *black book*, that spell is turned into a similar spell that has the necrotic keyword instead of radiant. If the power deals damage, from now on it deals necrotic damage. In addition, you gain a +1 item bonus to all attack rolls and damage rolls for any power that has the necrotic keyword and is written in the *black book*.

Special: You cannot simultaneously own the *black book* and the *white book*. As soon as you obtain the *white book*, the *black book* bursts into fire and is destroyed.

Book of Names

Level 12

This large book bound in black leather has a red goat's head painted on its cover. Its pages list the true names of thousands of demons, devils and angels, along with many other details.

Wondrous Item 13,000 gp

Property: This book grants a +2 item bonus to Arcana and Religion checks.

Power (Daily ♦ Conjuration): Minor Action. You can use this power when using a power against an angel, a demon or a devil (see the D&D 4E *Monster Manual*). After resolving the power, all angels, demons or devils within 3 squares of you are immobilized (save ends).

Halfling Tarots

Level 6

These cards show obscure pictures that might tell the future.

Wondrous Item 1,800 gp

Power (Daily): Standard Action. You pick a card from the tarot deck and ask a question you wish to know the answer to. You make a DC 15 Wisdom check; if successful, the card you picked will provide a correct, albeit vague, answer about what is about to happen. Such information can hint at a character, an item or a place, according to what truly awaits you. If you fail, the deck provides incorrect information.

Warding Formula

Level 10

This piece of paper contains arcane glyphs that can repel or harm a specific type of creature.

Wondrous Item 5,000 gp

Power (Daily): Standard Action. You place the *warding formula* on a flat surface. For the next 8 hours, a burst 10 area centered on the *formula* is warded as if you had performed the Eye of Alarm and Magic Circle rituals.

When using the *warding formula*, you choose aberrant, elemental, fey, immortal, natural, shadow, or all. The last option applies a -5 penalty to your check. An affected creature whose level is lower than your Arcana check result minus 10 cannot pass through the circle, affect creatures through the circle's boundary, or affect the boundary in any way. Other creatures of an affected origin take 20 force damage when passing through the boundary, but doing so breaks the circle. Unaffected creatures can take a standard action to alter the *formula* and break the circle. There are three eyes of alarm, all with darkvision: they use a Stealth result of 30 to avoid detection and have a +10 Perception modifier.

White Book

Level 8

This book is bound in sandalwood and silk. Its cover is decorated with the symbol of a golden pentacle.

Wondrous Item 3,400 gp

Property: You can use this book as a regular spellbook.

Each time you write a spell that has the necrotic keyword down in your *white book*, that spell is turned into a similar spell that has the radiant keyword instead of necrotic. If the power deals damage, from now on it deals radiant damage. In addition, you gain a +1 item bonus to all attack and damage rolls for any power that has the radiant keyword and is written in the *white book*.

Special: You cannot simultaneously own the *black book* and the *white book*. As soon as you obtain the *black book*, the *white book* bursts into fire and is destroyed.



Halfling Tarots

I was walking in Athema's marketplace, looking for the components I needed for my rituals, when I heard someone speaking the name of "Adelard." The speaker was a young eladrin, and he took an old man's arm and led him through the market's crowded ways.

Adelard... that name rose out of the mist of my memories and took me many years back. Wasn't Adelard the wizard who talked King Gorhenric of Elesia out of allying with eladrin and dwarves against the Lord Commander of Shaskal? My curiosity got the best of me, and I followed the eladrin and the old man, eavesdropping on their conversation. The young one, whom I took for an apprentice, kept talking as he led the old man under the market's huge arches. "It is true, my lord. King Gorhenric is going to grant the title of Minister of the Arcane Arts to a member of the Perfect Diamond Fraternity. They say that it's going to be Goldenbreath, although we still hope that it will be venerable Kusadon, or Falthor the Rational instead." Adelard was clearly troubled by the news; he had yet to speak, but his grey eyes were already stirring among the wrinkles of his face, restless as a stormy sky.

"Goldenbreath will undoubtedly have the seat," he whispered with a grim voice. "He promised the King and the council he would fill the kingdom's coffers by turning stones into silver. The war against Sailorspur is expensive, my young friend, and the palace's treasury is as empty as a square at sunset. When the king realizes he has been tricked, the agreement with the Fraternity will tighten like a noose around Goldenbreath's naive neck."

"What can we do, Master?" the apprentice whispered.

"Fortunately, the Academy's Council was not unaware of this possibility." Adelard sighed, then added "We may lack the resources to compete with the hated alchemists' influence, but the Brotherhood of Oblivion still owes us a favor." The puzzled look on the young apprentice's face drew a smile from his master.

"In a few weeks Goldenbreath will be locked in the Dungeons of Intellect. When that happens, I'm sure the king will be glad to accept our counsel."

Abruptly, Adelard stopped, as if an unseen speaker had warned him. He spun to face me, his seeming frailty supplanted by the still of a will used to battles, both magical and metaphorical. I decided to step forward with a smile.

"Master Adelard," I said with a little bow, "please accept my greetings."

The old man appraised me, his grey eyes stern. "And you are?"

"My name is Seilen, disciple of Raelias, who spoke much of you to me."

The old wizard examined me more carefully. "A pleasure to meet you, Seilen," he said with a smile. It did not extend to his eyes. "How is my old friend Raelias? I haven't seen him in many years."

"He is dead," I answered abruptly. The pall my words cast over the conversation was exactly my intent.

The apprentice was getting nervous. I mocked him with a smile, barely hinted on my lips. But it was enough to make him snap: He lunged at me and pushed me against the huge stone pillar, drawing every eye in the plaza.

"Were you spying on us?" he demanded. Before I could frame an answer, Adelard grasped his apprentice's shoulder with more strength than even I had expected.

The eladrin released me, but his face remained locked in a furious scowl. I ignored him. When he continued to stare, I adjusted my shirt with a neat brush of my hand.

"Good day, wizard Seilen" Adelard said stiffly. He turned his apprentice about before the latter could protest.

"Good day, Master Adelard" I answered.

My mocking smile faded long before wizard and apprentice vanished into the crowd.

Raelias had warned me against these arcane organizations and their plots, and although I supported neither Adelard nor Goldenbreath, I pitied the King of Elesia. Whoever he was, he deserved better counselors.



WIZARDS AND ARCANES ORGANIZATIONS

Not all wizards spend their lives in solitude, lost in their personal study of ancestral secrets and dusty tomes; indeed, their particular needs and their arcane affinity can be the factor that drives many experienced wizards to assemble and form a network of their kind. Together, they can exert their influence over the authorities and the land itself, whether they live in a bustling metropolis or in a hostile borderland.

All members of an arcane organization share an unyielding love for magic, its deepest mysteries and its many uses in daily life. After all, if one single adventuring wizard can become a powerful and famous hero, who can stop an entire organization made up of dozens or even hundreds of such individuals?

Whether they support or hinder the local government, whether they long for political dominance or are contented with spreading their knowledge of arcane arts, these organizations are rightfully respected and feared. A council of wrathful wizards can spell doom for a village of ignorant peasants—or, if the villagers are helpful, ensure its prosperity and turn it into a great city with a few well-aimed supernatural interventions.

The most respected among these organizations are those that promote the study of magic among commoners and vow to pass on the fairest and safer vision of this unlimited source of power. But there are also vile sects and mysterious brotherhoods, hiding unthinkable secrets but demanding a steep price to those who wish to access them.

Certain cultures actively discourage the use of magic outside an official organization. Needless to say, in such places those wizards that do not acknowledge and follow the restrictions are branded as dangerous outcasts, perhaps even hunted down and executed. There are even kingdoms where any type of magical organization is forbidden, for such a potential challenge to the civil authorities is deemed too dangerous. In such lands, those few wizards who dare to meet together must do so in dank cellars, guarded by summoned creatures and trusted guardians.

HIERARCHIES

There are many different models an arcane organization can adhere to; some invest power solely in an inner circle of mage lords; others are led by a consensus and do their best to heed the opinions of every member.

An organization styled upon a pyramid-like hierarchy is usually led by the most powerful and eldest member, who sits at its top and acts as a wise leader and as a source of inspiration. For the same reasons, lower members are usually ignored, if not exploited as though they were mere apprentices. In a dire situation, such organizations can rely on an effective and disci-

plined force, provided, at least, the chain of command remains unbroken. The competition encouraged in the members of such organizations can be a double-edged sword, though, as the most cynical might be tempted to act against their fellows. More than one academy of arcane scholars has fallen prey to the petty jealousies and rivalries of its members.

Many groups of wizards prefer a more democratic approach, either adding checks on the traditional hierarchy or dispensing with it entirely. Magic academies are often a good example of this structure: students are sorted by affiliation, teachers by specializations and deans by competence. These mixed structures at least appear to be more independent and merit-based; all too often, though, privilege and influence in such an organization come from a byzantine web of favors, promises and bureaucracy.

These are only two examples of the many possible structures an organization might follow. Many organizations are devoid of any explicit official authority, serving more as meeting grounds and repositories of knowledge.

Whatever the structure behind an arcane organization, its main purpose is always to provide advantages to its members and keep them in touch with each other, albeit often sporadically.

Duties and opportunities

The first duty a member of an arcane organization must attend to is making a contribution, either conceptual or tangible, to the organization's growth. Some associations only ask their members to give a monetary contribution—a monthly or annual fee, a share of income, or the donation of a few magic items crafted or recovered during an adventure. Direct contributions are not the only accepted form of cooperation, however; quests and tasks on the organization's behalf or volunteer work within its structure are also often accepted. Some wizards may accept the task of replenishing their colleagues' ritual components, others brew useful potions for the entire community, while others share their esoteric knowledge with the rest of the organization.

Of course, membership in an arcane organization entails more than just the expenditure of time and energy. A wizard can also gain obvious advantages and undreamed benefits: arcane components and implements at a reduced price, magic items and rituals available for purchase, new powers and secrets freely shared, and much more. The ability to rely upon an allied wizard when facing a danger he has specialized against can make the difference between life and death, to say nothing of the ability to take shelter in a safe sanctum or to consult wise and influential figures.

CHARACTERS AND ORGANIZATIONS

Membership in an arcane organization can be a considerable role-playing encouragement. In addition, it can be a fine hook to guide wizards, along with their parties, to many incredible adventures involving spells, lost rituals, wicked plots and forgotten artifacts. Still, a GM should carefully consider all the consequence of such a membership, especially if the organization the wizard wishes to apply to is unusual in its nature or purpose. In time, it might become an obstacle instead of a doorway to entertainment and depth in your adventures.

Many organizations have a very specific view of the arcane and the forces stirring within it. This view could be at odds with an adventurer's basic habits. For example, how could the director of a magic school leave his apprentices all of a sudden to be part of a dark dungeon crawl? These conflicts put a player in an uneasy position in which he should sacrifice his character's heroic career for the organization's sake. On the other hand, ignoring the association's needs is hardly better, as it renders it little more than window dressing.

Thus, although a player's request to become part of an arcane organization should never be refused out of hand, it remains a choice that will have lasting consequence on your game and the GM should try to look at the situation from every angle before granting his permission.

Arcane organizations can also be an endless source of quests for wizards: lost artifacts to retrieve, ruins of an ancient schools of magic to explore, fearsome demons to be imprisoned and cities on the brink of chaos because of too many monster raids are typical quests a benevolent covenant might entrust its members with. Arcane associations more morally ambiguous might send their members to study lost and ominous civilizations, to gather forbidden knowledge or to subjugate a region with the use of magic.

Rank in an organization

What makes an apprentice different from an acknowledged master? What are the duties and the benefits each rank begets in an organization? Not all arcane associations use a ranking system, or consider it a necessity. In the most loosely organized groups, all members can take prestigious or demanding roles regardless of their magical power or political acumen.

Other organizations in which politics have a greater influence or whose hierarchy is stricter rely upon a ranking system to regulate interactions among their members. Whatever the reason for the hierarchy, all such structures usually share at least one trait: higher ranks grant more benefits, but also demand more sacrifices.

Acolytes may pay just a limited fee, whereas an elder member will have to sustain the organization in a more relevant way, either by accomplishing tasks in name of the organization or by filling its coffers.

A wizard's climb to the top of an arcane organization is not an easy task: factors such as age—or, in some cultures, even race, gender or religion—might restrict his advancement. Not many eladrin sages would accept a crude dragonborn wizard among their ranks, nor would a circle of dwarven runemasters ever dream of accepting a shady tiefling as their peer. A wizard's rank is also an abstract measurement of his acquaintance with the other members of the organization, of his influence and of his continued presence in and work for the organization. Thus, it is unlikely that a busy adventuring wizard, especially in the thick of his career, can dedicate himself enough to attain high rank. On the other hand, gaining control of an organization could be the long-term goal of a glorious investigation campaign, built upon the arduous path that will lead the characters to the peak of their political power.

Although each organization can freely define its ranking systems as it sees more fit, most of them use at least a few recurring roles, such as the apprentice, the simple member, the full-rank member (a rank only available to those who have demonstrated their support and loyalty to the organization in many years), the master and the grand master (the highest rank in the organization, in many cases a place coveted by nearly all the organization's members). A strict hierarchy often boasts stern control techniques to watch over its members' activities and usually enacts its own codes of justice, different from those of the rest of the world.

ARCANE ORGANIZATIONS IN THE WORLD

Some organizations have a reach that goes beyond the region where their headquarters are located; others have a council-like structure that encourages the diffusion of colonies and enclaves. What sets arcane organizations apart from those of other professions is their extreme versatility and ability to acquire information about virtually any subject.

A group of powerful arcanists can spy on remote kingdoms, uncover closely kept secrets and reach the other side of the world in the blink of an eye. Fortunately, for each organization without scruples there is an order of wise wizards ready to watch and protect the world of magic and its delicate balance.

Rightly or wrongly, though, not all arcane organizations are seen in a positive light. Sometimes a rift separates them from the civil authorities; occasionally, such rifts erupt into open war, in the wake of which the organization is either destroyed or supplants its antagonists and becomes a mageocracy.

Allies and antagonists

Needless to say, an arcane organization's main supporters are the wizards themselves. They are interested in protecting their studies from profane interferences and they encourage every opportunity that can lead to new and relevant magic knowledge. Still, other figures are also pleased with an arcane organization's growth. Rulers can always use the support of an arcane organization—it is always better to have it as an ally rather than as an enemy, at least as long as it does not openly challenge for leadership. Wealthy dignitaries and merchant guilds also enjoy an arcane organization's services, especially if they have to sell or purchase magic items or if they can use magic to spy on the competition or hinder their efforts.

Any arcane organization worthy of the name possesses members capable of transmuting base materials into items of power, of reading—or even manipulating—minds, of using illusion to sow unrest or smooth ruffled feathers, and, when all else fails, of calling down the elements to smite their foes. Those who wield are bound to obtain great respect... and terrible envy.

Because of their different approaches, divine and martial organizations often find themselves at odds with arcane societies. The wondrous support offered by an arcane organization can often turn a man's belief away from the gods (or at least, so some clerics think); in a battle, a phalanx of wizards can be more useful and decisive than a professional army.

Still, an arcane organization's worst enemies are similar brotherhoods. Most arcane organizations have at least one bitter rival willing to go to great lengths to discredit or even destroy them. Such rivalries play out via tools as subtle as misinformation and slander or as direct as a full-scale assault. In any case, such feuds are always fought with the weapons provided by magic, from mind-affecting suggestions cast on commoners and kings to devastating elemental storms unleashed against rival headquarters... and members.

Hidden secrets

Do arcane organizations have something to hide? Does the most benevolent and respected order hide unspeakable secrets that would cast a shadow over its pristine reputation?

In almost every case, the answer is, "Of course!" Arcane knowledge is not sworn to serve good or evil, at least not in the way the rest of the mortal world understands such principles. Arcane knowledge is

sheer force, thought, and will; it is the ability to shape matter and essence to work miracles. Every arcane organization knows very well that for each light cast by magic there is a dark and silent void, a remote oblivion where the weakest minds can get lost and fall into madness.

Should they keep these insane truths hidden? Or should they make them accessible to all members, as the younger and more reckless apprentices insist they should? Many organizations do not care about the true nature of the occult power they wield. They just want to gain favors and wealth and do not care about anyone or anything. Others prefer to focus on research, trying to slake a thirst for knowledge that will never be satiated. The dark mysteries kept by an arcane organization are both its strong and weak point, as they embody a very real possibility of failure and corruption. Unchecked ambition has been the downfall of many wizards. In the end, who can claim to know the final truth about the origins of magic and its endless manifestations?

Reading organizations

The next section features a few organizations whose members generally share a common purpose and are ready to cooperate with each other. Each entry features a general description and a few guidelines that the GM can adapt to his campaign or a player can include in his or her character profile. Each organization also includes a statistics block detailing its main game traits.

Lore: Information a character can gather about the organization, its goals, its secrets and other relevant details by making a knowledge check.

Organization: The organization's general profile: its declared goals, the allies it can rely upon and its main opponents, its available resources, the influence it exerts over local or foreign powers, and its constitution.

Leader: The organization's leader or leaders.

Headquarters: The place or places where the organization's power is gathered.

Hierarchy: The organization's structure and ranks, its rules and the behavior it demands from its members.

Members: An organization's most typical adepts, from the lowest minions to its best special agents.

Symbol: The emblem the organization uses as a mark of distinction among its members and the rest of the world (or only among its members), usually symbolic of its nature and purpose.

Adventure Hooks: A few suggestions for involving the organization and its members in your adventures.

BROTHERHOOD OF OBLIVION

The fearsome Brotherhood of Oblivion is sworn to remove the threats posed by the most nefarious and criminal magic users. The Brotherhood puts all moral fetters aside and is an extremely dangerous enemy to those who would use magic beyond its accepted limits.

BROTHERHOOD OF OBLIVION LORE

A character knows the following information with a successful skill check.

History DC 15: An edict signed and sanctioned by more than twelve countries, known as the Constitution of the Occult, grants the Brotherhood permission to hunt down and destroy any type of arcane threat, with little or no limits to its *modus operandi*.

Arcana DC 15: The Brotherhood of Oblivion is not a benevolent organization; its members do not smite the wicked nor do they defeat cruel cultists, unless these villains pose an actual threat to public order and to the *status quo* of magic.

Arcana DC 35: Apparently, the Brotherhood knows a ritual of untold power that can suppress the ability to cast spells in a subject; if this is true, knowledge of this ritual must necessarily be the Brotherhood's most precious resource and must be protected at any cost.

Streetwise DC 15: All wizards fear the Brotherhood of Oblivion. They say innocent wizards have been imprisoned—or worse—as well as guilty.

Streetwise DC 25: Brother Gilmen has been leading the Brotherhood for more than a century now. He always wears a featureless mask and never shows his face. Some speculate that Gilmen is actually a woman, disguised as a man to induce more respect in his—or her—underlings.

Streetwise DC 40: Gilmen is not a living creature at all: He is a golem, the result of an experiment meant to create life out of nowhere. Gilmen “lived” as a reviled and humiliated creature until one day he found out the true extent of his power and destroyed

the wizards who had created him. Then, he assumed the guise of a flesh and blood mage and founded the Brotherhood to make sure that none would ever have to endure what he had.

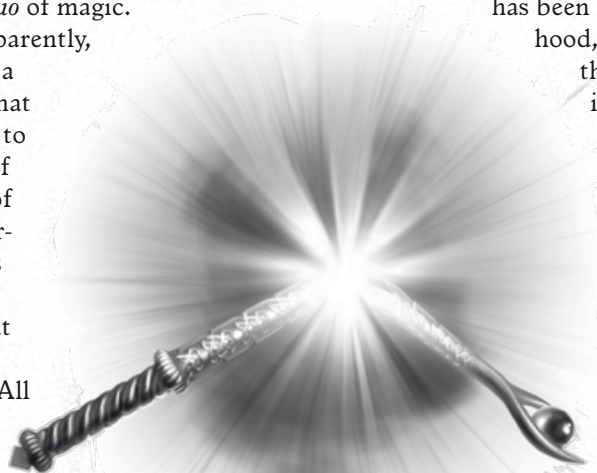
ORGANIZATION

The Brotherhood of Oblivion has been since its conception an independent institution, ready to strike against those who would use magic for wicked purposes. Still, the Brotherhood can hardly be described as a humanitarian society, as it does not care about granting a suspected arcane criminal any respect or fair treatment. Whoever is deemed in violation of the relentless edicts of Brother Gilmen is hunted down and imprisoned in the Dungeons of Intellect without any chance to prove their innocence. Many wizards are growing more and more concerned with the Brotherhood's drastic and overly direct methods.

Leader: Since its foundation, Brother Gilmen has been in command of the Brotherhood, a figure who likes to remain in the shadows and direct his minions from behind the curtain as necessary. His rule is absolute and no member of the Brotherhood dares to challenge his decisions.

Headquarters: The organization's main base, the Dungeon of Intellect, is an extraordinary prison built inside a remote mountain, the former lair of an ancient and powerful great wyrm. Glyphs and magical wards of all types prevent the prisoners from escaping. They can only languish and wait for their judgment and, if necessary, execution.

Hierarchy: The Brotherhood of Oblivion follows a very strict ranking system. Brother Gilmen's orders are never doubted, and are immediately enacted by all his underlings. Each year Gilmen chooses a Wise Man and a Wise Woman that will act as his lieutenants when the need arises. The Wise are replaced every year, so that they will not be tempted to grow too powerful. The rest of the Brotherhood follows their orders and includes curse-lifters, mage hunters, sentinels, magistrates, and bodyguards.



Members: The Brotherhood is not open to just anyone. Each candidate is contacted in person and, if she accepts the offer, must undergo a long and demanding series of tests meant to measure her skills and moral compass. For the same reason, none can ever leave the Brotherhood once they have become part of it. The few renegades who manage to flee are hunted down as fiercely as the worst criminals, for so they are seen. The organization teaches its affiliates to effectively defend themselves from magic using arcane implements, artifacts and powers. Its resources are limited, though, as it can only count on what its members confiscate from apprehended criminals. Thus, each brother is encouraged to share what he collects in the course of his missions with the others.

Symbol: A broken magic wand.

Adventure Hooks: The Brotherhood of Oblivion can be an excellent antagonist to characters who use magic without paying too much attention to the moral consequences of their actions, but it can also be a worthy ally to those characters seeking to put an end to an evil wizard's crimes. The GM can use the following guidelines in his adventures and campaigns.

- ◆ One of the most dangerous monsters locked in the Dungeon of Intellect has somehow escaped, and is now running rampant in a civilized region. Who can stop it? Will the Brotherhood accept any interference in its capture or will it consider outside intervention as a challenge to its power?
- ◆ A rival organization is extremely concerned with the rumors of the Brotherhood's ability to suppress magic in any individual. The truth must be ascertained, but if the rumor proves true, what measures will be taken? Sneaking into the Dungeon of Intellect is no easy task, and sneaking back *out* could be nearly impossible.
- ◆ A group of reckless wizards has been accused of many arcane crimes and Gilmen orders his Wise Ones to apprehend them. Unfortunately, the criminals know that Gilmen is actually a golem and are willing to keep the secrets only in change for immunity. The party is summoned to find a solution to this dilemma. Will they side with Gilmen and go after the wizards or will they choose to put an end to the Brotherhood's greatest mystery?

Brother Gilmen is the undisputed leader of the Brotherhood of the Oblivion. He is a flesh golem who obtained an extraordinary intellect from his creators and who now performs his duties as the founder of the Brotherhood with deep commitment.

Brother Gilmen **Level 18 Elite Soldier (leader)**
Medium natural animate (construct) XP 4,000

Initiative +11 **Senses** Perception +11; darkvision

HP 344; **Bloodied** 172

AC 36; **Fortitude** 33, **Reflex** 29, **Will** 31

Saving Throws +2

Speed 6

Action point 1

⬇️ +3 **Bastard Sword** (standard; at-will) ⬆️ **Weapon**

+26 vs. AC (+28 while bloodied); 1d10 + 14 damage.

⬇️ **Furious Smash** (standard; at-will) ⬆️ **Martial, Weapon**

+23 vs. Fortitude (+25 while bloodied); brother Gilmen deals 7 damage, and one ally gains a +6 power bonus. See Warlord in the D&D 4E *Player's Handbook*.

⬅️ **Warlord's Favor** (standard; encounter) ⬆️ **Martial, Weapon**

+26 vs. AC (+28 while bloodied); 2d10 + 14 damage, and one ally within 5 squares of Brother Gilmen gains a +6 power bonus. See Warlord in the D&D 4E *Player's Handbook*.

⬇️ **Golem Rampage** (standard; recharge ☞☞☞)

See Golem in the D&D 4E *Monster Manual*.

⬇️ **Bastion of Defense** (standard; daily) ⬆️ **Martial, Weapon**

+26 vs. AC (+28 while bloodied); 3d10 + 14 damage. Allies within 5 squares of Brother Gilmen gain a +1 power bonus and 11 temporary hit points. See Warlord in the D&D 4E *Player's Handbook*.

Alignment Unaligned **Languages** Common

Skills Endurance +19, Intimidate +20

Str 25 (+16)

Dex 14 (+11)

Wis 14 (+11)

Con 20 (+14)

Int 22 (+15)

Cha 22 (+15)

BROTHER GILMEN'S TACTICS

Brother Gilmen prefers to direct his allies' attacks, as long as he stays out of melee. When he enters a melee, he uses *warlord's favor* or *bastion of defense* if he leads the charge or *golem rampage* if he wants to hit as many opponents as possible. Then he uses *furious smash* against the largest or strongest-looking foe within reach. He uses *golem rampage* again as soon as he recharges that power.

COURT OF ENCHANTMENTS

Like an elusive treasure hidden inside a secret chest, the faerie land is a shining mystery hidden among the folds of planar magic. Many centuries of study have allowed the rulers of this shifting reality, the eladrin, to gain a better knowledge of its many riddles. Still, thousands of arcane mysteries yet await discovery, and the Court of Enchantments is sworn to pursue this knowledge and to defend this dreamlike world.

COURT OF ENCHANTMENTS LORE

A character knows the following information with a successful skill check.

Nature DC 20: The faerie land's native creatures are moody, shifting and inconstant, much like the powers that sustain their wondrous world. Those who wish to approach them must master difficult rituals with their roots in the passage of the seasons and the deepest heart of nature.

Arcana DC 20: The Court is led by a beautiful eladrin wizard named Felith, who has been studying the mysteries of time and the possibilities to trick death for many centuries. Although she is not fond of necromancy, Felith is ready to do anything to preserve her beauty.

Arcana DC 35: It seems that Felith has made a deal with an occult power, gaining immortality in exchange for hidden mastery over the Court of Enchantments. Although these are only unconfirmed rumors, Felith's vanity *could* lead her to make a reckless choice such as this.

History DC 30: In past years, a series of misunderstandings and presumed slights led a few human communities to suffer the wrath of a secondary branch of the Court, the Accursed Court, known for their extreme ideology. According to their beliefs, each offense against the eladrin people must be paid in blood, and the unchecked encroachment of the younger, cruder races must be stopped and suppressed with violence.

ORGANIZATION

The Court of Enchantments is an organization of extreme beauty, undying splendor and pure nature. Still, their leader has many secrets and is immersed in dangerous studies that no living being should ever dabble with, often risking the ire—or, perhaps worse, favor—of powerful and dangerous entities.

Leader: The Court is led by Felith the Vain (see Chapter 3: A Wizard's Path), a beautiful eladrin obsessed with her search for immortality. Her efforts and the undeniable charm she can exert over anyone have led her to the position of undisputed leader of the Court of Enchantments, and she commands the organization with grace and elegance. Still, Felith approaches her five-hundredth birthday. In spite of all her chronomantic studies, the day in which she will have to choose her successor is not far... a day she fears even more than death.

Headquarters: The Hall of Chrysalis, a lavish mansion standing in the deepest and wildest woods of the faerie land, is filled with nymphs, treants and sprites. The Hall is also said to be filled with the coven's most exotic secrets: eladrin artifacts, rituals that can turn weather upside down and make entire woods appear out of thin air, mystical gates leading to wild and forgotten places.

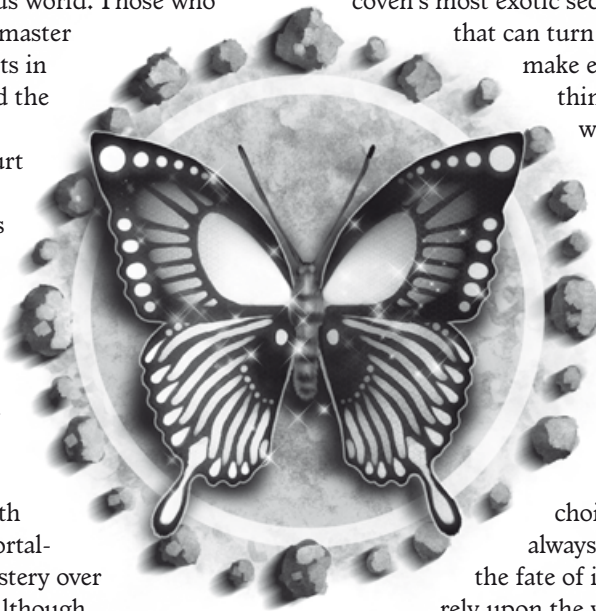
Hierarchy: The Court of Enchantments' structure is very discontinuous. Its members only gather at certain key points on the solar and lunar calendars, such as at solstices and equinoxes, to discuss the results of their personal studies, to share information, or, more rarely, to make a political choice. In this case, all debates always concern the faerie land and the fate of its creatures. The eladrin can rely upon the wise council of the court's wizards, who sometimes even act as ambassadors in the courts of other fey rulers, both the noblest and the most devious.

Members: The organization accepts eladrin wizards and warlocks (and only those warlocks who have chosen a fey pact), although elves and, on very rare occasions, half-elves are sometimes admitted.

Symbol: A colorful butterfly watching over a circle of stones.

Adventure Hooks: The Court of Enchantments is an excellent organization for those adventurers who have to deal with the faerie land. The GM can use the following guidelines in his adventures and campaigns.

◆ Lord Bæladan Elthyrr, Mairwood's ghaele ruler, is worried. For more than a month he has not received any news from his ambassador to the formorian ruler Warlag. The ambassador, a member of the Court of Enchantments, and his armed escort



should have attended the signing of an important armistice between the eladrin and the fomorians; without his mediation, the uneasy peace could end at any time. Perhaps someone plots to thwart the Court of Enchantments' diplomatic efforts?

- ◆ Deep in the heart of the faerie land lies the Dream Maker. Some say that it is a lost eladrin artifact, other believe it is a unique fey creature capable of fulfilling the wishes of those who can find it and defeat it in a magical duel. Whatever the truth, the Court of Enchantments intends to launch an expedition to the wooden depths of the faerie land to find out the truth about this extraordinary source of power and, if possible, to seize it.
- ◆ The human village of Cramny is haunted by strange creatures that plague the villagers with awful tricks and disappearing cattle; recently, a human child was also kidnapped. Father Jarnos, the local cleric, is convinced sprites and other creatures of the wood are behind these tricks, but he does not suspect the Accursed Court is orchestrating the events for an unknown purpose. Will the adventurers find the real kidnappers before the unfortunate child meets a gruesome end?

The Court of Enchantments is strictly tied to all fey creatures, including dryads, nymphs and satyrs. Many powers granted by the Court are much like the extraordinary powers of these creatures. *Satyr's Tune* is an example of these spells.

🌀 Satyr's Tune

Wizard Attack 7

When you sing an arcane tune, your enemies are dazed and unable to fight.

Encounter ◆ **Arcane, Charm, Psychic**

Standard Action **Close** Burst 3

Target: Each creature in burst

Attack: Intelligence vs. Will

Hit: 2d4 + Intelligence modifier damage, and the target is dazed until the end of your next turn.

Sustain Standard: You make another Intelligence vs. Will attack against the target. If you hit at least one target, the targets you hit are dazed until the end of your next turn. If you don't hit any target, the power ends.



A meeting of the Court of Enchantments

HEIRS TO THE ANCESTRAL BREATH

The Heirs to the Ancestral Breath are an organization interested in draconian magic and all things draconic. It is almost completely controlled by dragonborn and its goal is to gather all possible knowledge about the dragons' ancient past. The organization is virtually unknown, as it is very selective about the initiates it accepts among its ranks.

HEIRS TO THE ANCESTRAL BREATH LORE

A character knows the following information with a successful skill check.

History DC 20: With the passing of the ancient silver dragon Shur'vixonn, the cave where he lived for many centuries and where his offspring were born was infused with the flow of magic released by his last breath. That place is now headquarters to the Heirs to the Ancestral Breath. The heirs are a council of dragonborn war mages whose goal is to help their kin to find out the exact origin of the similarities that bind draconian creatures to the world of magic.

History DC 35: Some say that Shur'vixonn is not really dead, and that he hides in the deepest halls of his cave, Shur'vixonn's Cradle. Were these rumors confirmed, this would make Shur'vixonn one of the eldest dragons in the world, far older than even most of his peers.

Religion DC 30: Shur'vixonn was a powerful silver dragon, chosen by the gods to act as the dragonborn's protector. When the dragonborn empire came to a tragic end, it was Shur'vixonn who implored the gods to spare his charges and turned the battle's tide in favor of the dragonborn.

Streetwise DC 25: Shur'vixonn's Cradle is rumored to be filled with wondrous treasures, including many items that the dragon himself crafted for his adepts. Time and again, those who tried to access the Cradle have been stopped by fierce elemental guardians and were forced to leave empty-handed.

Streetwise DC 35: The most precious item kept in Shur'vixonn's cradle is a powerful artifact known as *Wyrmslaw*. Its power is rumored to control Shur'vixonn's entire army.

Arcana DC 35: Shur'vixonn was not only a legen-

dary leader, but an experienced mage as well. He loved to study his ancestors' greatest magic and recreate it in new shapes. His greatest triumph was the creation of a powerful artifact, *Wyrmslaw*, that was lost a few centuries ago. Some wizards suspect that it is still hidden in the Cradle's deepest chambers, but the true extent of its powers remains a mystery.

ORGANIZATION

The Heirs' meetings look much like a huge war council. Scouts returned from the farthest regions make their reports, warlords and adventurers tell the tales of their most recent exploits and the main events of the last months are discussed and analyzed. Then, scouts and adventurers are sent back to complete new quests in behalf of the organization, after a few specialized diviners have performed their rituals.

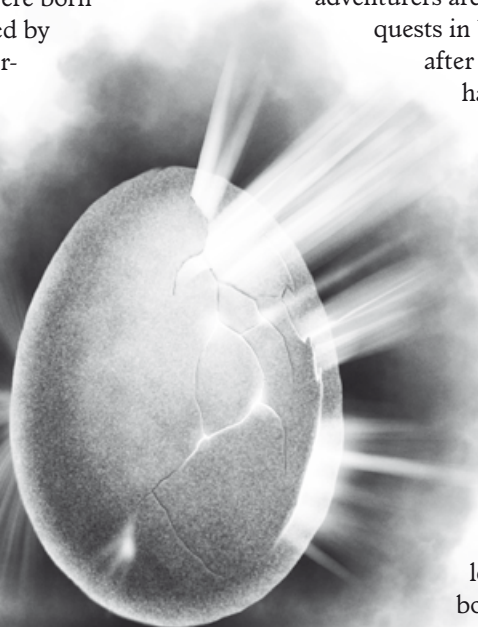
When the Heirs choose to fight in a military campaign, they usually manage to determine its outcome. Most of them can unleash fearsome magical storms and display devastating powers while remaining high in the sky, sustained by magical flight or by the wings of a mighty allied dragon.

Leader: The Heirs are led by Kadarr, a dragonborn magic user and also an experienced military strategist. Kadarr is a fair and enthusiastic

leader, but he strictly adheres to his principles. Kadarr's main goal is to support his kin's armies in their effort to restore their vanished glory.

Headquarters: Shur'vixonn's Cradle is guarded by mighty elemental creatures bound in place and ready to attack any trespasser. Its chambers are covered with glyphs, draconic inscriptions and huge statues commemorating the greatest dragonborn heroes and the most famous metallic dragons. The Cradle also hosts the organization's resources: treasures used to forge weapons and suits of armor proudly worn by the dragonborn legions. Most of these items, according to legends, have been crafted by the magic of Shur'vixonn and contain shards of his immortal consciousness.

Hierarchy: The Heirs to the Ancestral Breath's ranking system is extremely honed and effective.



Kadarr, also known as the Beryl Dragon, keeps four dragonborn generals as his lieutenants; each general oversees a different sector of the Heir's many activities. Intor, the Adamant Dragon, directs the crafting of those magic items that will prove most useful to the dragonborn's cause. Grindra, the Ruby Dragon, oversees the scouting activities meant to gather information for the Heirs; Bronnah, the Emerald Dragon, maintains stable and trusted relationships with the dragons allied with the Heirs; Qangor, the Amethyst Dragon, directs the researches of ancient dragon legends and the studies of draconic magic in the world.

Members: Although the Heirs are not a petty and obtuse lot, they only accept dragonborn (especially wizards) in their ranks, both as a matter of honor and to maintain order in their hierarchy.

Symbol: A cracked dragon egg, brightly shining from inside.

Adventure Hooks: The Heirs to the Ancestral Breath are interested in anything that concerns dragons. The GM can use the following guidelines in his adventures and campaigns.

- ◆ Skallis, an evil black dragon, has gathered a hobgoblin army under his banner and is ready to march against Falshail's camp. A dying Heir to the Ancestral Breath reveals these news after a poisoned arrow shot from the goblin's vanguard wounded him. Will the PCs relay these dire news and risk being caught in a terrible war between dragons?
- ◆ Unknown thieves have stolen the Axe of Koriath, a priceless treasure, from Shur'vixonn's Cradle. According to a prophecy, the Axe was meant to be wielded by a legendary dragonborn warlord yet to

Dragonborn wizards and Heirs to the Ancestral Breath often use these heroic tier feats to make their *dragon breath* even more deadly.

ARCANE BREATH [DRAGONBORN]

Prerequisite: Dragonborn, *dragon breath* racial power

Benefit: When you use your *dragon breath* power, you can use your Intelligence score (instead of Strength, Constitution, or Dexterity) as the ability score you use when making attack rolls with this power.

MIXED BREATH [DRAGONBORN]

Prerequisite: Dragonborn, *dragon breath* racial power

Benefit: You select another type of damage (acid, cold, fire, lightning, or poison) in addition to the one you selected at you character's creation. When you use your *dragon breath* power, you deal damage of both types.

be born. It seems that the thieves have taken shelter in a city too remote for the Heirs to simply mount a recovery mission on their own. In addition, the theft is shrouded in mystery. Who ordered the Axe to be stolen, and how could they know of its significance?

- ◆ One of Shur'vixonn's ritual scrolls has been found in Gonthim Desert, far from any known civilization. The scroll is a very interesting item in itself, but its presence in the desert might hint at the ruins of an ancient draconian civilization buried beneath the sands. Who will brave the dangers of the desert to find out what is hidden among the dunes?

KEEPERS OF THE WRITS

The gods' words, brimming with the energy of creation, gave order to chaos and turned the primordials' world into the one we know and live in (see *Primordial Threat* in the *D&D 4E DUNGEON MASTER'S GUIDE*). These words took many shapes and were ascribed to many deities throughout known history. Their power was celebrated by temples and cults risen in every corner and age of the world. But the memory of mortals is short. Soon the temples fell and the cults were forgotten and replaced. Only an ancient order of wizards stood vigilant and kept the secret of this divine knowledge. They took books, parchments and scrolls and placed them near the deities' glittering words, and soon their hope became reality: Those simple tomes were filled with the manifest destiny of everything and every creature, from its conception to its death. The resulting pages tell the story of plants, animals, men—and the entire universe.

KEEPERS OF THE WRITS LORE

A character knows the following information with a successful skill check.

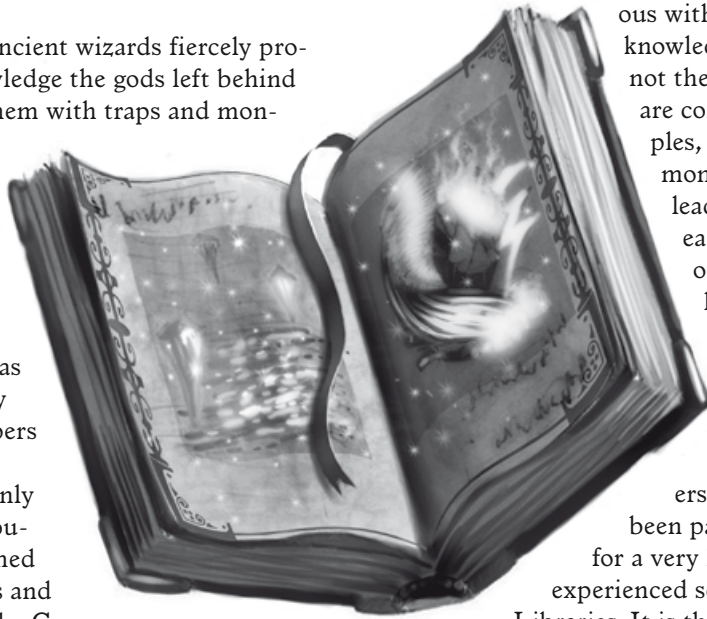
Religion DC 20: When the gods and the primordials clashed, the former saved the world from the latter's destructive chaos. Some scholars kept the legends of their deeds and pass them on to the next generation. Today's Keepers of the Writs are the heirs of those scholars, watching over this forgotten lore in their Cosmic Libraries.

Religion DC 30: There are many Cosmic Libraries, as many as the gods that fought to save the world from chaos. If these libraries were destroyed, the very existence of the world would be at risk and the universe could fall back into the hands of the primordials, as it is the power of the words kept in the Libraries that holds the universe together.

Religion DC 40: The Blind Scribe, the leader of the Keepers, is actually a demigod, the son of a deity that fought against the elemental mayhem to save the world and of a mighty sorceress who took part in that battle as well. It was she who decided her son, blessed with semi-divine powers, would be the eternal keeper of the gifts the gods bestowed upon the world.

Arcana DC 20: Ancient wizards fiercely protected the divine knowledge the gods left behind themselves, warding them with traps and monsters summoned from the farthest realms of the universe. When these wizards learned they could use the power of that ultimate knowledge to try and alter the texts as they were written, they took the name of Keepers of the Writ.

Arcana DC 30: Only those who pass the thousand tests will be deemed worthy by the Keepers and will be able to access the Cosmic Libraries, where all truths are kept, although each truth can be elusive in the endless maze of the Libraries. Indeed, it seems that many researchers got lost forever and still wander the Libraries' many halls as ghosts.



ORGANIZATION

The Keepers' main goal is to defend the Cosmic Libraries, but they often get involved in riddles and mysteries concerning the Planes and their nature. The knowledge they can access makes them excellent counselors, although many rulers never realize they have been manipulated by a Keeper. To a Keeper of the Writs, a country's fate only has meaning if it can hinder the elemental mayhem's destructive forces. A single life means nothing to them when the universe's fate is at stake.

Leader: The Blind Scribe watches over the order. He is a creature of unknown origins, filled with the power of divine words. Some scholars speculate he might be a demigod, as he seems to be present in every Library at once. His words are considered sacred and no Keeper would ever doubt them.

Headquarter: The Keepers' seat of power—or better, the many seats of power—are the Cosmic Libraries, huge structures filled with ancient tomes of cryptic meaning that the Keepers have studied for nearly the age of the world, trying to decipher their

secrets and codes. The Libraries are usually located in remote places, far from great cities and the buzz of everyday's life.

Each Library hosts a portal leading to the fabled city at the center of the universe, a safe port for all planar walkers where all planes meet. Although Cosmic Libraries are often contiguous with mundane reservoirs of knowledge, sometimes this is not the case. Some Libraries are connected to ruined temples, to a huge and remote monolith, to a huge chasm leading to the bowels of the earth, or even—in at least one case—to a colossal living creature.

Hierarchy: The Blind Scribe has a number of Elders at his command. The Elders are those Keepers of the Writs who have been part of the organization for a very long time, the most experienced scholars of the Cosmic Libraries. It is their duty to decide the fate of the people, the realms and the other fleeting temporal powers the Blind Scribe would never bother with. The next lower rank is that of the Amanuenses, whose task is to copy forever the ancient tomes of knowledge without understanding the meaning of their work. The lowest rank is that of the Initiates, who have not been admitted to behold the Libraries' mysteries yet.

Members: Few arcanists know of this cabal and even fewer can hope to become a part of it. The Keepers usually accept a few wizards and other scholars, along with those clerics who venerate the deities of Knowledge and Lore, provided they pass the many tests the Keepers demand from the candidates.

Symbol: An open book depicting the astral vault on the left page and the elemental mayhem on the right one.

Adventure Hooks: The Keepers of the Writs can appear in all those adventures focusing on mystery, ancient relics and old dusty tomes. The GM can use the following guidelines in his adventures and campaigns.

- ◆ A scholar allied with the PCs has found some evidence of the Keepers' existence and suffers a strange, deadly accident. If the adventurers investigate his demise, they will have to face the Keepers and will find out that their friend was about to discover the location of a Cosmic Library...

- ◆ The Tristrannel volcano has awakened and the entire city of Porthi could be burned by the fire of its lava, along with its library. In this doomsday scenario, the adventurers are unwillingly involved in a war between an agent of the elemental mayhem, orchestrating the volcano's eruption, and the Keepers of the Writs, willing to protect the divine power at any cost.
- ◆ A savage and ancient tradition requires that every sixth century all male firstborns of House Reill, the ruling house, are sacrificed to a god of death. Queen Almendia refuses to abide to this rule and flees the palace, entrusting her baby to the characters to save him. The adventurers are confronted by a Keeper, revealing a prophecy in which it is said that the Reill male firstborn will destroy the world. Will they keep protecting the child from the Keepers, or will they let the baby be sacrificed?

When the Keepers want to hinder an opponent, they will make him the target of fate itself. The target will become the focus of mistaken identities, uncanny bad luck and incredible coincidences.

Thus, many wizard Keepers choose to become a minister of destiny (see Chapter 3: A Wizard's Path) upon reaching paragon tier. If a minister of destiny is also a Keeper of the Writs, he can replace his level 12 utility power with the following power.

Blind Scribe's Sight Minister of Destiny Utility 12

You call upon the wise words of your master, the Blind Scribe, to gain a clear and true understanding of reality.

Daily ◆ Arcane

Minor Action

Personal

Effect: You gain a +4 power bonus to Will defense and a +10 power bonus to Perception checks until the end of the encounter.

RELLDALE ACADEMY

This organization gathers arcane lore and also allows for its limited diffusion. The Relldale Academy is an athenaeum of renowned wizards and arcanists. Still, its peaceful and ordinary school of magic is only a façade that hides dangerous and vile secrets gleaned from the unspeakable entities of the remote realms.

RELLDALE ACADEMY LORE

A character knows the following information with a successful skill check.

History DC 15: The Academy was founded a few centuries ago by a group of ambitious wizards. These magic users, eager to settle down and build a place entirely dedicated to the storage and promulgation of arcane lore, pooled their resources to purchase land, material and labor to construct the Academy. Since its doors opened, it has been responsible for the training of many prominent sages and wizards, but in recent years it has acquired a reputation for being hidebound and overly bureaucratic.

History DC 30: The Academy was built upon the ruins of a mysterious primordial site. Its

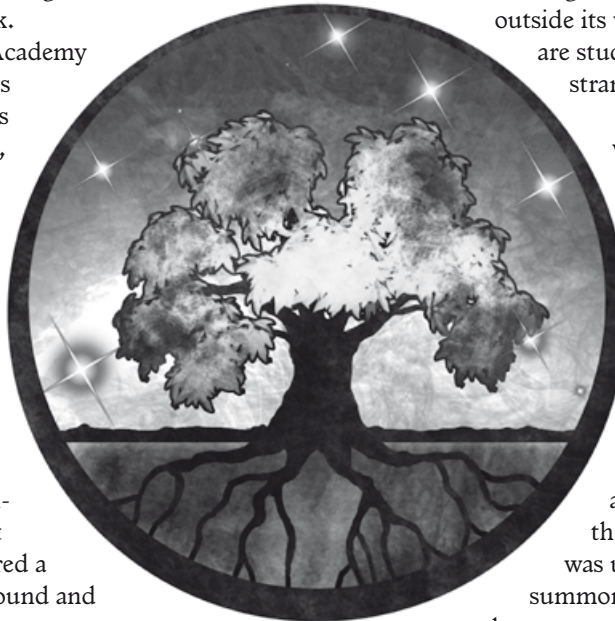
founders enlisted an entire company of dwarven builders to construct the foundations of the Academy without damaging the ruins, as they were very interested in the treasure-trove beneath their feet. Unfortunately the work was repeatedly disrupted by a string of bizarre accidents, and the dwarves declared that the place was cursed.

Streetwise DC 20: There is something strange going on at the Academy. Sometimes, ominous howls or unnatural growls echo in the dark of night outside its walls. Perhaps the wizards are studying or creating something strange and dangerous.

Arcana DC 25: The site where the Academy stands is pervaded by a strong magic aura, as if it were the nexus of many converging planar energies. Rumors speak of strange experiments in planar magic going on at the Academy.

Arcana DC 35: The Academy's Annex stands upon what once was an altar to the cruel powers of the remote realms. That place was used by a coven of fanatics to summon dreadful aberrations or to glance upon that unknown dimensions.

The altar's power is dormant for the moment... but it is still out there.



ORGANIZATION

The Relldale Academy was founded a few centuries ago by a group of scholars willing to explore and teach the art of magic. Since those glorious days, the Academy has grown and prospered, its prestige and resources have increased tenfold and more. It has acquired new buildings, impressive funds, many magic items and unusual rituals. Still, the founders' spirit and goals were all but forgotten and twisted, partly because the Academy's initial needs changed over time, partly because of questionable choices made by its deans.

The Academy remains a renowned center of arcane lore and lost knowledge, but an ominous aura looms over its halls and its air is heavy with the rigid bureaucracy that regulates all of its activities. The radiant halls of years passed, filled with young and willful students, are now dusty libraries filled with yellow volumes; only the richest (or, sometimes, the most gifted) can hope to find employment at the Academy. The Relldale Academy is a beacon of knowledge, but it is also a sad example of how even the greatest minds can be turned petty and mean without the guidance of anything more than their own wills.

Leader: The Academy is led by its deans, whose speaker is currently the High Dean Adelard of Dodeas. Adelard is an old human magus (see Chapter 1: A Wizard's Role), almost one hundred years old, but still very focused and experienced in all political issues. Although he is a skilled leader, appreciated for his diplomatic skills, many upstart younger wizards are looking forward to his resignation or demise so they might take his place.

Headquarters: The Academy is located at the Athenaeum of Sages, a structure halfway between a council hall and a lecture hall. It can host large gatherings of apprentices and exclusive meetings of the faculty. The entire structure stands on the remains of mysterious alien ruins, now accessible through the lower levels (forbidden to all students and even to many teachers). Most archaeologists are convinced that it is from this ancient site that the Academy takes its name.

Actually, the ruins are what is left of the old Relldoom Circle, an altar that was used in blasphemous rites to summon the shapeless entities of the remote realms; of course, only the dean and a handful of wizards are aware of this vile secret, and they keep it hidden by any means necessary.

This uneasy knowledge has led to several inner conflicts in the last years: A few members of the high faculty have tried to exploit the latent energies of that place to obtain forbidden powers, while other wiser wizards are convinced that the founders' purpose was to watch over the ruins, building the Academy to cover their real task.

Hierarchy: The organization is led by the High Dean and the counseling sages; the lesser deans of the Academy are the next rank of power within the organi-

zation. There are other minor ranks, such as the arcane assistant, librarian and expert. The students take the last rank; they are in effect apprentices held in common by the faculty.

Members: The Relldale wizards are known for their wise and civilized ways; most of them are employed as tutors or councilors by nobles, rulers and merchants; others remain true to their intellectual calling and keep pursuing their studies as researchers or teachers in the Academy itself.

Symbol: A tree whose roots sink in the world and whose branches are high among the stars.

Sometimes, the Academy's wizards use a fell ritual to obtain information of the greatest urgency. These dark rituals have been a serious problem for the Academy in past years, and yet a few wizards keep using them to gain the knowledge only the most alien beings can grant.

REMOTE ECHOES

With a significant offer, you gain audience with a powerful entity that knows the answer to your question.

Level: 20

Category: Divination

Time: 8 hours

Duration: Special

Component Cost: 5,000 gp plus 3 healing surges

Market Price: 25,000 gp

Key Skill: Arcana

Through painstaking research and preparation, you prepare a valuable offering for a powerful extraplanar entity from the remote realms, such as an aboleth. Your offering earns you an audience with the being, which appears as a ghostly image that cannot be attacked or physically interacted with.

Unlike Loremaster's Bargain, Remote Echoes puts you in contact with a creature that is rarely friendly. The entity begins in a neutral state—intrigued by the offering and willing to hear you out. But the entity has agendas of its own, and its nature might color the information and advice it provides. You must succeed on a skill challenge to obtain the information you desire from the entity. You gain a +1 bonus to skill checks made in the skill challenge for every 10 points of your Arcana check result (+1 for a result of 10, +2 for a result of 20, +3 for a result of 30, and so on). This challenge might be against Diplomacy or Intimidate, depending on the creature. If you fail the skill challenge (see the Skill Challenge Rules in the D&D 4E *Dungeon Master's Guide*), the contacted creature teleports in your location, as per the True Portal ritual. When you complete the ritual, you can designate up to eight other ritual participants who can also speak with the entity and contribute to the skill challenge. Each one gains the same bonus to skill checks that you do.

Adventure Hooks: The Relldale Academy can appear in any exploration adventure where mystery and the occult play a significant role. The GM can use the following guidelines in his adventures and campaigns.

- ◆ An ambitious Master of the Relldale Academy intends to acquire more power through the forbidden knowledge whispered by the remote realms' altar. Will he use this power for his own dangerous purposes—or be used by it?
- ◆ The Academy's campus is haunted by fearsome aberrations, stirred by a reckless student who breached the barrier shielding the lower levels. Who is going to stop these monsters?
- ◆ Alien entities from the remote realms have decided to extend their reach over the Academy so they can find a way to escape and run rampant in the real world. Is the Academy going to stop them—or pave the way for them?

RUNIC TETRACLE

Dwarven legends speak of the *thantoi*, a dynasty of wizards hailing from a mysterious plane. They taught the mountain-dwellers to write in runes and revealed the secrets of runic magic to them (see Runes in Chapter 5: A Wizard's Tools). The *thantoi* vanished as suddenly as they disappeared, but a few dwarves remembered what they had learned and founded an arcane order called the Runic Tetracle. This society is still very famous and respected among dwarvenkind.

RUNIC TETRACLE LORE

A character knows the following information with a successful skill check.

History DC 15: The Runic Tetracle is a famous society of dwarven wizards focusing on the study and creation of magic runes. Its members enjoy a fine reputation in dwarven society and their services are highly sought.

History DC 25: The Tetracle founder, Prangoth the Artificer, sired a long dynasty of dwarven arcane experts. The current Tetracle leader, Brangoth the Fool, is a direct heir of the original founder, but he did not inherit Prangoth's legendary wisdom; his very different nickname speaks to his reputation among his followers. There are many dwarves who would like to take Brangoth the Fool's place, but title of Tetracle leader has always been passed on from father to son.

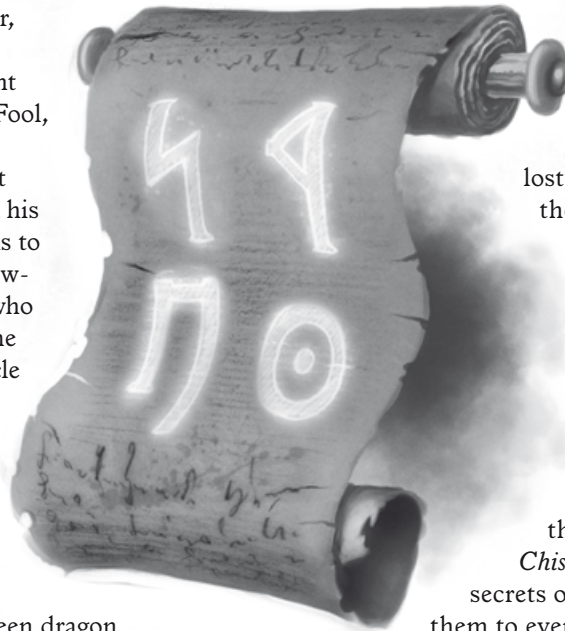
Streetwise DC 25: Apparently, Brangoth the Fool owned a mysterious magic item, an ancient heirloom that enabled him to create the most powerful runes, but a green dragon stole it from him. This would explain Brangoth's fiery hate of dragons.

Arcana DC 20: The Runic Tetracle is the only organization dedicated to the study and use of magic runes. Still, their entire production has apparently come to an end because of the theft of a priceless item, the *Runemaster's Chisel*.

Arcana DC 30: The *Chisel* is a very powerful artifact and its disappearance is the source of much concern among the dwarves, as no other people or culture knows the secrets of runic magic. Without the *Chisel* to confirm his ascension, no dwarf can newly claim the title of Runemaster. Thus, many members of the Tetracle have undertaken missions to recover their prized treasure from the clutches of Trauluug, the green dragon who stole it.

ORGANIZATION

The Tetracle is an ages-old organization, active since the coming of the mysterious *thantoi* in the dwarven mountains. The society's main purpose is to spread the knowledge of runic magic. The Tetracle is currently facing its direst crisis, however: It has lost its most prized possession, the famous *Runemaster's Chisel*, which was stolen by the vile green dragon Trauluug. The Tetracle is in shambles as many dwarves vie to take its leader Brangoth's place, even if this means to deviate from an ages-long tradition that would see the title of Runemaster passed on in the same bloodline. Only the *Chisel* knows the most mysterious secrets of runic magic and it teaches them to every new Runemaster. Now that it has been stolen, the technique of runic magic could be lost forever.



Leader: Brangoth the Fool got his moniker—which of course he doesn't like a bit—after his unfortunate incident with Trauluug. Actually, Brangoth is not a bad administrator, but he was quite indecisive when everybody prompted him to act quickly to retrieve the *Chisel*. Now he is mainly concerned by the many dwarves who would like to get rid of him and take his place as leader of the Tetracle.

Headquarters: The Theorem Halls are a huge network of halls carved beneath a mountain, where dwarves create wondrous works of engineering and magic. The Tetracle wizards are the owners of rich veins of metals and gems. They are skilled traders with the outer world and are respected and admired in those towns and cities where the dwarven race is dominant.

Hierarchy: Runemaster is the highest rank in the Tetracle, currently occupied by Brangoth the Fool. Then come the Rune Adepts, twelve councilors and skilled crafters, each specialized in a different type of runes. Many among the current twelve adepts have stepped forward to take Brangoth's place—and some who have not done so openly have plotted to supplant him. Below the Adepts, the Rune Celebrants are members who can access the most elaborate and difficult runic techniques.

Members: Only dwarves can become members of the Tetracle, although their knowledge and items can be exported in all the world. A dwarven clan that counts a member of the Tetracle among its kin is very proud of him.

Symbol: A scroll depicting four runes.

Adventure Hooks: The Runic Tetracle is an organization that can come into play whenever an adventure calls for a quest or exploration, especially if dragons are involved. The GM can use the following guidelines in his adventures and campaigns.

- ◆ The PCs are walking in the streets of a city, when one of them (a dwarf) meets a gravely wounded kinsman that hands him a small scroll. "Take it to the Theorem Halls... This is proof that Brangoth the Fool is an impostor and seized control of the Tetracle through deception!" Then the dwarf dies, revealing a long dagger in his back. The secret he passed on to the PCs is obviously dangerous... are they going to denounce the impostor that sits on the Tetracle's throne?
- ◆ The Tetracle's dwarves believe that the time has finally come to take the mysterious *Runemaster's Chisel* back from Trauluug's clutches. The PCs are hired to infiltrate the dragon's lair and find out where the chisel is hidden. On their way, they meet a ranger that claims to know a secret passage that

The *Runemaster's Chisel* is an artifact of great power, allegedly capable of teaching any dwarf to draw the most powerful runes of all time. It is through the *Chisel* that the dwarves have learned how to use more than two runes at the same time, through the Rune Adept and Rune Master feats (paragon tier and epic tier respectively).

Rune Adept [Dwarf]

Prerequisite: Dwarf

Benefit: You can draw one additional rune on your arm, up to a maximum of three simultaneous runes.

Special: You must be a member of the Runic Tetracle.

Rune Master [Dwarf]

Prerequisite: Dwarf, Rune Adept

Benefit: You can draw one additional rune on each of your arms, up to a maximum of four simultaneous runes.

Special: You must be a member of the Runic Tetracle.

will lead them to the dragon's inner chambers, but the ranger is actually a servant of Trauluug...

- ◆ All of a sudden, all the PC's runes stop working. The latest news says that Brangoth the Fool has been killed by a coordinated attack of many dragons and that the Theorem Halls are under attack. If the adventurers want to restore their runes, they will have to help the dwarves take back what's theirs and vanquish the draconian army that has laid siege to the Halls.

THE RUNEMASTER'S CHISEL

The *Chisel* is appropriated for characters of the paragon tier.

Runemaster's Chisel

Paragon Level

The Runemaster's Chisel is an ancient item of unfettered power, the herald of the first rune creators throughout the ages. Forged by Prangoth the Artificer, the dwarven master who stole the knowledge of runes from the dragons, it is a powerful and fearsome weapon, as useful in battle as in a ritual.

The *Runemaster's Chisel* is a +3 dragonslayer warhammer with the following properties and powers.

Enhancement: Attack rolls and damage rolls

Critical: +3d8 damage, or +3d12 damage against dragons

Property: This weapon deals an extra 2d12 damage against dragons.

Property: You gain a +2 item bonus to Arcana and History check.

Power (At-Will♦Arcane): Standard Action. You can use *persistent memory* (wizard cantrip).

Power (At-Will): Minor Action. You can select the type of damage you deal to a dragon with this weapon: acid, cold, fire, lightning, or poison.

Goals of the Runemaster's Chisel

- ♦ Teach runic magic to dwarves and to all peoples.
- ♦ Fight ignorance and superstition in every form.
- ♦ March against any type of tyranny, especially if the tyrant is a dragon.

Roleplaying the Runemaster's Chisel

The *Runemaster's Chisel* is an eloquent speaker. It likes to discuss things and has a penchant for history and magical theory. It is extremely well versed in and curious about these fields, and its thirst of knowledge is never satisfied. It knows everything about runic magic, especially about the most powerful runes. It is willing to teach and pass on what it knows, but it is also very picky about choosing its students. Once it accepts an apprentice, it overwhelms its pupil with information and lore concerning runes, their history and their special abilities.

In battle, the *Chisel* fights with accuracy and determination, invoking the help of the gods of knowledge and magic and encouraging its wielder to fight fiercely and to use clever tactics.

If a dragon is present, the *Chisel* becomes silent and moody, although from time to time it lets go a stinging insult to any evil dragon that crosses its path.

Concordance

Starting Score	5
Owner gains a level	+1d10
Owner is a dwarf	+2
Owner kills a dragon (maximum 1/day)	+2
Owner is a wizard	+2
Owner bears a rune (maximum 2)	+1
Owner is a dragonborn	-1
Owner is allied with a chromatic dragon	-5

Pleased (16-20)

"I am here to learn from you all that you will be willing to show me. I will wield your power in the name of freedom and peace!"

The *Chisel* is finely attuned to its wielder and approves of his behavior. It offers its guidance in battle and in study and it becomes a trustworthy traveling companion.

The *Chisel's* enhancement bonus increases to +4.

Critical: +4d8 damage, or +4d12 damage against dragons

Property: This weapon deals an extra 3d12 damage against dragons.

Property: You gain a +5 item bonus to Arcana and History checks.

Power (Daily): Standard Action. You can rely on the *Chisel's* lore and find answers to many obscure riddles and mysteries. As the Loremaster's Bargain ritual.

Power (Daily♦Arcane, Lightning, Thunder, Weapon): Standard Action. You can use *storm weapon* (wizard 19).



Runemaster's Chisel

Special: You can create and carve runes using the *Chisel*. You don't need to have the Ritual Caster feat and you don't need to master the Enchant Magic Item ritual. You still have to spend the component cost of the rune, as for the Enchant Magic Item ritual.

Special: You can draw a rune on the *Chisel* and use it as if you had it on your body. This rune does not count against the maximum number of runes you can use.

Satisfied (12-15)

"The path of knowledge is a long one, and these are only my first steps."

The *Chisel* trusts its wielder, who has proven his worth in many occasions. The *Chisel* grants him an additional minor power related to its specialty, magic runes.

Special: You can draw a rune on the *Chisel* and use it as if you had it on your body. This rune does not count against the maximum number of runes you can use.

Normal (5-11)

"I will show you that I mean to follow your path."

The wielder still has to prove his worth and dedication. The *Chisel* is reserved and cautious.

Unsatisfied (1-4)

"We fall so that we may learn to rise again."

The *Chisel* is disappointed by its wielder, who ignores the paths of knowledge, of runic magic and of battle against draconic tyranny. It will soon abandon him.

Special: You suffer a -2 penalty to attack and damage rolls against any creatures other than dragons. This penalty applies whether you are using or even holding the *Chisel*.

Angered (0 or less)

"The path is too steep. I don't think I can make it."

The *Chisel* is angered with its wielder and is looking for someone who might take his place, especially among his heirs.

The *Chisel's* enhancement bonus drops to +2.

Critical: +2d8 damage, or +2d12 damage against dragons

Property: This weapon deals an extra 1d12 damage against dragons.

Special: You suffer a -4 penalty to attack rolls and damage rolls against any creatures other than dragons. This penalty applies whether you are using or even holding the *Chisel*.

Special: You can no longer activate any rune until the *Chisel* moves on or your concordance rises again.

Moving On

"The time has come. Your wisdom must pass on to others."

The *Chisel* realizes that it has taught its wielder all that it can, and it must now pass on to another owner. The first candidates are the current owner's heirs, as the *Chisel* prefers to stay in the same family for many generations, before moving elsewhere to expand its tutelage. It knows that certain notions need to be absorbed by a society over a long time span in order to be effective. When a suitable successor is found, either in the same family or elsewhere, the *Chisel* asks its current wielder to let it go, so that its mission might continue. If it parts in good terms with the wielder, it grants him a level 16 or a level 18 rune permanently tattooed on his chest, which also grants him an additional +2 bonus to Arcana checks. This rune does not count against the maximum number of runes the wielder can use.

*C*rumbling ruins. That's what we found once we arrived to Shaskal. I knew very well that the alliance of eladrin and dwarves – my father foremost among them – had done this for the greater good. Nonetheless my heart was filled with silent grief when I saw the devastation they had unleashed on what had been so beautiful a place. The glory of the “Emerald of the West” survived only in its name; the city's last lord, Hod, had not even a tomb.

The old fortress on what had been the central hill of the city was an empty and silent place. A few scared bats were the only creatures that reacted to our presence. Still silent, I followed Ashgara to what had once been the throne room. Not even that place had been spared by scavengers and pillagers.

I made for the east tower, where the city's last and most fearsome wizard, who had been its lord and Ashgara's father besides, had once conducted experiments. As I climbed the old and crumbling stone staircase, my eyes set upon an eerie sight. The stone walls around me were covered with defensive spells, now left without power or sealed forever by eladrin mages. I also detected some traps as I climbed to the top floor. A few broken blades lay on the floor. A set of chains hung from the ceiling, presumably part of an otherwise shattered defense. A huge pointed log, half-rotten by now, peered from a niche in the wall. When I brushed a hand against it, a swarm of angry ants crawled from its pulp. Finally, I reached the top floor where Hod used to perform his fell rituals. Part of the floor had collapsed and only three beams, nearly as rotted as the log below, remained of the roof. Only ravens lived here now. Ancient and massive tables and chairs were scattered on the floor as broken toys, half-covered with the birds' offal. I saw a strange item, part of a shattered dragonmask. A pity half seemed to be missing. I should have liked to repair it and conduct a few experiments of my own. I tried to imagine the laboratory as Karg and my master had described it. I saw the tables covered with alembics and lit candles, the air thick with the scent of incense. I imagined the shelves filled with unique and forbidden tomes, a huge dais with an open book at the center of the stairs and dozens of seals, painted in blood on the walls, and scores of minor magic items scattered over every open surface.

Then I was reminded of other, darker descriptions. And my vision of the ancient lab was suddenly filled with men and women, busy in menial duties, their eyes sealed by a spell so that they would not spy upon the great wizard's secrets. One of them was mechanically mixing something inside a dark cauldron such as I had seen only in the hands of the foulest hags. Another was rubbing a dirty cloth on the floor, to clean blood stains she could not even see. I averted my gaze, disturbed by so much pain and madness, and as a ghost, the Lord Commander of Shaskal suddenly appeared before me. He held in his hands his own horned head, just like I had seen it when my father had beheaded him and brought it back to Melkas as a trophy. His eyes were rolled and his bluish tongue dangled from the open mouth. I stepped back and inadvertently shattered what remained of the dragonmask lying on the floor. Then the headless horror disappeared as suddenly as it had manifested, and I felt Ashgara's soft touch on my shoulder. I turned back and I thought I saw traces of tears in her eyes.

In spite of all the suffering it had caused and all it had suffered in return, that place was still filled with magic, dark and terrible magic... magic that had dimmed my eyes and stirred my guilt. Both I and Ashgara were sons of great men... too great, perhaps, and too fearsome to be easily understood. Sins of the father are always burden to their sons... For no apparent reason, I thought of Mamyra.

I held my tiefling little sister in my arms for a moment, then we left the place. It was time to leave, to travel east, and to reach Jarek.



Andrea Longht

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TOWERS

No real wizard could be considered such if he did not call home a place to store his stock of items, lore and other extraordinary discoveries collected during his adventures. In other words, a wizard is hardly a wizard if he does not have a tower. A wizard's tower is much more than a simple place to live or a closet meant to store memorabilia and dusty tomes: it embodies the very essence of arcane power, taking shape and substance in the world. Only the most foolish adventurers would brave an enemy wizard's tower, as its stone corridors and fey libraries hide many mysteries and even more traps and guardians, all prepared to violently ensure their owner's privacy.

A wizard's tower can easily become the focus of an adventure, or even an entire campaign: It could be the dark mansion of a necromancer, the heroes' greatest nemesis, or the last bastion of arcane lore in a world where magic is fading, or even the headquarters that the party's own wizard has finally managed to acquire or build after a life of savings—or, even better, a tower he has taken over from a previous owner! Whatever its purpose in the game, a wizard's tower remains one of the most interesting places to set an adventure in or plan an expedition to, not just for characters interested in the practice of arcane magic but for anyone who covets the fruits thereof.

The rules featured in this chapter will help you develop ideas about where to place your tower and how to construct it—or how an enemy might have done both. You will also find guidelines about the features and furnishings you can add to your tower to make it a unique place. This chapter will also help you to make your tower a pivotal element of your campaign. The last section of this chapter features an example tower created using the following guidelines. This tower is ready to use and can be freely included in any campaign, complete with maps and grids that will make its exploration easier.

BUILDING A TOWER

A wizard's tower is his home, sanctuary, research station, and fortress rolled into one. As befits their mastery of the arcane arts, most wizards construct towers that are imbued with a variety of powerful spells and rituals. From a distance an archmage's lonely tower may seem to be an exposed, vulnerable stronghold compared to the thick walls, soaring towers, and legions of men-at-arms of a fighter's or warlord's castle. However, wizards commonly design their towers to serve as places of research and conduits for arcane energy. An attacking army finds bolts of lightning arcing from a tower's walls to cleave through their ranks. Their catapults' stones rebound from its flimsy-looking walls, and when

they finally send soldiers forward to storm the front door they find golems and other terrifying creatures awaiting them within its halls.

In many ways, a tower serves more as a conduit or trap for magical energy than a home for its owner. In essence, the tower is a building-sized magic item. The shape and dimension of a structure determine its capacity to channel energy. The tower-shape, a single tall, square or circular structure, offers the best potential to fulfill its purpose. Thus, this is why wizards most commonly prefer a single, solitary tower to a full-blown castle or other fortress.

The wondrous features offered by a tower come at a steep price. Another reason that most wizards build only a solitary tower rather than a full-blown keep or castle is the great expense involved in erecting a structure infused with a wide range of enchantments. While wizards prefer not to admit it, economic concerns are often as much a consideration in their decisions as arcane ones.

DESIGNING A TOWER

There are several steps to building your own mystic abode. Resolve them each in the presented order.

- ◆ **Choose a Location:** Wizards are notorious for their love of privacy and isolation. When it comes time to build a tower, an accomplished archmage may opt for a wide range of places to begin construction, ranging from something mundane, like the merchant quarter of a bustling city, to something a bit more exotic, such as a desolate plain on the dark realm.
- ◆ **Design a Floor Plan:** While wizards' lairs incorporate a wide range of bizarre, magical features, they all begin with a simple, mundane structure built from wood or stone. Even a wizard needs a bedroom or a comfortable place to entertain visitors.
- ◆ **Add Exotic Features:** After mapping out your tower, you may add exotic features like alarms or illusory walls to it. Don't forget to take a look at the rituals featured in the *D&D 4E Player's Handbook* or in this book to create temporary or permanent magic effects to place in the tower. In addition, many traps and fantastic terrain features included in the *D&D 4E Dungeon Master's Guide* can also be included in your tower.
- ◆ **Calculate Total Cost and Time:** After selecting your tower's location, designing your floor plan, and selecting the exotic features you wish to add to it, determine the gold piece cost of its construction, the cost of any special components needed for magical effects or wondrous building materials, and the time necessary to complete the project. In addition,

your GM may determine that your character must embark on a special adventure or quest in order to obtain materials necessary to complete your tower, find components to perform your rituals, or win the services of elementals, archmages, and other powerful figures whose services you require.

CHOOSE A LOCATION

Your tower's general location dictates many expenses related to its construction, from raw materials to labor costs. The increased costs incurred by choosing an exotic location for your tower, such as an undersea trench or an island in the midst of a lava flow, can be compensated with increased privacy and defensive capabilities. It is much more difficult to storm a tower that stands perched atop a drifting cloud than to besiege one that stands in the midst of a forest. The construction cost multiplier applies only to the expenses determined when designing your basic floor plan (see below). The magical and exotic features added in other steps cost the same, no matter where your tower stands.

Some of the locations on this list are sufficiently dangerous that they may require a work force comprised of, or at least accommodations with, otherworldly beings such as angels or devils. Securing such cooperation could be an adventure—or a campaign—in its own right.

TOWER LOCATION

Tower Location	Construction Cost Multiplier
Aerial	x 5
Aquatic	x 2
Dark Realm	x 3
Faerie Land	x 3
Fire	x 4
Glacier	x 2
Standard	x 1
Subterranean	x 1
Undersea	x 3
Urban	x 0.75

Aerial: Using a variety of powerful elemental magic, it is possible to erect a tower that floats high in the sky. Commonly, the wizards who opt for such a tower harness the power of lightning to forge a cloud of thick, substantial vapors capable of supporting the weight of a large, stony structure. This aerial home has the advantage of appearing as nothing more than a typical cloud from below, though a sharp-eyed observer can note that the cloud never seems to move in the sky (unless the tower can also fly—see below). Aerial fortresses have several advantages over the typical wizard's tower. They are inaccessible to anything that lacks the ability to fly, making it incredibly difficult for a wizard's enemies to mass an army or other large force to besiege his home. More importantly, a cloud tower enjoys that benefit no matter what stretch of land it hovers over. A

wizard could thus construct a relatively isolated, safe haven within a few miles of civilization.

An aerial tower is considered a heroic-tier font of power that has the lightning keyword (see Sample Fantastic Terrain in the D&D 4E *Dungeon Master's Guide*) in 1 square of your choice per 100 squares of the tower (minimum 1). You must select the squares affected by the font of power and you cannot change them later. The font of power allows a creature in the square to add a +5 bonus to the attacks that have the lightning keyword. (A wizard can still include fonts of power with the lightning keyword in the chosen square, but only the higher bonus applies.)

Aquatic: Standing atop the ocean's crashing waves, an aquatic tower is a fair compromise between the expense of the more exotic towers and the defensibility and isolation many wizards crave in a lair. Aquatic towers are built in a lake or ocean, usually within sight of the shoreline. The tower's lower levels are beneath the water, while its upper stories stand above the waves. Visitors normally arrive by boat, dropping anchor at a set of docks built at the tower's base. Aquatic towers are susceptible to naval attacks, though the cost and logistics of raising a fleet discourage all but the most ardent attackers. Raids by wandering orc tribes, rampaging ogres, and other common threats are all but unheard of. In their place, such threats as marauding pirate ships and aquatic raiders threaten a tower. While more common in the deepest areas of the sea, these creatures still occasionally menace an aquatic lair. The primary advantage of an aquatic tower is that it offers isolation from land dwellers and poses a daunting target to enemies who lack the resources to take the seas.

In an aquatic tower, you can freely create a whirlpool effect (see Sample Fantastic Terrain in the D&D 4E *Dungeon Master's Guide*) in 1 square per 50 squares

TOWERS IN D&D 4E

This chapter is based on the material Mike Mearls designed for the original *Quintessential Wizard*, published in 2002 by Mongoose Publishing for D&D's third edition. It has been revised and expanded to take into account the new game mechanics introduced in the latest edition. For example, all construction costs in a tower have been calculated on a square-by-square basis to make it easier and faster to judge distances should the tower play host to a battle. We have also included a sample tower and its map, ready to use in any campaign. In addition, all environmental effects of the nearby area affecting the tower and arcane magic have been modified or expanded to bring them in line with the new edition's rules. Finally, you can now fill your tower with many of the terrain features included in the D&D 4E *Dungeon Master's Guide*.

of the tower (minimum 1). You must select the squares affected by the whirlpool and you cannot change them later. In addition, if you wish, you can build the lowest floor of the tower underwater, without causing water damage to the stored items (you can therefore have an underwater library whose books will not be damaged by the flood, or a drowned laboratory that remains in fully operational conditions). In case a combat erupts in the tower, you can use the Aquatic Combat rules from the D&D 4E *Dungeon Master's Guide*.

Dark Realm: Some wizards, such as gloom necromancers and arcane serpents, are fond of dark and terrifying places and like to build their tower on the borders of the dark realm—or, if they are sufficiently powerful, even within it. This realm is the world's dark mirror, a place where all manner of ominous and sinister creatures hide beneath a layer of shadows. A mansion in the dark realm ensures a high level of privacy and seclusion. Wizards who settle there often enshroud their towers in a thick curtain of darkness. Still, the native creature can pose a real danger to even arcanelly adept settlers who brave this land, so only the most confident wizards choose to face the challenges that the construction of this type of tower implies.

The dark realm brims with the energy of the undead, and many necromancers decide to take advantage of the opportunity it represents. Inside this type of tower, all powers that have the necrotic keyword gain a +1 bonus to damage rolls. (A wizard can still include fonts of power with the necrotic keyword in one or more squares of his tower, but only the higher bonus applies.) In addition, each square in the tower is in dim light, even if touched by a bright light source.

Faerie Land: The faerie land is filled with creatures that share a strong link with arcane magic, especially the eladrin, and it hosts many towers built by wizards of exceptional power. Although there are not many design differences between a tower built in a forest and one standing in the heart of the faerie land, the flow of magic pulsing in the latter fills the tower with a wondrous aura. Many towers standing in the faerie land stand also at the apex of arcane power, although they may not feature the special defenses of an aerial or a fire tower.

Inside his faerie tower, a wizard can freely create an effect of grab grass (see Sample Fantastic Terrain in the D&D 4E *Dungeon Master's Guide*) in 1 square per 100 squares of the tower (minimum 1). You must select the squares affected by the grab grass and you cannot change them later. In addition, you gain a +2 power bonus to all your Arcana checks used to perform a ritual as long as you remain in the tower, due to the strong magic currents that flow in the building.

Fire: The ultimate in forbidding terrain, a nice, steady stream of molten rock presents an impassable

obstacle to all but the most powerful enemies (or fire creatures, of course). While these locations are quite rare, a clear spot in the midst of an active volcano provides both isolation and an excellent defensive screen against would-be attackers. Wizards who choose such a location employ magical wards to keep their homes clear of rising tides of liquid rock. Towers built near volcanoes offer both isolation and excellent defensive cover. Wizards who work with flames and heat, particularly pyromancers, prefer this location for their abode.

A fire tower is considered a heroic-tier font of power that has the fire keyword (see Sample Fantastic Terrain in the D&D 4E *Dungeon Master's Guide*) in 1 square of your choice per 100 squares of the tower (minimum 1). You must select the squares affected by the font of power and you cannot change them later. The font of power allows a creature in the square to add a +5 bonus to the attacks that have the fire keyword. (A wizard can still include fonts of power with the fire keyword in the chosen square, but only the higher bonus applies.)

In addition, after the first hour spent inside the tower, each hour a character stays in the tower forces him to make a DC 26 Endurance check because of the stifling heat. Failure costs him a healing surge (see Environmental Dangers in the D&D 4E *Dungeon Master's Guide*). If the character has no healing surges left, he loses a number of hit points equal to his level. Once per day, as a free action, the wizard who owns the tower can select a number of creatures equal to his Intelligence modifier that will be immune to the stifling heat's effects for 24 hours. The wizard is always immune to his own tower's stifling heat.

Glacier: Nestled at the ends of the world, the great ice sheets of the tundra offer isolation for a wizard who feels at home in the frigid cold. Many cryomancers prefer these homes, and many choose to carve their towers or fortresses from the very ice of the glacier, using their magic to strengthen such walls and render them as stout as the thickest stone barricades. A glacier tower offers isolation from the warmer civilized lands, but the creatures of the cold reaches of the world are amongst the most dangerous monsters encountered in the wild. Ice archons and white dragons are dangerous predators in such environments, and all prove to be daunting foes even for experienced, battle hardened wizards.

All squares in an ice tower are choke frost squares (see Sample Fantastic Terrain in the D&D 4E *Dungeon Master's Guide*). In addition, after the first hour spent inside the tower, each hour a character stays in the tower forces him to make a DC 26 Endurance check because of the frigid cold. Failure costs him a healing surge (see Environmental Dangers in the D&D 4E *Dungeon Master's Guide*). If the character has no healing surges left, he loses a number of hit points equal to his level. Once per day, as a free action, the wizard who owns the tower can

select a number of creatures equal to his Intelligence modifier that will be immune to the frigid cold's effects for 24 hours. The wizard is always immune to his own tower's frigid cold and choke frost squares.

Standard: Your tower stands in a forest, desert, or other mundane location. It may be near a prosperous city, in the centre of a tiny village, or hundreds of miles from the nearest settled lands. As a rule of thumb, your tower's location counts as a standard one if you could build a wooden or stone structure there without any magical assistance. The one exception to this rule is if you build your tower in a city. In that case, building materials and labor are significantly cheaper.

Towers located in an otherwise mundane setting offer a wide range of options to their inhabitants. While they do not excel in any one particular area, unlike other towers they do not offer any significant penalties or barriers to using the full selection of options possible in a tower. Depending on the exact nature of a tower's location, even a standard tower can offer a few benefits and defenses not available to its more exotic cousins.

Subterranean: For the wizard looking for a cheap, defensible lair, a series of chambers carved from the earth offers a nice compromise between cost and utility. As an added bonus, many adventuring wizards have at one point in their careers cleared a dungeon of monsters, leaving behind a complex of halls and chambers ready to be converted into a secure lair at minimal cost.

The primary hazard in using an empty dungeon as living space is the threat of monsters, adventurers, and other opportunists seeking to sack and loot the place. Once rumors of a dungeon circulate, the defeat of its inhabitants and the rise of a more respectable

inhabitant do little to guarantee that greedy adventurers stop seeking the place. An overeager band of explorers could easily mistake an otherwise harmless wizard for an enemy who must be destroyed and his treasures looted. In addition, most dungeons are connected to caverns deep beneath the earth by several lengthy tunnels. Just like standard towers, subterranean towers can offer a few benefits and defenses not available to their more exotic cousins.

Undersea: While the idea of erecting a tower on the floor of the ocean may seem ludicrous, a powerful wizard can command the economic and arcane might necessary to erect such a wonder. Typically, towers built beneath the waves are erected on land, carried by ship to the construction site, and then assembled beneath the waves by work teams of friendly ocean-dwellers. Undersea towers are incredibly expensive, but for a wizard who demands isolation or is deeply connected to the sea, such an abode is the ultimate wizard's tower. Normally, most wizards who have adapted to life underwater flood

their homes and dwell within them, content to allow their magic to sustain them. This option removes the threat of a collapse or other catastrophe from destroying the tower's contents, and also makes it more difficult for air breathers to storm the structure.



A tower looming over a lava lake is an impressive sight even for the most fiery souls

An underwater tower is much like an aquatic tower, but its conditions are even more extreme. In an underwater tower, you can freely create a whirlpool effect (see Sample Fantastic Terrain in the *D&D 4E Dungeon Master's Guide*) in 1 square per 50 squares of the tower (minimum 1). You must select the squares affected by the whirlpool and you cannot change them later. In addition, even if the tower is fully immersed in water, it will not let water damage the stored items. In case a combat erupts in the tower, you can use the Aquatic Combat rules from the *D&D 4E Dungeon Master's Guide*.

Urban: A stretch of land in the midst of a city may seem the worst place for a mage to erect his tower. Privacy is largely impossible in a densely populated area, and thieves, wars, famine, taxes, and meddling government officials all stand as possible threats or inconveniences to a wizard's research and other work. However, wizards who choose to establish a base within a city gain several advantages compared to their brethren who lair in isolated regions. Cities offer a wide range of services and market goods, mainly in those settlements that lie along critical trade routes, allowing wizards to simply buy, rather than seek and gather, spell components and rare materials necessary for rituals. A tower situated within a city collects and distills a unique flavor of magic, one rooted in social interactions and relationships between people.

An urban tower is an excellent setting for an adventure centered on politics, intrigue, and power. Academics, magi, mystic sages, and scholars of every kind often choose a large city as the seat of their arcane power. In addition, the production costs are lower, so an urban tower's only setback is that it tends to draw unwanted attention. Wizards with such towers usually fill them with traps.

DESIGN A FLOOR PLAN

Once you have selected a location for your tower, you must now design the tower's layout. The following table summarizes the architectural features available in a tower and their cost. The price listed on the construction costs table must be multiplied by your tower location's construction cost multiplier (see page 135). This represents the difficulty in transporting materials and hiring craftsmen willing and able to work in exotic locations.

The costs presented here represent the base price for building the standard brick, mortar, and wood dwelling. When a wizard decides to erect a wondrous tower, such as one that stands in the middle of a fiery lake of molten rock, the cost multiplier serves to represent the increased difficulty and expense of such an endeavor with an abstract rule. However, to add more flavor and challenge to the process of building a tower, your GM may require you to uncover some specific materials or allies.

In the table below, all prices refer to 1 square and need only be calculated for the floor layout of a tower (in other words, the cost of ceilings, roofs and walls have already been included in the table). For example, a 3 x 3 stone room will have a cost of 360 gp (3 x 3 x 40 gp) and this cost will also include its walls and ceilings. In case of unusually high rooms or corridors, a room's or a corridor's cost can change at the GM's wish.

CONSTRUCTION COSTS

Feature	Price per Square (gp)
Arrow Slit/Murder Hole	20
Catwalk	40
Door, adamantine	2,000
Door, barred	160
Door, iron or stone	500
Door, wooden	30
Furniture, common	50
Furniture, elegant	250
Furniture, exceptional	1,000
Ladder	30
Ledge/Platform, high	60
Ledge/Platform, low	30
Pool	60
Portcullis, adamantine	4,000
Portcullis, iron	1,000
Portcullis, wooden	100
Room/Corridor, stone	40
Room/Corridor, wood	20
Secret Door/Trapdoor	Perception DC x 50
Soundproofing	40
Stair	80
Statue/Pillar, big	500
Statue/Pillar, small	100
Tapestry/Curtain	200
Trap	XP value x trap level (see below)
Tunnel	150
Wall, hewn stone (3 ft. thick)	40
Wall, masonry (1 ft. thick)	30
Wall, natural stone (3 ft. thick)	20
Window	30

Arrow Slit/Murder Hole: Arrow slits and murder holes are usually meant for archers and other ranged-weapon wielders, but they can also be used to cast a spell without allowing an enemy to retaliate. A character placed behind an arrow slit or murder hole has a clear vision of the other side and gains partial cover. Wizards who prefer to trust to the skill of their mundane servants or allies tend to pepper their towers with these defenses. An arrow slit or murder hole's cost must always be added to the cost of a room or corridor.

Catwalk: Catwalks can easily connect two rooms separated by an empty space, especially at the highest levels of a tower.

Door: Typical outer or inner doors that can be used in any tower.

Furniture: This category includes any mundane furnishing, such as a bed, a couch, a chair, or a fireplace. The listed prices are just a guideline and the GM can freely alter a particular piece's price as he sees fit.

Ladder: Ladders are not a wizard's favorite way to climb to a higher floor, but they can be useful, especially if the wizard needs to spare a few coins when building the tower or to conceal something in a hidden compartment of the ceiling.

Ledge/Platform: Ledges and platforms are rarely among a wizard's favorite additions to his tower, but they can be useful in certain cases.

Pool: Pools are excellent sites for divination rituals... or for relaxation between rituals. A pool's cost must always be added to the base cost of a room or corridor.

Portcullis: A portcullis serves to keep unwanted guests out of the most private rooms in the tower, especially if combined with a trap or illusion.

Room/Corridor: Mundane wood or stone rooms and corridors that the wizard can use as he sees fit.

Secret Door or Trap Door: The price for a hidden portal is determined by the Perception DC needed to notice it.

Soundproofing: You may install padding within or on the walls of single room, making it difficult for sound to enter or escape it. The Perception DC to listen through a soundproofed door or wall increases by +5.

Stair: Mundane stairs connecting one floor to another.

Statue/Pillar: Few things can be as dangerous as an apparently still statue that suddenly springs life at the wizard's command... and with the right spell, it's a piece of cake. A statue or a pillar's cost must always be added to the base cost of a room or corridor.

Tapestry/Curtain: A tapestry or curtain can conceal the entrance to a secret library or a niche where an artifact is kept; of course, such hangings can also be used for mere decoration.

Trap: A few traps help deter would-be thieves and create obstacles for any attackers. A trap's gold piece cost is equal to its level x the XP for overcoming it. A trap's cost does not refer to a single square; it is the global cost that you must pay to build the trap. The trap's size and type (featured in the D&D 4E *Dungeon Master's Guide*) specifies the squares a trap occupies. A trap's cost must always be added to a room's or a corridor's base cost.

Tunnel: You may expand a building's cellar or make additions to subterranean lairs by tunneling into the rock. If your hideout is below ground, you must dig out new rooms and corridors in order to expand it by purchasing this option to create larger, open areas.

Wall: A stone or brick wall can be an excellent solution to prevent meddling adventurers from going

deeper into your tower. These are not a corridor's or a room's mundane side walls, but thick standing walls whose specific purpose is to prevent any passage.

Special Chambers

Wizard's towers are far more than simply a collection of bedrooms, kitchens, and other mundane chambers that happen to serve as a wizard's living quarters.

Drawing on the magical potential of a wizard's tower, these rooms offer special abilities and enchantments. If a room has a price list "as per room" build a normal room then add the special features for the chamber at the listed price (these prices refer to the entire feature, not to 1 square).

SPECIAL CHAMBERS

Special Chamber	Price per Square (gp)
Arcane Garden	100
Library	As per room, plus 500
Observatory	500
Pentacle	5,000
Scrying Chamber	As per room, plus 1,000
Sealed Chamber	15,000+ (see below)
Workshop	As per room, plus 8,000

Arcane Garden: Many wizards dabble in alchemy, botany, and other areas of research that involve the study or use of herbs and plants. A garden is much more than a simple plot of earth. In towers carved from ice or perched atop a floating cloud, this chamber is a miniature ecosystem that allows a wizard to grow a wide range of plants despite his lair's otherwise inhospitable environment. Arcane gardens are very popular with inventors, tattooed hexers, cryomancers, and other wizards who make their homes in otherwise lifeless regions, such as the polar north or in the midst of a lava field. The room's magical patterns and mystic arrangement allow plants to flourish here despite a lack of sunlight, though the floor must be covered with at least 1 foot of thick, loamy soil. Any plant capable of physically fitting into this room may grow here as normal.

Library: A secure location to store tomes of spells, books of lore, and librams detailing a variety of subjects is a common feature of wizardly abodes. At its most basic level, a library is merely storage space for books. Shelves and cases line its walls, while a desk or table may sit in the middle of the room for use during research or as simply a comfortable place to sit while reading. A library grants a bonus to some skill checks, as detailed in Chapter 5: A Wizard's Tools. The listed price refers to a personal library, but more expensive libraries can also be purchased, using the prices listed in Chapter 5.

Observatory: An astronomic observatory allows you to gain all benefits of an astrolabe, sky charts, and

a telescope (see Chapter 5: A Wizard's Tools). In addition, it is an excellent place to construct a teleportation circle (see below).

Pentacle: A mighty pentacle or other magical symbol has been drawn in this space. The pentacle has the power to control or hinder the transit of specified creatures, much as with the Magic Circle ritual, except that the pentacle has been drawn in a rare creature's blood or with strands of precious metals.

When you draw a pentacle, choose from aberrant, elemental, fey, immortal, natural, or shadow creatures (you can only choose one type of creature). You will not be able to change the chosen type later. A creature of the chosen type must succeed on a DC 25 Arcana check to get out of the pentacle, and if it does, it will take 6d6 force damage. The pentacle is not destroyed and if the creature gets back inside the pentacle, it will have to succeed on a new Arcana check to get out of it.

You can also perform a Magic Circle ritual inside the pentacle; you will gain a +5 bonus to all required skill checks to perform the ritual. If used in this manner, the pentacle does not have any additional effects and the magic circle can be destroyed normally as detailed in the ritual's description.

Scrying Chamber: This room includes a mundane crystal ball, tarot cards, and other tools used for divination. The chamber's walls are honeycombed with mystic patterns and sigils that channel the tower's ambient energy. You gain a +5 bonus to all required skill checks to perform a divination ritual.

Sealed Chamber: Lined with lead, guarded with wards, and inscribed with a series of protective runes, the sealed chamber provides a safe haven for wizards concerned by the potential for enemies to use divination magic to spy upon their research, meetings, and other activities. These squares work as if a 20th level caster had performed the Forbiddance ritual on them. You can make the effect more powerful by paying an additional cost of 5,000 gp per square per level above 20. For example, a square with level 24 protection costs 35,000 gp.

Workshop: This chamber includes a forge, bellows, artisan's tools, alchemist's equipment, workbenches, and other items normally used in the production of magic items. Any creature using this lab benefits of a 10% price reduction when paying for the required components to perform the Enchant Magic Item ritual. The 10% price reduction does not stack with similar bonuses, such as those granted by certain feats.

ADD EXOTIC FEATURES

The arcane power that ebbs and flows through a tower's structure enables a clever wizard to create several powerful, magical effects that grant the tower wondrous features. Flying towers, structures that move

on long, stone legs, reverse gravity areas, and teleportation circles are all possible with enough cash and magic. The following exotic features either apply to the entire tower or to a single room.

EXOTIC FEATURES

Feature	Price (gp)
Alarm	500+ per square
Flying Tower	1,125,000
Font of Power, heroic tier	5,000 per square
Font of Power, paragon tier	125,000 per square
Font of Power, epic tier	3,125,000 per square
Guardian Statue, flesh golem	13,000
Guardian Statue, stone golem	65,000
Illusory Item, Small	125
Illusory Item, Medium	625
Illusory Item, Large	3,125
Illusory Item, Huge	15,625
Mirror Crystal	1,000 per square
Password Door	Price of door + 500
Pillar of Wizardry	125,000
Reverse Gravity Field	1,000 per square
Self-Cleaning Walls	100 per square
Sentient Tower	3,125,000
Teleportation Circle	125,000
Walking Tower	625,000

Alarm: A brick, wooden slat, or other piece of the tower's structure may be enchanted so that it warns the tower's master whenever a danger or an unwanted guest approaches. The alarm has permanent duration and can detect any creature moving within 10 squares of itself. The tower's master can select a number of creatures equal to his Intelligence modifier that will not be considered intruders by the alarm; any other creature of Tiny or greater size will trigger the alarm, generally a sound or a voice determined by the caster. Alternatively, the tower's owner can specify a few creatures that will trigger the alarm and let all others pass freely. When defining the creatures that will trigger (or will not trigger) the alarm, the wizard can use a broad category ("all dwarves"), a restricted category ("all male dwarves carrying a shield with the hammer's symbol") or an individual ("Gorgan the dwarf"), but he cannot use information such as class, alignment or level. With an additional cost of 500 gp, the tower's master can have the alarm keep silent when triggered; it will send a telepathic message to him wherever he is, even outside the tower, provided that he remains on the same plane. With an additional cost of 1,000 gp, the alarm will keep silent and the message will reach him even on another plane. This mystic beacon may be placed anywhere in the tower, and there is no limit to the total number of alarms that may be installed in a tower.

Flying Tower: Using powerful arcane magic, a wizard can grant his tower the ability to fly. The tower is by no means a sprightly vehicle, but a mobile base offers far more flexibility and utility to a wizard. Only a tower built with a standard or aerial location may gain this exotic feature. Upon an at-will command from its owner, the tower gains a speed of fly 8. Aerial towers may remain aloft continuously, while standard ones may spend a maximum of 8 hours a day aloft. Standard and aerial towers may land on any flat, stable surface large enough to accommodate the tower's bulk. Both kinds of tower are controlled from golden thrones, altars, or similar features mounted somewhere within their rooms. Normally, wizards prefer to mount this pilot's seat in a chamber with plenty of windows looking outward. If for whatever reason a tower crashes or falls over, its pilot must make a Dexterity check (DC 20) to right it and return to the air. Of course, this may prove tricky if the control seat is now on the ceiling, relative to the tower's position post-crash. A flying tower left without a pilot hovers in place or continues at its current course and speed.

Font of Power: This flow of planar energy is much like the one described in the D&D 4E *Dungeon Master's Guide*. It grants any creature in the font of power's square a +5 (heroic tier), +10 (paragon tier) or +15 (epic tier) bonus to damage rolls of the attacks that have the keyword chosen by the tower's owner at its creation. (The chosen type cannot be changed later.) Many wealthy and powerful wizards like to add these fonts of power in their tower, in order to increase the effectiveness of their attacks.

Guardian Statue: These statues, a staple in traditional towers' defenses against unexpected intruders, are actually flesh or stone golems asleep in their place. The tower's master can activate them in certain situations. A typical trigger could be the activation of a nearby alarm, or a power word known only to the tower's master, or a creature coming within 5 squares of the statue. Once activated, the statue is considered a golem of the proper type and fights to the death against nearby creatures. The statue never attacks the tower's master for any reason, but otherwise cannot use any particular strategy.

Illusory Item: Wizards like to include many illusory items inside their towers, the better to mislead and confound intruders. Many doors, traps, statues, bookshelves, and other items can be duplicated as illusory versions. All illusory items have permanent duration, must be still, cannot be moved and can be recognized as such by succeeding on an Insight check (use the Difficulty Class and Damage by Level Table in the D&D 4E *Dungeon Master's Guide* to set an adequate DC to the characters' level). Illusory walls or other large illusory items block line of sight, but can be passed through normally.

Mirror Crystal: This crystal works the same as the one featured in the D&D 4E *Dungeon Master's Guide*. Wizards often use these crystals to spy on hidden corners of their towers.

Password Door: Using a combination of the Arcane Lock and Magic Mouth rituals, a password door speaks a short riddle of up to 25 words to anyone who attempts to open it. Those who reply with the correct answer may open the door normally, and it remains unlocked for 10 minutes. Otherwise, treat the door as if it was under the effect of an Arcane Lock ritual. Optionally, the door may have its riddle inscribed on its face or may have no hint at all to its password. A wrong answer could trigger a trap (see the traps featured in the D&D 4E *Dungeon Master's Guide*; see above for their cost).

Pillar of Wizardry: This pillar, an arcane variation of the Pillar of Life described in the D&D 4E *Dungeon Master's Guide*, is very useful to those wizards concerned for their safety, as it allows any creature who starts its turn adjacent to the pillar to spend an encounter or daily arcane power and regain hit points equal to the spent power's level.

Reverse Gravity Field: The gravity field in the room is altered, causing items to fall in a direction other than down. A guest walking into a reverse gravity room may fall up to the ceiling or across a room towards the far wall. Wizards primarily use these areas to befuddle intruders, particularly in conjunction with pit traps positioned in the ceiling of dead-end corridors and false closets. A small group of mages has developed an entire form of performance art that revolves around throwing an item through several areas of altered gravity, giving the object a graceful, twirling path of flight as it "falls" up, sideways, down, and around.

Self-Cleaning Walls: A wizard that values his privacy can use this type of walls for his tower so he won't have to hire anyone to do the cleaning.

Sentient Tower: The most powerful enchantments available to wizards grant a tower a modicum of human intelligence. The tower may now automatically open, close, and lock or bar doors, windows, and gates, affecting one such opening as a standard action. It can perform no other actions, unless it can fly or walk. Its senses allow it to peer into and listen in on every square of the tower with a Perception check result of 25. A sentient tower can communicate telepathically with its master, no matter where he is. If the tower has flight or mobility, the tower may control its own speed and direction. Tower personalities run towards the matronly or paternal, depending on their gender. Thus far, wizards have not yet developed methods to craft the tower's persona. These sentient spirits have a strong connection to elemental forces, and most

mirror the environment surrounding the tower. For example, a sentient urban tower is chatty, gossipy, and interested in the doings of visitors. One built on the shores of a fiery lake is energetic, aggressive, and easily angered. Despite their seeming independence, a tower's personality obeys the commands of the tower's master without question.

Teleportation Circle: This teleportation circle works the same as the one featured in the *D&D 4E Dungeon Master's Guide*. Still, a wizard usually keeps his teleportation circles a secret so that they will not become a trafficked transit node, and will protect them with all types of alarms and traps.

Walking Tower: A walking tower features giant wheels, mechanical legs, or some other form of locomotion that allows it to walk, roll, or otherwise travel across land. This ability may be purchased for dark realm, faerie land, fire, glacier, standard, undersea, and urban towers. Note that if the tower leaves the environment that grants it special abilities, such as a fire tower moving away from the volcano or lava flow it draws fire energy from, it loses those characteristics until it returns to its home environment. Walking towers are ponderous, clumsy walkers. They have a speed of 6. A walking tower is piloted from a central throne or control panel, usually situated near several windows to give the pilot a clear view of the surrounding terrain. If a tower loses its pilot while in motion, it continues at its current speed and direction until it either crashes or another pilot takes control. If a walking tower somehow falls over or otherwise loses its footing, the pilot must make a Dexterity check (DC 20) to successfully guide the structure back to its feet or on to its wheels.

CALCULATE TOTAL COST AND TIME

Before adding together the cost of your tower's features, multiply the cost of the mundane layout designed by the tower's construction cost modifier. Then, add in the price of the exotic features and other items added to the tower.

To determine the number of weeks it takes to construct a tower, divide its total cost by 5,000. The GM can increase or decrease this time if he thinks the workers are not up to the task or if they are particularly suited and experienced. In addition, more than one team can take part in the construction. Each team can complete 5,000 gp work in a week; however, each additional team costs an additional 10% of the tower's base cost (this extra cost does not increase the total time needed to build the tower). Anyway, it does not matter if the workers are 25 cold-resistant dwarves or 25 flying harpies... what really counts is that you will spend only what you need to obtain your tower.

JOIGHARR'S TOWER

Joigharr was a half-elven hypnomancer of renown who disappeared under mysterious circumstances. His disappearance increased the aura of mystery around him and left most of his fellow citizens in doubt as to his true fate. About three months before his disappearance, Joigharr had chosen a small, remote glade in the heart of the Resin Forest as a good place to build his tower. Now the tower apparently lies without a master in the middle of the wood. A few brave adventurers have claimed they will discover the secrets hidden behind the tower's walls, but so far none has stepped beyond its threshold.

Joigharr's tower is an example using the construction rules featured in this charter. The next paragraphs refer to the previously described guidelines and can be used to determine the total construction cost.

CHOOSING JOIGHARR'S TOWER LOCATION

As Joigharr often deals with fey creatures, his first choice is to build his domain in the faerie land. Still, the high construction cost and the long time required force him to settle for a less expensive alternative, namely the Resin Forest. The forest can be considered a standard place and applies no multiplier to the construction cost. True, Joigharr's tower will be less fantastic and otherworldly than expected, but he will be able to use the saved money for a few more special rooms or magic items.

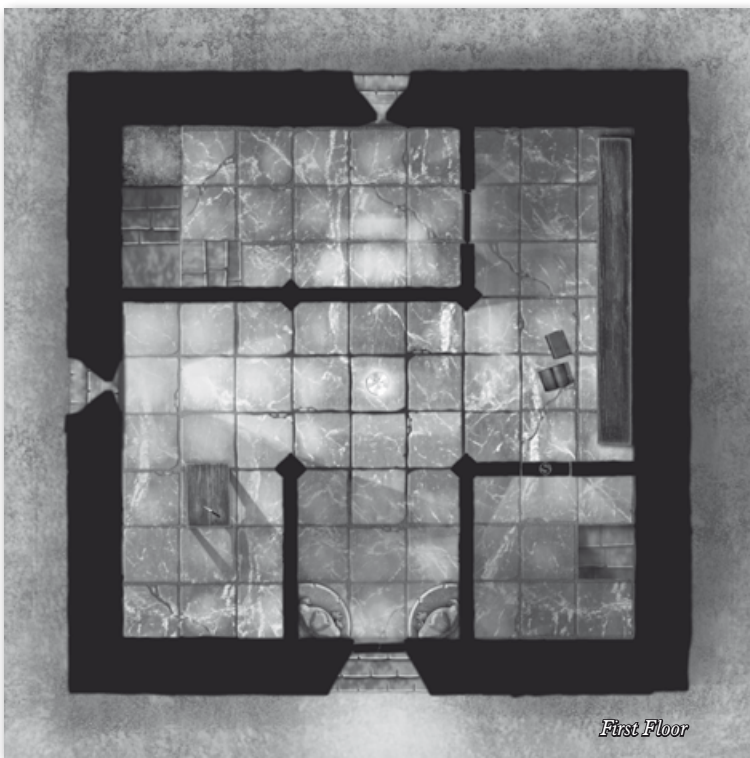
DESIGNING JOIGHARR'S FLOOR PLAN

The first and most important things to do are to decide how many floors the tower will have and what area each floor will cover. Mitigating his delusions of grandeur, Joigharr decides that his tower will have four floors, including an underground basement. The tower will have a square base and each floor will be made of a 9 x 9 square area. Not what one might call an imposing edifice, but a dignified mansion in which to live and store magic items. Joigharr's tower is therefore composed of 324 squares (9 x 9 x 4).

Joigharr wants the base structure to be made of stone. Cutting expenses is one thing, but a wooden tower is too subject to fires, especially in the middle of a forest. Thus, the structure's base cost is 12,960 gold pieces (324 x 40 gold pieces).

A stair connects each floor to the others. Three sets of stairs are required to connect all floors, so Joigharr calculates a cost of 240 gp.

Of course, the tower's rooms need doors and windows. Starting at first floor, Joigharr decides his tower will have a main entrance (a stone door)



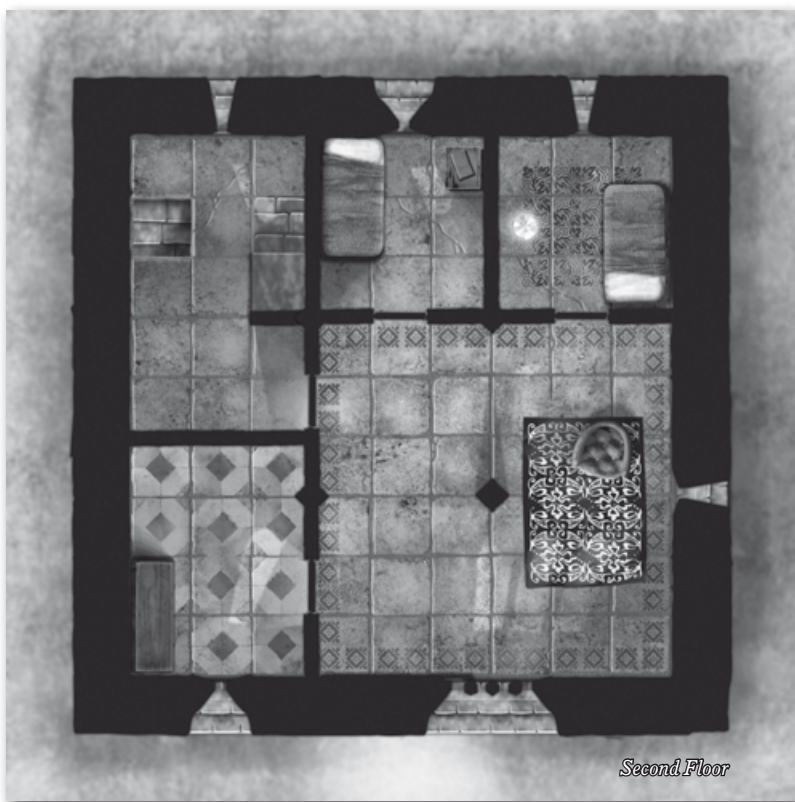
in the south wall and two windows set in the west and north wall. A wooden door will separate different areas of this floor, while a well protected secret door (DC 30 Perception to notice) will protect the access to the basement. The second floor will have two windows, three arrow slits to watch outside in case of danger and a nice fireplace to keep the rooms warm. The second floor, which Joigharr envisions as the tower's main living and working space, will have four wooden doors to separate its rooms. The last floor will have three arrow slits, and the basement will of course be devoid of windows or slits. In the end, Joigharr has purchased a stone door (500 gp), five wooden doors (150 gp), a secret door (DC 30; 1,500 gp), four windows (120 gp), six arrow slits (120 gp) and a fireplace (elegant furniture, 250 gp) for a total of 2,640 gp.

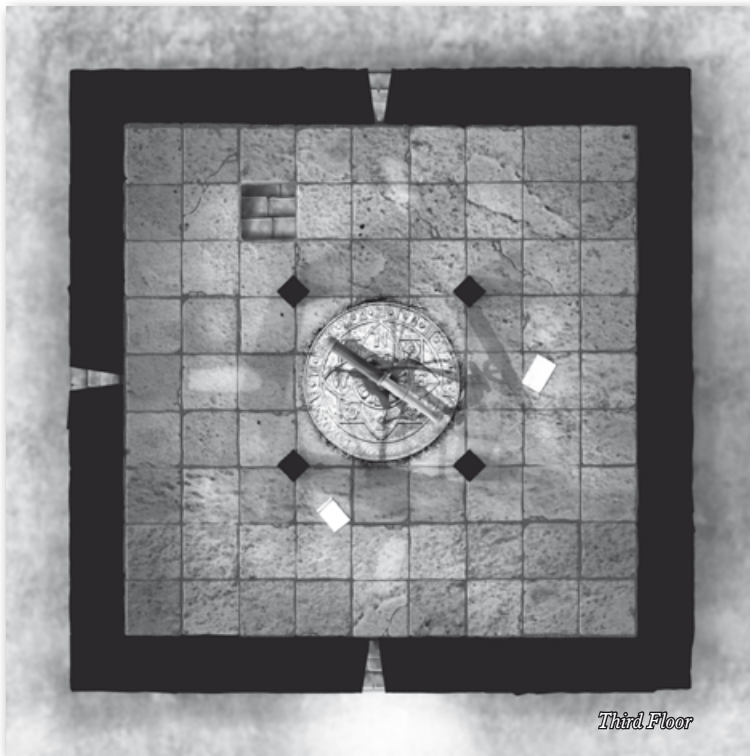
The rooms need to be furnished. Joigharr decides that the first floor will be occupied by rooms such as a kitchen, stores and bathrooms. After a quick inventory, Joigharr decides that a table (common furniture, 50 gp) will be enough, at least to begin with; he can always buy the rest later. Joigharr wants to make the second floor more elegant, thus he buys two comfortable

beds (the GM counts both of them as an elegant furnishing and sets a price of 250 gp for both of them), a fine armchair to sit by the fireplace (50 gp) and a small pillar dividing the fireplace room in two areas (100 gp); he also buys a few shelves for his books (the GM sets a cost of 100 gp; the main library will remain below). The third floor and the basement will have more specific purposes yet to be decided, but they will both include 4 small pillars (both to sustain the structure and as embellishments, 800 gp). As Joigharr wants his second floor, the main one, covered in polychrome tiles, the GM sets an additional cost of 200 gp. Joigharr's total cost will be 1,550 gp.

So far, Joigharr's overall cost for the tower's structure, doors, windows and base furnishings is 17,390 gp; no multiplier applies, as the tower has been built in a standard environment. It is no small expense, but Joigharr can afford it and will even be able to add a few exotic features.

After a quick look at the special rooms list, Joigharr selects a personal library for inclusion on the first floor. The price is not too steep (500 gp) and it will allow him to focus on the tower and his research. But Joigharr has also kept some money to make two special purchases. He will place a 3 x 3





Third Floor

astronomical observatory on the third floor, which will allow him to properly study the stars and the other celestial bodies, and to perform a few rituals as well (9 x 500, for a total of 4,500 gp). The greatest expense will be a 3 x 3 pentacle (9 x 5,000, for a total of 45,000 gp) scribed in the basement, which he intends for a few dangerous rituals best left untold. Satisfied with this purchase, Joigharr pays an additional price of 50,000 gold pieces, raising the tower's global cost to 67,390 gold pieces.

ADDING JOIGHARR'S EXOTIC FEATURES

Now Joigharr's tower needs to be protected from unwanted attention. The hypnotancer decides to place two animated statues (two flesh golems, 26,000 gp) near the main entrance. The statues will be connected to an alarm placed in a square between them. The alarm will send Joigharr a telepathic warning about the intruders' presence wherever he is; it has a cost of 1,500 gp. An hypnotancer's mansion will not be complete without at least an illusory wall, located at first floor and concealing the stairs leading to the basement. The GM considers the illusory walls to be Large items covering a 3 squares area, for a total of 9,375 gp. Two 1-square wide mirror crystals connect Joigharr's bedroom with the entry hall below and allow him to have a good view of

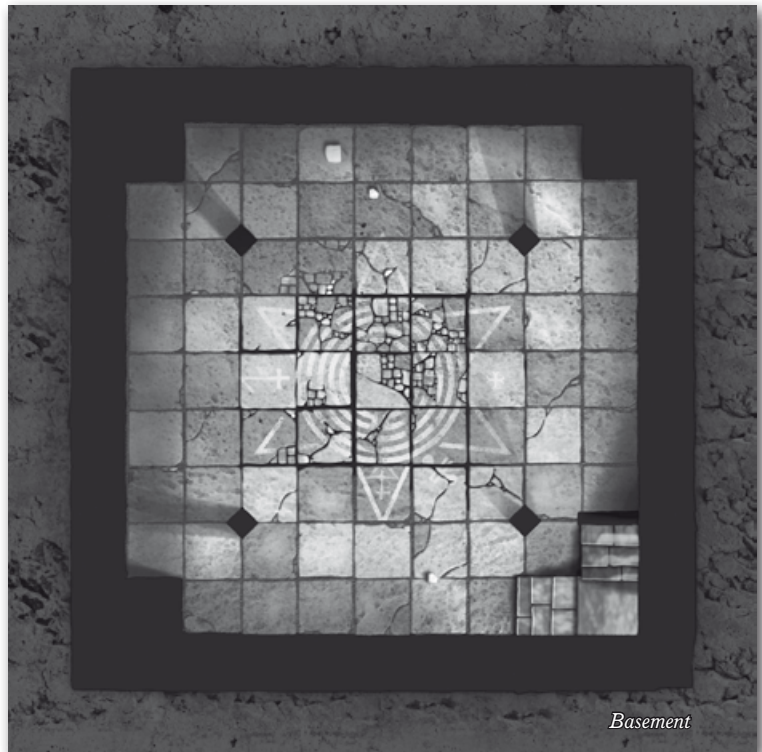
his surroundings (2,000 gp). Joigharr would also like to have a teleportation circle at the tower's top floor, but he is running out of funds, so he will have to wait for another opportunity. The total cost of the tower's exotic features is 38,875 gold pieces.

CALCULATING TOTAL COST AND TIME

A bill is never a pleasant notification, but Joigharr is willing to pay for his privileges, and the final cost of 106,265 gold pieces is not too high for an adventurer of his standing. Now he only needs to calculate the construction time. Starting with a normal team of workers (led by Joigharr himself, of course), the GM sets a time of 22 weeks, more than 5 months of uninterrupted work. Joigharr thinks it is too much, so he decides to hire a second team to halve the time and pays an additional 10% (10,626 gp and 5 sp). The final cost is now of 116,891 gold pieces and 5 silver pieces, but at least the tower will be ready in only 11 weeks... just the time Joigharr

needs to take a rest while overseeing the workers. The final result is a nice place where Joigharr can store the fruits of many years of study, exploration and research.

Unfortunately, shortly after the tower's completion, Joigharr disappeared without a trace... but that's a story for another day!



Basement

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