

MELEE BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **ON**  Melee weapon

STR vs AC **ATTACK** **TARGET** One creature

Hit: 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength modifier at 21st level.

Special: You can use an unarmed attack as a weapon to make a melee basic attack.

You resort to the simple attack you learned when you first picked up a melee weapon.

Basic Attack

PHB-287

AT-WILL SPELL

DUNGEONS & DRAGONS

RANGED BASIC ATTACK

Weapon **KEYWORDS**

Standard Action **ON**  Ranged weapon

DEX vs AC **ATTACK** **TARGET** One creature

Hit: 1[W] + Dexterity modifier damage. Increase damage to 2[W] + Dexterity modifier at 21st level.

Special: Weapons with the heavy thrown property (see Player's Handbook, page 216) use Strength instead of Dexterity for attack rolls and damage rolls.

You resort to the simple attack you learned when you first picked up a ranged weapon.

Basic Attack

PHB-287

AT-WILL SPELL

DUNGEONS & DRAGONS

GHOST SOUND

Arcane, Illusion **KEYWORDS**

Standard Action **ON** **RA**  Ranged 10

ATTACK One object or unoccupied square

Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

With a wink, you create an illusory sound that emanates from somewhere close by.

Wizard Cantrip

PHB-158

AT-WILL SPELL

DUNGEONS & DRAGONS

LIGHT

Arcane **KEYWORDS**

Minor Action **ON** **RA**  Ranged 5

ATTACK One object or unoccupied square

Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.

Special: You can have only one light cantrip active at a time. If you create a new light, your previously cast light winks out.

With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.

Wizard Cantrip


PHB-158

AT-WILL SPELL

DUNGEONS & DRAGONS

MAGE HAND

Arcane, Conjuration **KEYWORDS**

Minor Action **ON** **RA**  Ranged 5

ATTACK **TARGET**

Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.

Sustain Minor: You can sustain the hand indefinitely.

Special: You can create only one hand at a time.

You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.

Wizard Cantrip


PHB-158

AT-WILL SPELL

DUNGEONS & DRAGONS

PRESTIDIGITATION

Arcane **KEYWORDS**

Standard Action **ON** **RA**  Ranged 2

ATTACK **TARGET**

Effect: Use this cantrip to accomplish one of the effects given below.

- + Move up to 1 pound of material.
- + Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- + Color, clean, or soil items in 1 cubic foot for up to 1 hour.
- + Instantly light (or snuff out) a candle, a torch, or a small campfire.
- + Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- + Make a small mark or symbol appear on a surface for up to 1 hour.
- + Produce out of nothingness a small item or image that exists until the end of your next turn.
- + Make a small, handheld item invisible until the end of your next turn.

Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.

Special: You can have as many as three prestidigitiation effects active at one time.

You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.

Wizard Cantrip


PHB-159

AT-WILL SPELL

DUNGEONS & DRAGONS

CLOUD OF DAGGERS

Arcane, Force, Implement **KEYWORDS**

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

INT vs REF **ATTACK** Each creature in square

Hit: 1d6 + Intelligence modifier force damage. Increase damage to 2d6 + Intelligence modifier at 21st level.

Effect: The power's area is filled with sharp daggers of force. Any creature that enters the area or starts its turn there takes force damage equal to your Wisdom modifier (minimum 1). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area.

Wizard Attack 1

PHB-159

AT-WILL SPELL

DUNGEONS & DRAGONS

MAGIC MISSILE

Arcane, Force, Implement **KEYWORDS**

Standard Action **ON** **RA**  Ranged 20

INT vs REF **ATTACK** **TARGET** One creature

Hit: 2d4 + Intelligence modifier force damage. Increase damage to 4d4 + Intelligence modifier at 21st level.

Special: This power counts as a ranged basic attack. When a power allows you to make a ranged basic attack, you can use this power.

You launch a silvery bolt of force at an enemy.

Wizard Attack 1

PHB-159

AT-WILL SPELL

DUNGEONS & DRAGONS

RAY OF FROST

Arcane, Cold, Implement

Standard Action Ranged 10
INT vs FORT One creature

Hit: 1d6 + Intelligence modifier cold damage, and the target is slowed until the end of your next turn. Increase damage to 2d6 + Intelligence modifier at 21st level.

A blisteringly cold ray of white frost streaks to your target.

Wizard Attack 1

PHB-159

AT-WILL SPELL



SCORCHING BURST

Arcane, Fire, Implement

Standard Action Area burst 1 within 10 squares
INT vs REF Each creature in burst

Hit: 1d6 + Intelligence modifier fire damage. Increase damage to 2d6 + Intelligence modifier at 21st level.

A vertical column of golden flames burns all within.

Wizard Attack 1

PHB-159

AT-WILL SPELL



THUNDERWAVE

Arcane, Implement, Thunder

Standard Action Close blast 3
INT vs FORT Each creature in blast

Hit: 1d6 + Intelligence modifier thunder damage, and you push the target a number of squares equal to your Wisdom modifier. Increase damage to 2d6 + Intelligence modifier at 21st level.

You create a whip-crack of sonic power that lashes up from the ground.

Wizard Attack 1

PHB-159

AT-WILL SPELL



KEYWORDS USED

ACTION		RANGE
ATTACK	VS DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

AT-WILL SPELL



KEYWORDS USED

ACTION		RANGE
ATTACK	VS DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

AT-WILL SPELL



KEYWORDS USED

ACTION		RANGE
ATTACK	VS DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

AT-WILL SPELL



KEYWORDS USED

ACTION		RANGE
ATTACK	VS DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

AT-WILL SPELL



KEYWORDS USED

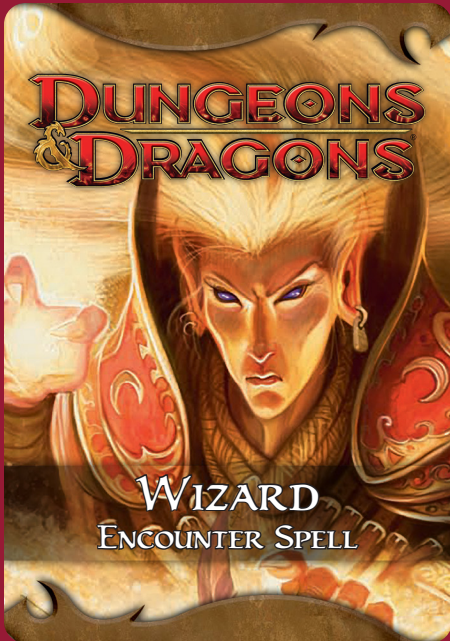
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ATTACK	VS DEFENSE	TARGET

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

AT-WILL SPELL

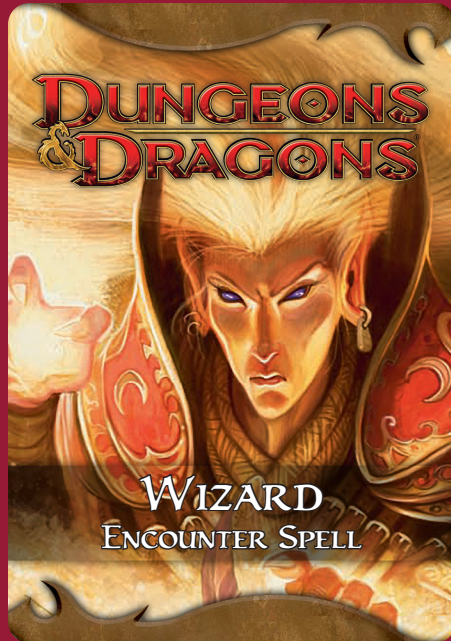




DUNGEONS
DRAGONS

WIZARD
ENCOUNTER SPELL

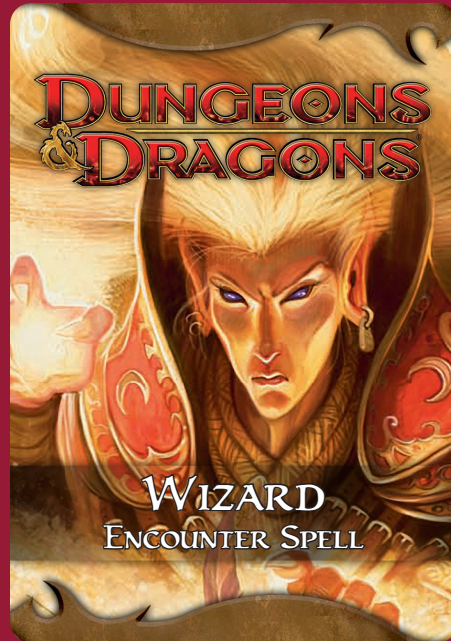
This card features a detailed illustration of a wizard with long, flowing white hair and a stern expression. He is wearing ornate, red and gold armor with intricate scrollwork. The background is a warm, golden glow. The card has a decorative, scalloped border.



DUNGEONS
DRAGONS

WIZARD
ENCOUNTER SPELL

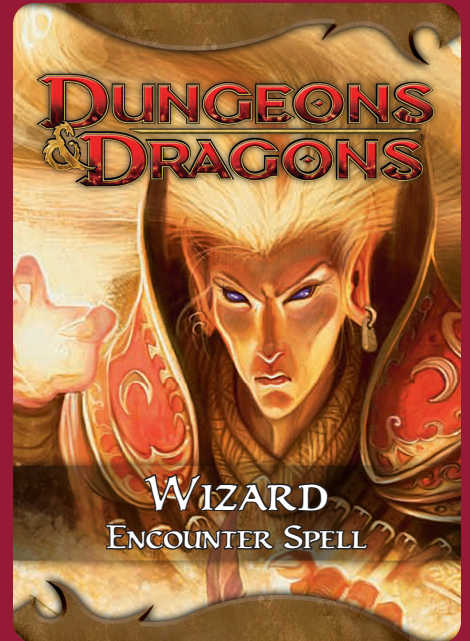
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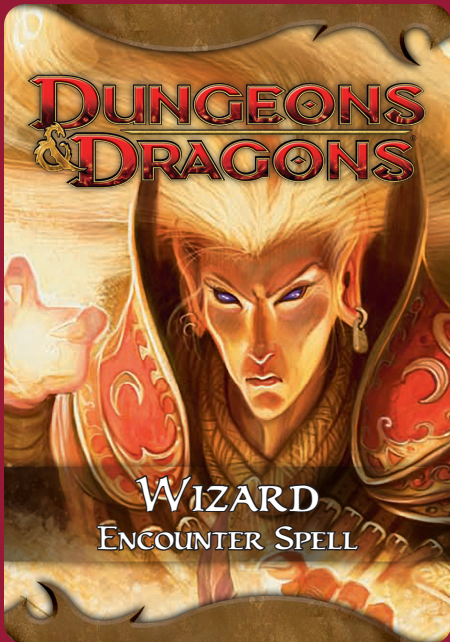
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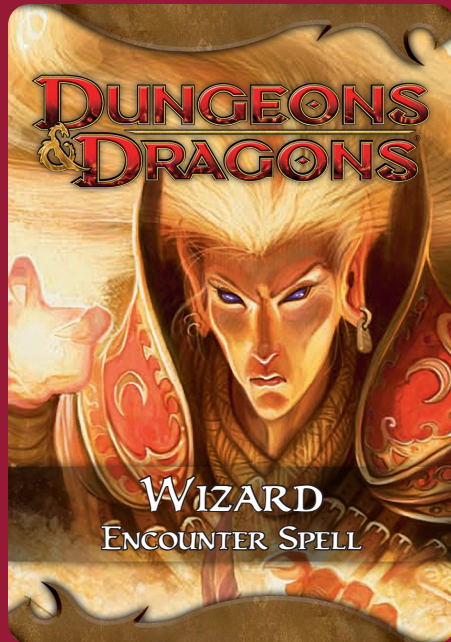
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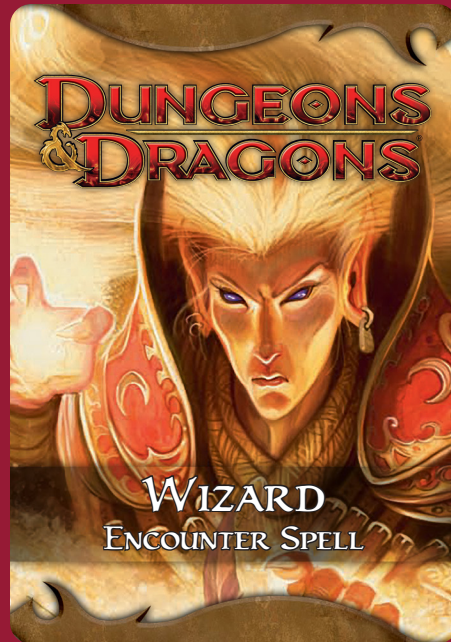
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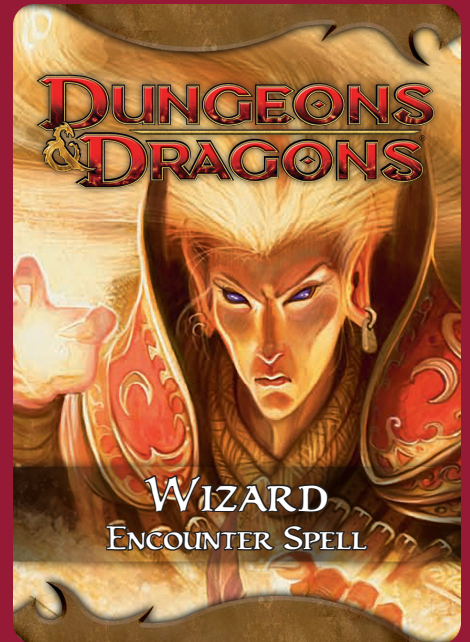
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DUNGEONS
DRAGONS

WIZARD
ENCOUNTER SPELL

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BURNING HANDS

Arcane, Fire, Implement

Standard Action **Close blast 5**
INT vs REF Each creature in blast

Hit: 2d6 + Intelligence modifier fire damage.

A fierce burst of flame erupts from your hands and scorches nearby foes.

Wizard Attack 1

PHB-159

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CHILL STRIKE

Arcane, Cold, Implement

Standard Action **Ranged 10**
INT vs FORT One creature

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

You create a bolt of frigid purple energy around your hand and send it hurtling toward your foe.

Wizard Attack 1

PHB-159

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FORCE ORB

Arcane, Force, Implement

Standard Action **Ranged 20**
INT vs REF One creature or object

Hit: 2d8 + Intelligence modifier force damage. Make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target.

Secondary Attack: Intelligence vs. Reflex

Secondary Hit: 1d10 + Intelligence modifier force damage.

You hurl an orb of magical force at an enemy. It bursts against the target and throws off razor-sharp shards of force that cut nearby enemies to ribbons.

Wizard Attack 1

PHB-160

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ICY TERRAIN

Arcane, Cold, Implement

Standard Action **Area burst 1 within 10 squares**
INT vs REF Each creature in burst

Hit: 1d6 + Intelligence modifier cold damage, and the target is knocked prone.

Effect: The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

With frosty breath, you utter a single arcane word that creates a treacherous patch of ice on the ground, hampering your foes.

Wizard Attack 1

PHB-160

ENCOUNTER SPELL

DUNGEONS & DRAGONS

RAY OF ENFEEBLEMENT

Arcane, Implement, Necrotic

Standard Action **Ranged 10**
INT vs FORT One creature

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

You point three fingers at your foe, curling them like talons. Weird green mist streams from your enemy's flesh, carrying away its strength.

Wizard Attack 1

PHB-160

ENCOUNTER SPELL

DUNGEONS & DRAGONS

JUMP

Arcane

Move Action **Ranged 10**
You or one creature

Effect: The target makes an Athletics check as a free action to jump with a +10 power bonus. The target can move as many squares as the check allows and is considered to have a running start.

You or another creature you choose can suddenly leap great distances.

Wizard Utility 2

PHB-161

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SHIELD

Arcane, Force

Immediate Interrupt **Personal**

Trigger: You are hit by an attack.

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

You throw up your hand, and a shield of arcane energy springs into existence, protecting you against imminent attacks.

Wizard Utility 2

PHB-161

ENCOUNTER SPELL

DUNGEONS & DRAGONS

COLOR SPRAY

Arcane, Implement, Radiant

Standard Action **Close blast 5**
INT vs WILL Each creature in blast

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

A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.

Wizard Attack 3

PHB-161

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FIRE SHROUD

Arcane, Fire, Implement

Standard Action  Close burst 3
INT vs FORT Each enemy in burst

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

With a subtle gesture, you wreath nearby enemies in flames.

Wizard Attack 3

PHB-161

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ICY RAYS

Arcane, Cold, Implement

Standard Action  Ranged 10
INT vs REF One or two creatures

Attack: Intelligence vs. Reflex, one attack per target.

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

You fire two bolts of brilliant blue-white energy. A thin path of frost appears on the ground below each one before fading away.

Wizard Attack 3


PHB-161

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SHOCK SPHERE

Arcane, Implement, Lightning

Standard Action  Area burst 2 within 10 squares
INT vs REF Each creature in burst

Hit: 2d6 + Intelligence modifier lightning damage.

You hurl a crackling orb of lightning that explodes at a point you designate, engulfing all nearby creatures in its electric embrace.

Wizard Attack 3


PHB-161

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FIRE BURST

Arcane, Fire, Implement

Standard Action  Area burst 2 within 20 squares
INT vs REF Each creature in burst

Hit: 3d6 + Intelligence modifier fire damage.

A fiery red bead streaks from your finger to the spot you indicate, where it bursts into a great ball of magical flame.

Wizard Attack 7

PHB-162

ENCOUNTER SPELL

DUNGEONS & DRAGONS

LIGHTNING BOLT

Arcane, Implement, Lightning

Standard Action  Ranged 10
INT vs REF One creature

Hit: 2d6 + Intelligence modifier lightning damage.

Secondary Targets: Two creatures within 10 squares of the primary target.

Secondary Attack: Intelligence vs. Reflex

Secondary Hit: 1d6 + Intelligence modifier lightning damage.

From your outstretched hand erupt brilliant strokes of blue-white lightning.

Wizard Attack 7

PHB-162

ENCOUNTER SPELL

DUNGEONS & DRAGONS

SPECTRAL RAM

Arcane, Force, Implement

Standard Action  Ranged 10
INT vs FORT One creature

Hit: 2d10 + Intelligence modifier force damage, and you push the target 3 squares and it is knocked prone.

You seize your foe with unseen magical force and bash him against the ceiling and walls before dropping him to the ground and hurling him back.

Wizard Attack 7

PHB-163

ENCOUNTER SPELL

DUNGEONS & DRAGONS

WINTER'S WRATH

Arcane, Cold, Implement

Standard Action  Area burst 2 within 10 squares
INT vs FORT Each creature in burst

Hit: 2d8 + Intelligence modifier cold damage.

Effect: A blizzard erupts in the designated area and continues until the end of your next turn. It grants concealment, and any creature that starts its turn in the storm takes cold damage equal to your Intelligence modifier. You can end this effect as a minor action.

You raise your hand, and an icy blizzard rains down mercilessly upon an area you designate.

Wizard Attack 7


PHB-163

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FROSTBURN

Arcane, Cold, Fire, Implement

Standard Action  Area burst 2 within 20 squares
INT vs FORT Each creature in burst

Hit: 3d6 + Intelligence modifier cold and fire 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 takes 5 cold and fire damage. You can dismiss the effect as a minor action.

You whisper a word of elemental power and hurl a flaming ball of ice. Waves of fire and ice explode outward from the point of impact.

Wizard Attack 13

PHB-164

ENCOUNTER SPELL

DUNGEONS & DRAGONS

MESMERIC HOLD

Arcane, Charm, Implement, Psychic

Standard Action **RANGED** Ranged 10

INT vs WILL One, two, or three creatures

Attack: Intelligence vs. Will, one attack per target.

Special: If you target only one creature with this power, you gain a +4 power bonus to the attack roll.

Hit: 2d6 + Intelligence modifier psychic damage, and the target is immobilized until the end of your next turn.

You immobilize your foes by commanding them to remain still.

Wizard Attack 13

PHB-164

ENCOUNTER SPELL

DUNGEONS & DRAGONS

PRISMATIC BURST

Arcane, Implement, Radiant

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

INT vs WILL Each creature in burst

Hit: 3d6 + Intelligence modifier radiant damage, and the target is blinded until the end of your next turn.

You lob a fist-sized orb of pulsating white light some distance away, blasting creatures in the area with rays of multicolored light.

Wizard Attack 13

PHB-164

ENCOUNTER SPELL

DUNGEONS & DRAGONS

THUNDERLANCE

Arcane, Implement, Thunder

Standard Action **CLOSE BLAST** Close blast 5

INT vs REF Each creature in blast

Hit: 4d6 + Intelligence modifier thunder damage, and you push the target 4 squares.

A thunderous pulse of concussive energy rolls from your hand, bowling over your enemies.

Wizard Attack 13

PHB-164

ENCOUNTER SPELL

DUNGEONS & DRAGONS

DISPLACEMENT

Arcane, Illusion

Immediate Interrupt **RANGED** Ranged 5

ATTACK TARGET

Trigger: A ranged or a melee attack hits you or one ally in range.

Effect: The attacker must reroll the attack roll.

The recipient of this spell appears to be standing slightly to the left or right of his actual position, making it harder for enemies to hit him.

Wizard Utility 16

PHB-165

ENCOUNTER SPELL

DUNGEONS & DRAGONS

COMBUST

Arcane, Fire, Implement

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

INT vs REF Each creature in burst

Hit: 5d6 + Intelligence modifier fire damage.

You cause several foes to spontaneously burst into flame.

Wizard Attack 17

PHB-166

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CRUSHING TITAN'S FIST

Arcane, Force, Implement

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

INT vs REF Each creature in burst

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

Effect: Entering a square within the power's area costs 4 extra squares of movement. This effect ends at the end of your next turn, and you can dismiss it as a minor action.

You clench your fist, and crushing force seizes your enemies like the fist of an invisible titan.

Wizard Attack 17

PHB-166

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FORCE VOLLEY

Arcane, Force, Implement

Standard Action **RANGED** Ranged 20

INT vs REF One, two, or three creatures

Attack: Intelligence vs. Reflex, one attack per target.

Special: If you target only one creature with this power, you gain a +4 power bonus to the attack roll.

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

Silvery missiles spring from your fingertips and streak across the battlefield, striking your enemies with staggering force.

Wizard Attack 17

PHB-166

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ICE TOMB

Arcane, Cold, Implement

Standard Action **RANGED** Ranged 20

INT vs REF One creature

Hit: 3d10 + Intelligence modifier cold damage, and the target is entombed in ice. While entombed, the target is stunned, and attacks cannot gain line of effect against it. This effect lasts until the end of your next turn.

You target an enemy with a freezing ray that briefly traps him in an icy sarcophagus.

Wizard Attack 17

PHB-166

ENCOUNTER SPELL

DUNGEONS & DRAGONS

ACID STORM

Acid, Arcane, Implement

Standard Action  Area burst 4 within 10 squares

INT vs FORT Each creature in burst

Hit: 4d6 + Intelligence modifier acid damage.

Effect: The cloud blocks line of sight, providing total concealment to creatures inside it. Any creature that enters the cloud or starts its turn there takes 10 acid damage. The cloud lasts until the end of your next turn, or you can dismiss it as a minor action.

You create a thick black cloud filled with pelting drops of acid.

Wizard Attack 23


PHB-167

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CHAIN LIGHTNING

Arcane, Implement, Lightning

Standard Action  Ranged 20

INT vs REF One creature

Hit: 4d6 + Intelligence modifier lightning damage.

Secondary Attack: Target two creatures within 5 squares of the primary target. Intelligence vs. Reflex. 2d6 + Intelligence modifier lightning damage.

Tertiary Attack: Targets all other enemies within 20 squares of you. Intelligence vs. Reflex. 1d6 + Intelligence modifier lightning damage.

From your fingertips springs a tremendous stroke of blinding purple-white lightning that leaps from one enemy to another.

Wizard Attack 23


PHB-167

ENCOUNTER SPELL

DUNGEONS & DRAGONS

THUNDERCLAP

Arcane, Implement, Thunder

Standard Action  Ranged 20

INT vs FORT One creature

Hit: 3d6 + Intelligence modifier thunder damage, and the target is stunned until the end of your next turn.

You tap your staff on the ground, and a peal of thunder rocks and stuns a distant enemy

Wizard Attack 23


PHB-167

ENCOUNTER SPELL

DUNGEONS & DRAGONS

BLACK FIRE

Arcane, Fire, Implement, Necrotic

Standard Action  Close blast 5

INT vs REF Each enemy in blast

Hit: 6d6 + Intelligence modifier fire and necrotic damage.

A blast of crackling black fire erupts from your hand, charring the flesh and burning the souls of your foes.

Wizard Attack 27


PHB-168

ENCOUNTER SPELL

DUNGEONS & DRAGONS

CONFUSION

Arcane, Charm, Implement, Psychic

Standard Action  Ranged 20

INT vs WILL One creature

Hit: 3d10 + Intelligence modifier psychic damage. On the target's next turn, you control its actions: You can move it a number of squares equal to your Wisdom modifier, and it then makes a basic attack against its nearest ally.

You magically compel an enemy to attack its nearest ally.

Wizard Attack 27


PHB-168

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FORCEAGE

Arcane, Force, Implement

Standard Action  Ranged 20

INT vs REF One creature

Hit: 3d10 + Intelligence modifier force damage. The target is confined in the forcecage until the end of your next turn. While confined, it is immobilized, grants combat advantage, and cannot gain line of effect against nonadjacent enemies.

Around your foe you erect an invisible cage of unbreakable bars of force, effectively imprisoning it.

Wizard Attack 27


PHB-168

ENCOUNTER SPELL

DUNGEONS & DRAGONS

FORCEFUL RETORT

Arcane, Implement

Standard Action  Close burst 1

INT vs FORT Each enemy in burst

Hit: 3d8 + Intelligence modifier force damage, and you push the target 1 square and it is knocked prone.

The power and certainty of your words knock your enemies off their feet.

Battle Mage Attack 11

PHB-169

ENCOUNTER SPELL

DUNGEONS & DRAGONS

BLOOD PULSE

Arcane, Implement

Standard Action  Area burst 3 within 20 squares

INT vs WILL Each enemy in burst

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

A mote of crimson plasma springs from your hand, streaks across the battlefield, and detonates amid your enemies, covering them in a blood-red shroud.

Blood Mage Attack 11

PHB-170

ENCOUNTER SPELL

DUNGEONS & DRAGONS

STORM CAGE

Arcane, Conjuration, Implement, Lightning, Thunder

Standard Action  Area burst 2 within 20 squares

INT vs REF **ATTACK** Each creature in burst

Hit: 4d6 + Intelligence modifier lightning and thunder damage.

Effect: You conjure a wall in the 16 outer squares of the burst (forming a square enclosure). Any creature that starts its turn adjacent to the wall or moves into a wall square takes 10 lightning damage. Moving into a wall square costs 1 extra square of movement. The wall does not grant cover or concealment. It lasts until the end of your next turn.


You trap your enemies in a cage made of lightning and filled with roaring thunder.

Spellstorm Mage Attack 11 PHB-170

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

THE ONE SWORD

Arcane, Weapon

Standard Action  Melee weapon

INT vs REF **ATTACK** One creature

Hit: 2[W] + Intelligence modifier damage. Make a secondary attack against the target.

Secondary Attack: Intelligence vs. Will

Secondary Hit: The target is dazed until the end of your next turn, and this power is not expended.

Your blade flashes with the twilight power of the Feywild as you strike your foe.

Wizard of the Spiral Tower Attack 11 PHB-171

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

KEYWORDS

USED

ACTION				RANGE
VS				
ATTACK	DEFENSE	TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL PAGE

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

KEYWORDS

USED

ACTION				RANGE
VS				
ATTACK	DEFENSE	TARGET		

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

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ENCOUNTER SPELL **DUNGEONS & DRAGONS**

A detailed illustration of a Wizard character with long, flowing blonde hair, intense blue eyes, and a stern expression. He is wearing ornate, red and gold armor with intricate scrollwork. The background is a warm, golden-brown gradient.

**DUNGEONS
DRAGONS**

WIZARD
DAILY SPELL

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**DUNGEONS
DRAGONS**

WIZARD
DAILY SPELL

ACID ARROW

Arcane, Arcane, Implement

Standard Action **RANGED** 20
INT vs REF **ATTACK** One creature

Hit: 2d8 + Intelligence modifier acid damage, and ongoing 5 acid damage (save ends). Make a secondary attack.

Secondary Target: Each creature adjacent to the primary target.

Secondary Attack: Intelligence vs. Reflex

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

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

A shimmering arrow of green, glowing liquid streaks to your target and bursts in a spray of sizzling acid.

Wizard Attack 1

PHB-160

DAILY SPELL

DUNGEONS & DRAGONS

FLAMING SPHERE

Arcane, Conjuration, Fire, Implement

Standard Action **RANGED** 10
INT vs REF **ATTACK** One creature adjacent to the flaming sphere

Hit: 2d6 + Intelligence modifier fire damage.

Effect: You conjure a Medium flaming sphere that occupies a square within range, and the sphere attacks. Any creature that starts its turn adjacent to the sphere takes 1d4 + Intelligence modifier fire damage. As a move action, you can move the sphere 6 squares.

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

You conjure a rolling ball of fire and control where it goes.

Wizard Attack 1

PHB-160

DAILY SPELL

DUNGEONS & DRAGONS

FREEZING CLOUD

Arcane, Cold, Implement

Standard Action **AREA BURST** 2 within 10 squares
INT vs FORT **ATTACK** Each creature in burst

Hit: 1d8 + Intelligence modifier cold damage.

Miss: Half damage.

Effect: The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.

A pellet shoots from your hand and explodes into a cloud of icy mist at the point of impact.

Wizard Attack 1

PHB-160

DAILY SPELL

DUNGEONS & DRAGONS

SLEEP

Arcane, Implement, Sleep

Standard Action **AREA BURST** 2 within 20 squares
INT vs WILL **ATTACK** Each creature in burst

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

Miss: The target is slowed (save ends).

You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.

Wizard Attack 1

PHB-160

DAILY SPELL

DUNGEONS & DRAGONS

EXPEDITIOUS RETREAT

Arcane

Move Action **RANGED** Personal
ATTACK TARGET

Effect: Shift up to twice your speed.

Your form blurs as you hastily withdraw from the battlefield.

Wizard Utility 2

PHB-160

DAILY SPELL

DUNGEONS & DRAGONS

FEATHER FALL

Arcane

Free Action **RANGED** 10
ATTACK TARGET

Trigger: You or one creature in range falls.

Effect: You or the creature takes no damage from the fall, regardless of its distance, and does not fall prone at the end of the fall.

You or a creature you choose falls gently, like a feather.

Wizard Utility 2

PHB-160

DAILY SPELL

DUNGEONS & DRAGONS

BIGBY'S ICY GRASP

Arcane, Cold, Conjuration, Implement

Standard Action **RANGED** 20
INT vs REF **ATTACK** One creature adjacent to the hand

Effect: You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares.

Hit: 2d8 + Intelligence modifier cold damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense.

Sustain Minor: A target grabbed by the hand takes 1d8 + Intelligence modifier cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.

You conjure a giant floating hand made of chiseled ice that clutches foes and freezes them.

Wizard Attack 5

PHB-161

DAILY SPELL

DUNGEONS & DRAGONS

FIREBALL

Arcane, Fire, Implement

Standard Action **AREA BURST** 3 within 20 squares
INT vs REF **ATTACK** Each creature in burst

Hit: 3d6 + Intelligence modifier fire damage.

Miss: Half damage.

A globe of orange flame coalesces in your hand. You hurl it at your enemies, and it explodes on impact.

Wizard Attack 5

PHB-161

DAILY SPELL

DUNGEONS & DRAGONS

STINKING CLOUD

Arcane, Implement, Poison, Zone

Standard Action  Area burst 2 within 20 squares

INT vs FORT  Each creature in burst

Hit: 1d10 + Intelligence modifier poison damage.

Effect: The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10 + Intelligence modifier poison damage. As a move action, you can move the zone up to 6 squares.

Sustain Minor: The zone persists.

You call forth a thick cloud of bilious yellow vapors. The foul fumes overwhelm any creature within.

Wizard Attack 5

PHB-161

DAILY SPELL

DUNGEONS & DRAGONS

WEB

Arcane, Implement, Zone

Standard Action  Area burst 2 within 20 squares

INT vs REF  Each creature in burst

Hit: The target is immobilized (save ends).

Effect: The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).

You call into being a giant web made of thick magical strands that hang in midair, trapping those within it.

Wizard Attack 5

PHB-161

DAILY SPELL

DUNGEONS & DRAGONS

DIMENSION DOOR

Arcane, Teleportation

Move Action  Personal

ATTACK  TARGET

Effect: Teleport 10 squares. You can't take other creatures with you.

You trace the outline of a doorway in front of you, step through the portal, and reappear somewhere else nearby.

Wizard Utility 6

PHB-162


DAILY SPELL

DUNGEONS & DRAGONS

DISGUISE SELF

Arcane, Illusion

Minor Action  Personal

ATTACK  TARGET

Effect: You make yourself, your clothing, and your equipment look different. You can take on the appearance of any creature of similar build and size, including a specific individual whom you've seen. You gain neither the abilities or mannerisms of the chosen form, nor the tactile or audible properties of your form or gear. For example, if you took on the illusion of a dwarf fighter in plate armor, anyone touching you would realize you weren't wearing plate armor, and you would not clank, creak, or jingle as you walked. The illusion lasts for 1 hour, although you can end it as a minor action. You must keep the same appearance for the entire duration. Anyone who attempts to see through your ruse makes an Insight check opposed by your Bluff check, and you gain a +5 power bonus to your check.

With a snap of your fingers, you suddenly look like someone else.

Wizard Utility 6

PHB-162


DAILY SPELL

DUNGEONS & DRAGONS

DISPEL MAGIC

Arcane, Implement

Standard Action  Ranged 10

INT vs WILL  One conjuration or zone

Attack: Intelligence vs. the Will defense of the creator of the conjuration or the zone.

Hit: The conjuration or the zone is destroyed. All its effects end, including those that normally last until a target saves.

You unleash a ray of crackling arcane energy that destroys a magical effect created by an opponent.

Wizard Utility 6

PHB-162


DAILY SPELL

DUNGEONS & DRAGONS

INVISIBILITY

Arcane, Illusion

Standard Action  Ranged 5

ATTACK  You or one creature

Effect: The target is invisible until the end of your next turn. If the target attacks, the target becomes visible.

Sustain Standard: If the target is within range, you can sustain the effect.

A creature you choose vanishes from sight.

Wizard Utility 6

PHB-162

DAILY SPELL

DUNGEONS & DRAGONS

LEVITATE

Arcane

Move Action  Personal

ATTACK  TARGET

Effect: You can move 4 squares vertically and remain there, hovering above the ground. While aloft, you are unsteady, taking a -2 penalty to AC and Reflex defense. If some effect, such as a pit opening below you, causes you to be more than 4 squares above the ground, you drop down to 4 squares above the ground. You do not take damage from such a fall.

Sustain Move: You can sustain this power until the end of the encounter or for 5 minutes. When you sustain this power, you can move 3 squares up or down or 1 square horizontally. You cannot go higher than 4 squares above the ground. If you don't sustain the power, you descend to the ground without taking falling damage.

You hold out your hands, and suddenly you feel air beneath your feet.

Wizard Utility 6

PHB-162


DAILY SPELL

DUNGEONS & DRAGONS

WALL OF FOG

Arcane, Conjuration

Standard Action  Area wall 8 within 10

ATTACK  TARGET

Effect: You conjure a wall that consists of contiguous squares filled with arcane fog. The wall lasts until the end of your next turn. It can be up to 8 squares long and up to 4 squares high. The fog grants concealment to creatures in its space and blocks line of sight.

Sustain Minor: The wall persists.

You create a billowing wall of gray fog that obscures vision.

Wizard Utility 6

PHB-162


DAILY SPELL

DUNGEONS & DRAGONS

ICE STORM

Arcane, Cold, Implement, Zone

Standard Action  Area burst 3 within 20 squares

INT vs FORT  Each creature in burst

Hit: 2d8 + Intelligence modifier cold damage, and the target is immobilized (save ends).

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

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

A shower of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.

Wizard Attack 9

PHB-163

DAILY SPELL

DUNGEONS & DRAGONS

LIGHTNING SERPENT

Arcane, Implement, Lightning, Poison

Standard Action  Ranged 10

INT vs REF  One creature

Hit: 2d12 + Intelligence modifier lightning damage, and the target takes ongoing 5 poison damage and is slowed (save ends both).

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

A crackling bolt of lightning springs from your hand and leaps at a foe, taking serpentine form as it strikes.

Wizard Attack 9

PHB-163


DAILY SPELL

DUNGEONS & DRAGONS

MORDENKAINEN'S SWORD

Arcane, Conjuration, Force, Implement

Standard Action  Ranged 10

INT vs REF  One creature adjacent to the sword

Effect: You conjure a sword of force in an unoccupied square within range, and it attacks. As a move action, you can move the sword to a new target within range. The sword lasts until the end of your next turn.

Hit: 1d10 + Intelligence modifier force damage.

Sustain Minor: When you sustain the sword, it attacks again.

You invoke a sword of crackling golden force that slashes and stabs furiously at the creature you indicate.

Wizard Attack 9

PHB-163


DAILY SPELL

DUNGEONS & DRAGONS

WALL OF FIRE

Arcane, Conjuration, Fire, Implement

Standard Action  Area wall 8 within 10 squares

Standard Action  

Effect: You conjure a wall that consists of contiguous squares filled with arcane fire. It can be up to 8 squares long and up to 4 squares high. The wall lasts until the end of your next turn. Any creature that starts its turn adjacent to the wall takes 1d6 + Intelligence modifier fire damage. If a creature moves into the wall's space or starts its turn there, the creature takes 3d6 + Intelligence modifier fire damage. Entering a square occupied by the wall costs 3 extra squares of movement. The wall blocks line of sight.

Sustain Minor: The wall persists.

A blazing wall of flame erupts from the ground at your command.

Wizard Attack 9

PHB-163


DAILY SPELL

DUNGEONS & DRAGONS

ARCANE GATE

Arcane, Teleportation

Minor Action  Ranged 20

ATTACK  Two unoccupied squares

Effect: You create a dimensional rift between the two target squares that lasts until the end of your next turn. Any creature that enters one of the target squares can move to the other target square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature.

You open a dimensional rift connecting two nearby locations.

Wizard Utility 10

PHB-163


DAILY SPELL

DUNGEONS & DRAGONS

BLUR

Arcane, Illusion

Minor Action  Personal

ATTACK 

Effect: Until the end of the encounter, you gain a +2 power bonus to all defenses, and enemies 5 or more squares away from you cannot see you.

You cloak yourself with a shimmering aura, making your outline almost impossible to discern.

Wizard Utility 10

PHB-163


DAILY SPELL

DUNGEONS & DRAGONS

MIRROR IMAGE

Arcane, Illusion

Minor Action  Personal

ATTACK 

Effect: Three duplicate images of yourself appear in your space, and you gain a +6 power bonus to AC. Each time an attack misses you, one of your duplicate images disappears and the bonus granted by this power decreases by 2. When the bonus reaches 0, all your images are gone and the power ends. Otherwise, the effect lasts for 1 hour.

Three duplicate images of you appear, imitating your actions perfectly and confusing your enemies.

Wizard Utility 10


PHB-164


DAILY SPELL

DUNGEONS & DRAGONS

RESISTANCE

Arcane

Minor Action  Ranged 10

ATTACK  You or one creature

Effect: Against a particular damage type chosen by you, the target gains resistance equal to your level + your Intelligence modifier until the end of the encounter or for 5 minutes. Choose the damage type from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

You make yourself or another creature in range resistant to a particular kind of damage.

Wizard Utility 10

PHB-164

DAILY SPELL

DUNGEONS & DRAGONS

BIGBY'S GRASPING HANDS

Arcane, Conjuration, Force, Implement

Standard Action  Ranged 10
INT vs REF  One or two creatures

Effect: You conjure two 5-foot-tall hands of force, each one occupying 1 square within range. Each hand attacks one adjacent creature. A hand that is not grabbing a target can be moved and made to attack a new target within range as a move action. The hands last until the end of your next turn.

Hit: 2d10 + Intelligence modifier force damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense.

Special: If the hands have each grabbed an enemy, you can slam the enemies into each other as a standard action, dealing 2d10 + Intelligence modifier force damage to each grabbed target. After the attack, each hand returns to its original square with its grabbed target.

Sustain Minor: The hands persist.

Two hands of glowing golden force materialize, grab a couple of your foes, and slam them together.

Wizard Attack 15

PHB-164

DAILY SPELL

DUNGEONS & DRAGONS

BLAST OF COLD

Arcane, Cold, Implement

Standard Action  Close blast 5
INT vs REF  Each enemy in blast

Hit: 6d6 + Intelligence modifier cold damage, and the target is immobilized (save ends).

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

You create a tremendous blast of supernatural cold, freezing your enemies.

Wizard Attack 15

PHB-164

DAILY SPELL

DUNGEONS & DRAGONS

OTILUKE'S RESILIENT SPHERE

Arcane, Conjuration, Force, Implement

Standard Action  Ranged 10
INT vs REF  One creature

Hit: You conjure a sphere of force that fills the target's entire space until the end of your next turn. The target is immobilized and can't attack anything outside its own space. Creatures outside the sphere can't attack the target, and the sphere blocks objects and creatures attempting to pass through it. The sphere, though impenetrable, is not impervious to damage. Attacks against the sphere automatically hit, and it has 100 hit points.

Sustain Minor: If your attack roll was successful, you can sustain the sphere.

Miss: The target is immobilized (save ends).

Special: Instead of attacking an enemy, you can put the sphere around yourself or a willing ally within range without making an attack roll.

You trap your enemy in a transparent, immobile globe of impenetrable force.

Wizard Attack 15



PHB-165

DAILY SPELL

DUNGEONS & DRAGONS

PRISMATIC BEAMS

Arcane, Fire, Implement, Poison

Standard Action  Close burst 5
INT vs FORT, REF, and WILL  Each enemy in burst

Attack: Intelligence vs. Fortitude, Reflex, Will

Hit (Fortitude): If the attack hits the target's Fortitude defense, the target takes 2d6 + Intelligence modifier poison damage, and ongoing 5 poison damage (save ends).

Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 2d6 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

Hit (Will): If the attack hits the target's Will defense, the target is dazed (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.

Scintillating beams of rainbow-colored light spring from your outstretched hand, affecting your foes in unpredictable ways.

Wizard Attack 15



PHB-165

DAILY SPELL

DUNGEONS & DRAGONS

WALL OF ICE

Arcane, Cold, Conjuration, Implement

Standard Action  Area wall 12 within 10 squares
INT vs REF  You or one creature

Effect: You conjure a solid wall of contiguous squares filled with arcane ice. The wall can be up to 12 squares long and up to 6 squares high. Any creature that starts its turn adjacent to the wall takes 2d6 + Intelligence modifier cold damage. The wall blocks line of sight and prevents movement. No creature can enter a square containing the wall.

Special: A creature can attack the wall. Each square has 50 hit points. Any creature that makes a melee attack against the wall takes 2d6 cold damage. The wall has vulnerability 25 to fire. If the wall is not destroyed, it melts away after 1 hour.

A wall of glittering, jagged ice appears at your command.

Wizard Attack 15



PHB-165

DAILY SPELL

DUNGEONS & DRAGONS

FLY

Arcane

Standard Action  Personal
INT vs REF  You or one creature

Effect: You gain a speed of fly 8 until the end of your next turn.

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain it, you float to the ground without taking falling damage.

You leap into the air and don't look back.

Wizard Utility 16



PHB-165

DAILY SPELL

DUNGEONS & DRAGONS

GREATER INVISIBILITY

Arcane, Illusion

Standard Action  Ranged 20
INT vs REF  You or one creature

Effect: The target is invisible until the end of your next turn. If the target attacks, the power ends.

Sustain Minor: If the target is within range, you can sustain the effect.

With a wave of your hand, you or another creature nearby fades away, becoming invisible.

Wizard Utility 16

PHB-165

DAILY SPELL

DUNGEONS & DRAGONS

STONESKIN

Arcane

Standard Action  Melee touch
INT vs REF  You or one ally

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

You sprinkle a tiny pinch of diamond dust over the subject, and his skin turns gray and hard as granite.

Wizard Utility 16

PHB-166

DAILY SPELL

DUNGEONS & DRAGONS

ACID WAVE

Acid, Arcane, Implement

Standard Action Close blast 5

INT vs REF Each creature in blast

Hit: 5d6 + Intelligence modifier acid damage, and ongoing 10 acid damage (save ends).

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

A wave of acid dissolves all creatures that stand before you.

Wizard Attack 19

PHB-166

DAILY SPELL

DUNGEONS & DRAGONS

CLOUDKILL

Arcane, Implement, Poison, Zone

Standard Action Area burst 5 within 20 squares

INT vs FORT Each creature in burst

Hit: 1d10 + Intelligence modifier poison damage.

Effect: The burst creates a zone of poisonous vapors that lasts until the end of your next turn. A creature that enters the zone or starts its turn there takes 1d10 + Intelligence modifier poison damage. As a move action, you can move the zone 3 squares.

Sustain Minor: The zone persists.

Yellow-green vapors emerge from the ground with a hiss, forming a thick, toxic cloud.

Wizard Attack 19

PHB-166

DAILY SPELL

DUNGEONS & DRAGONS

DISINTEGRATE

Arcane, Implement

Standard Action Ranged 10

INT vs REF One creature or object

Special: You don't need to make an attack roll to hit an unattended object with this power.

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

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

You fire a green ray from your wand. Whatever the emerald beam hits disappears in a puff of gray dust.

Wizard Attack 19

PHB-166

DAILY SPELL

DUNGEONS & DRAGONS

EVARD'S BLACK TENTACLES

Arcane, Implement, Necrotic, Zone

Standard Action Area burst 4 within 10 squares

INT vs REF Each creature in burst

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

Effect: The burst creates a zone of difficult terrain that lasts until the end of your next turn.

Sustain Minor: When you sustain the power, repeat the attack against any creature within the zone that is not immobilized, and deal 1d10 necrotic damage to creatures that are immobilized.

Wriggling, ebon tentacles of necrotic energy erupt from the ground, grasping toward every creature within reach.

Wizard Attack 19

PHB-166

DAILY SPELL

DUNGEONS & DRAGONS

MASS FLY

Arcane

Standard Action Close burst 5

INT vs REF You and each ally in burst

Effect: All targets gain a speed of fly 8 until the end of your next turn.

Sustain Minor: You can sustain this power until the end of the encounter or for 5 minutes. If you don't sustain this power, all targets float to the ground without taking falling damage.

White motes of light fly from your fingertips and swirl about, lifting you and your allies off the ground and granting each of you the power of flight.

Wizard Utility 22

PHB-167

DAILY SPELL

DUNGEONS & DRAGONS

MORDENKAINEN'S MANSION

Arcane, Conjuraton, Teleportation

Standard Action Melee touch

INT vs REF Each creature in burst

Effect: You conjure a spacious extradimensional dwelling that can hold up to fifty Medium creatures. It is reached through a single doorway that you trace on a surface or in the air. Only you and those you designate can pass through it. You can close the entrance and make it invisible after you enter the mansion, and only someone inside the mansion can open the portal once it's closed. The mansion contains comfortable furnishings and enough food and drink to satisfy its denizens. The furniture and food disappear if removed from the mansion. The mansion lasts for 8 hours, and any creatures still in the mansion when the power ends reappear in unoccupied squares outside the entrance portal.

You trace the outline of a door, and a shimmering portal appears, leading to a space accessible only by you and your allies.

Wizard Utility 22

PHB-167

DAILY SPELL

DUNGEONS & DRAGONS

TIME STOP

Arcane

Minor Action Personal

INT vs REF Each creature in burst

Effect: You gain two extra standard actions, which you can't use to attack other creatures.

Everything around you slows to a halt, frozen in time. Then, after a few moments, everything starts to speed up again, returning to normal time.

Wizard Utility 22

PHB-167

DAILY SPELL

DUNGEONS & DRAGONS

ELEMENTAL MAW

Arcane, Implement, Teleportation; Acid, Cold, Fire, Lightning, or Thunder

Standard Action Area burst 4 within 20 squares

INT vs REF Each creature in burst

Hit: 6d6 + Intelligence modifier damage of a type chosen from the following list: acid, cold, fire, lightning, or thunder. In addition, the target is pulled 2 squares toward the maw's origin square.

Miss: Half damage, and no pull.

Effect: This attack's origin square becomes a vortex of energy. The burst creates an area of difficult terrain. The effect remains until the end of your next turn. Any creature that is pulled into the vortex takes 3d6 + Intelligence modifier damage of a type chosen from the following list: acid, cold, fire, lightning, or thunder. In addition, you teleport that creature to a square within 20 squares of you. The creature arrives at its destination prone and dazed until the start of your next turn.

You call up a spinning vortex of elemental energy that inexorably draws everything around it toward seeming destruction.

Wizard Attack 25

PHB-167


DAILY SPELL

DUNGEONS & DRAGONS

MAZE

Arcane, Implement, Psychic, Teleportation

Standard Action  Ranged 10

INT vs WILL  One creature

Hit: 3d12 + Intelligence modifier psychic damage.

Effect: You trap the target in an extradimensional maze. While caught in the maze, the target cannot see, move, or affect the world outside in any way. Similarly, no one can see or attack the creature in the maze. The maze remains visible as a faintly glowing sigil or rune in the square the trapped creature occupied; it is harmless to all other beings, and creatures can move through or attack through that square without penalty. On its turn each round, the target can attempt an Intelligence check against your Will defense to escape as a standard action. The target gains a cumulative +5 bonus to this check each time it fails. Upon leaving the maze, the creature returns to the space it occupied (or, if occupied, the nearest available unoccupied space of its choice), and the maze ends.

You trap an enemy in an extradimensional vault resembling a maze. He vanishes from sight, caught in your maze until he can find an escape.

Wizard Attack 25


PHB-168


DAILY SPELL



NECROTIC WEB

Arcane, Implement, Necrotic, Zone

Standard Action  Area burst 3 within 20 squares

INT vs REF  Each creature in burst

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

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

You cover your enemies in a giant web made from strands of black, life-draining energy.

Wizard Attack 25

PHB-168

DAILY SPELL



PRISMATIC SPRAY

Arcane, Fear, Fire, Implement, Poison

Standard Action  Close burst 5

INT vs FORT, REF, and WILL  Each enemy in burst

Attack: Intelligence vs. Fortitude, Reflex, Will.

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

Hit (Reflex): If the attack hits the target's Reflex defense, the target takes 3d6 + Intelligence modifier fire damage, and ongoing 15 fire damage (save ends).

Hit (Will): If the attack hits the target's Will defense, the target is stunned (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.

A dazzling spray of multicolored light springs from your hands, enveloping your enemies.

Wizard Attack 25

PHB-168


DAILY SPELL



GREATER ICE STORM

Arcane, Cold, Implement, Zone

Standard Action  Area burst 5 within 20 squares

INT vs FORT  Each creature in burst

Hit: 4d8 + Intelligence modifier cold damage, and the target is immobilized (save ends).

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

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

A storm of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.

Wizard Attack 29

PHB-168

DAILY SPELL



LEGION'S HOLD

Arcane, Charm, Implement, Psychic

Standard Action  Close burst 20

INT vs WILL  Each enemy in burst

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

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

Your eyes darken, becoming black orbs as you command your enemies to stop in their tracks.

Wizard Attack 29


PHB-168

DAILY SPELL



METEOR SWARM

Arcane, Fire, Implement

Standard Action  Area burst 5 within 20 squares

INT vs REF  Each creature in burst

Hit: 8d6 + Intelligence modifier fire damage.

Miss: Half damage.

Fiery orbs rain down from above, shrieking loudly as they fall. They smash into your foes, obliterating them in a storm of fire and scorching the ground.

Wizard Attack 29

PHB-169

DAILY SPELL



ARCANE REJUVENATION

Arcane, Healing

Immediate Interrupt  Personal

Trigger: You are reduced to 0 hit points or fewer.

Effect: You regain hit points equal to your level + your Intelligence modifier.

In a bad spot, you draw on arcane energy to help you stay on your feet.

Battle Mage Utility 12

PHB-169


DAILY SPELL



CLOSING SPELL

Arcane, Implement; Cold, Fire, Lightning, or Thunder

Standard Action  Area burst 5 within 20 squares

INT vs REF  Each enemy in burst

Hit: 3d10 + Intelligence modifier damage of a particular damage type, chosen by you from the following list: cold, fire, lightning, or thunder. Add 5d10 damage of the same damage type if you have no other daily powers remaining.

Miss: Half damage.

You save the best for last—a devastating display of pure elemental power that your enemies aren't likely to see again.

Battle Mage Attack 20

PHB-169

DAILY SPELL



SOUL BURN

Arcane **KEYWORDS**

Minor Action **RA** Personal
ATTACK TARGET

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

You trade your recuperative ability for more arcane power.

Blood Mage Utility 12

PHB-170

DAILY SPELL

DUNGEONS & DRAGONS

DESTRUCTIVE SALUTATION

Arcane, Implement, Psychic **KEYWORDS**

Standard Action **RA** Area burst 3 within 20 squares
INT vs WILL **ATTACK TARGET** Each enemy in burst

Hit: 6d6 + Intelligence modifier psychic damage, and the target takes ongoing 10 psychic damage and is stunned (save ends both).

Miss: Half damage, no ongoing damage, and the target is stunned until the end of your next turn.

You greet your enemies with a psychic wave that scrambles their minds and leaves them stunned.

Blood Mage Attack 20

PHB-170

DAILY SPELL

DUNGEONS & DRAGONS

SUDDEN STORM

Arcane, Zone **KEYWORDS**

Standard Action **RA** Area burst 2 within 20 squares
ATTACK TARGET

Effect: The burst creates a zone of wind and rain that lasts until the end of your next turn. Squares in the zone are difficult terrain and are lightly obscured. As a move action, you can move the zone up to 5 squares.

Sustain Minor: The zone persists.

With a wave of your hand, you create an area of torrential rain that creatures have difficulty passing through.

Spellstorm Mage Utility 12

PHB-170

DAILY SPELL

DUNGEONS & DRAGONS

MAELSTROM OF CHAOS

Arcane, Force, Implement, Teleportation **KEYWORDS**

Standard Action **RA** Close burst 10
INT vs FORT **ATTACK TARGET** Each enemy in burst

Hit: 3d8 + Intelligence modifier force damage, and you can teleport the target to a location of your choice within the burst.

Miss: Half damage, and no teleportation.

Arcane winds and a hailstorm of force energy surrounds you, battering your enemies and teleporting them from one place to another.

Spellstorm Mage Attack 20

PHB-170

DAILY SPELL

DUNGEONS & DRAGONS

SHAPE THE DREAM

Arcane, Implement **KEYWORDS**

Immediate Interrupt **RA** Personal
ATTACK TARGET

Trigger: You are hit by an attack against your Will defense.

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

You alter reality slightly, so that an attack your foe assumed it had made didn't actually happen.

Wizard of the Spiral Tower Utility 12

PHB-171

DAILY SPELL

DUNGEONS & DRAGONS

CORELLON'S BLADE

Arcane, Radiant, Teleportation, Weapon **KEYWORDS**

Standard Action **RA** Close burst 1
INT+4 vs WILL **ATTACK TARGET** Each enemy in burst you can see

Hit: 3[W] + Intelligence modifier radiant damage. In addition, the target is transported to a remote but nonthreatening corner of the Feywild until the end of your next turn. Return the creature to its original space. If that space is occupied, the target returns to the nearest unoccupied space (its choice).

Miss: Half damage.

You swing your glowing longsword around you, striking nearby enemies with the flat of the blade and banishing them into the Feywild.

Wizard of the Spiral Tower Attack 20

PHB-171

DAILY SPELL

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL

PAGE

DAILY SPELL

DUNGEONS & DRAGONS

KEYWORDS

USED

ACTION	+	↗	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS

LEVEL

PAGE

DAILY SPELL

DUNGEONS & DRAGONS