

HORRIFIC MAW BITE

Arcane **KEYWORDS**

Standard Action **RA** **Melee 1**

STR+2, DEX+2, or CON+2 vs AC **TARGET** One creature

Attack: Increase the bonus to attack rolls to +4 at 11th level and +6 at 21st level.

Hit: 1d12 + Strength, Constitution, or Dexterity modifier damage.

Your jaw distends, and your teeth glow with blue flames.

Spellscarred Attack 1

FRPG-41

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

PLAGUE LASH

Arcane, Implement, Necrotic, Psychic

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

INT, WIS, or CHA vs FORT **TARGET** One creature

Hit: 1d6 + Intelligence, Wisdom, or Charisma modifier psychic damage. Each time the target attacks on its next turn, it also coughs up sickly blue-black blood, taking 5 necrotic damage.

A whip of flickering blue light passes through your foe's chest and takes away something vital.

Spellscarred Attack 1

FRPG-42

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

SPELLEATER

Arcane **KEYWORDS**

Immediate Interrupt **RA** **Personal**

ATTACK **TARGET**

Trigger: An attack targets you.

Effect: Add 4 to your Fortitude, Reflex, and Will defenses against this attack. If the attack misses, you regain hit points equal to one-half the level of the attacker or effect.

The magic burned away to nothing before it could strike you.

Spellscarred Utility 2

FRPG-42

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

PLAGUE OF ROOTED MAJESTY

Arcane **KEYWORDS**

Minor Action **RA** **Personal**

ATTACK **TARGET**

Effect: Until the end of the encounter, you reduce pull, push, and slide effects by 1 and cannot be knocked prone. Your speed drops by 2, and you gain a climb speed equal to your adjusted speed.

Thick roots ground you in the earth at your feet.

Spellscarred Utility 2

FRPG-42

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

SCAR-CARVING BLADE

Arcane, Fire, Necrotic, Weapon

Standard Action **RA** **Melee weapon**

STR, DEX, or CON vs AC **TARGET** One creature

Hit: 1[W] + Strength, Dexterity, or Constitution modifier damage, and the target is smeared with your burning spellscarred blood. Your next successful attack against the target before the end of your next turn causes 5 extra fire and necrotic damage.

Blisters rise on your sword hand and burst, spilling forth red-blue burning blood that crawls up your blade as you strike.

Spellscarred Attack 3

FRPG-42

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

CALL OF THE PLAGUE

Arcane, Fire, Implement

Standard Action **RA** **Close burst 5**

INT, WIS, or CHA vs FORT **TARGET** Each creature in burst

Hit: You pull each target 1d6 squares.

Effect: Make a secondary attack.

Secondary Target: Each creature within 2 squares of you.

Secondary Attack: Intelligence vs. Reflex, Wisdom vs. Reflex, or Charisma vs. Reflex

Secondary Hit: 1d10 + Intelligence, Wisdom, or Charisma modifier fire damage + 1d10 damage, and you push the target 1d6 squares.

An intangible force pulls enemies close before a wave of flame washes over them.

Spellscarred Attack 3

FRPG-42

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

PLAGUEFIRE BODY

Arcane **KEYWORDS**

Free Action **RA** **Personal**

ATTACK **TARGET**

Effect: End one poison, disease, charm, or fear effect that currently affects you.

You feel your bones burning with an inner fire, and those around you see the faint outline of your skeleton glowing through your skin.

Spellscarred Utility 6

FRPG-43

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

REACH OF THE DOOMED

Arcane, Poison, Weapon

Standard Action **RA** **Melee weapon (reach 3)**

STR, DEX, or CON vs AC **TARGET** One creature

Hit: 2[W] + Strength, Dexterity, or Constitution damage. You can spend a healing surge to make a secondary attack against the target.

Secondary Attack: Strength vs. Fortitude, Dexterity vs. Fortitude, or Constitution vs. Fortitude

Secondary Hit: 2d10 poison damage, and the target is dazed until the end of your next turn.

Your arms elongate to reach your enemy, as your drying skin cracks and falls to the ground, where it burns away with blue flame.

Spellscarred Attack 7

FRPG-43

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

CURSED GRASPING AIR

Arcane, Implement

Standard Action **RA**  Ranged 15
INT, WIS, or CHA vs REF **TA** Two creatures

Attack: One attack per target.

Hit: 2d6 + Intelligence, Wisdom, or Charisma modifier damage. If you hit both targets, you slide one target to be adjacent to the other.

Bands of twisting force grasp your enemies and pull them toward one another.

Spellscarred Attack 7

FRPG-43

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

VENOMOUS BLOODFANG

Arcane, Necrotic, Weapon

Standard Action **RA**  Melee weapon
STR, DEX, or CON vs AC **TA** One creature

Hit: 1[W] + Strength, Dexterity, or Constitution damage + 2d6 necrotic damage. You regain hit points equal to twice the necrotic damage you dealt.

Your blood runs up your blade toward your foe, becoming tinged a sickly green as it inches toward your foe's wound.

Spellscarred Attack 7

FRPG-43

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

SCAR OF BLUE WINGS

Arcane

Move Action **RA**  Personal
ATTACK **TARGET**

Effect: You gain a fly speed of twice your speed for this move action.

Wings of blue flames manifest, rolling outward from behind your shoulder blades like unfurling sails.

Spellscarred Utility 10

FRPG-44

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

TEARS OF FIRE AND BLOOD

Arcane

Free Action **RA**  Personal
ATTACK **TARGET**

Trigger: You miss with an attack.

Effect: You take fire damage equal to your level. If the missed attack would have hit with a +4 power bonus, the attack hits instead.

Tears of blood and blue fire roll down your cheeks, and the smell of your cooking flesh fills the air.

Spellscarred Utility 10

FRPG-44

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

LINES IN BURNING SAND

Arcane, Fire, Implement

Standard Action **RA**  Area burst 2 within 20 squares
INT, WIS, or CHA vs AC **TA** Each creature in burst

Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier fire damage.

Effect: The burst creates an area of fire until the end of your next turn. A creature must spend an extra 3 squares of movement to go from a square in the area to one outside it. When a creature leaves the area, it takes 1d10 fire damage.

A cage of blue fire springs from the ground around your enemies.


Spellscarred Attack 13

FRPG-44

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

SPELLMOTHER'S EMBRACE

Acid, Arcane, Polymorph

Standard Action **RA**  Melee 1
STR+2, DEX+2, or CON+2 vs FORT **TA** One creature

Requirement: You must have an empty hand.

Attack: Increase the bonus to the attack roll to +4 at 11th level and +6 at 21st level.

Hit: You grab the target. It takes 5 acid damage at the end of each of its turns until it is no longer grabbed by you.

Your arm becomes gelatinous and stretches to engulf a nearby foe.

Spellscarred Attack 13

FRPG-44

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

BODY, NO BODY

Arcane

Minor Action **RA**  Personal
ATTACK **TARGET**

Effect: You gain insubstantial and phasing until the end of this turn.

You fade in and out of existence for a moment.

Spellscarred Utility 16

FRPG-44

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

HEALING FLESH OF THE INFECTED

Arcane, Healing

Standard Action **RA**  Melee touch
ATTACK **TARGET** One creature

Effect: You spend a healing surge but regain no hit points from it. Instead, the target can regain hit points as if it had spent a healing surge and gains an equal number of temporary hit points.

A hunk of flesh torn from your body infuses an ally with life.

Spellscarred Utility 16

FRPG-44

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

IRON TOOTH OF BLOODLUST

Arcane, Healing, Weapon

Standard Action **Melee** weapon
STR, DEX, or CON vs AC One creature

Hit: 2[W] + Strength, Dexterity, or Constitution modifier damage + 2d6 necrotic damage. You regain hit points equal to twice the necrotic damage you dealt.

Your blade tints red as it draws your enemy's blood to strengthen you.

Spellscarred Attack 17

FRPG-45

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

MASK OF MIDNIGHT

Arcane, Implement, Psychic

Standard Action **Close** blast 4
INT, WIS, or CHA vs WILL Each creature in blast

Hit: 1d10 psychic damage, and the target is blinded until the end of your next turn.

Your face twists into a horrifying rictus of pure suffering.

Spellscarred Attack 17

FRPG-45

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

HIDEOUS TETHER

Acid, Arcane, Weapon

Standard Action **Melee** touch
STR, DEX, or CON vs AC One creature

Hit: 1d10 + Strength, Dexterity, or Constitution modifier damage, and the target takes ongoing 10 acid damage and cannot move more than 3 squares from you (save ends both).

A black, fleshy goop keeps your enemy from escaping you.

Spellscarred Attack 23

FRPG-45

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

TONGUES OF THE EARTH

Acid, Arcane, Implement

Standard Action **Ranged** 10
INT, WIS, or CHA vs REF One creature

Hit: 2d10 damage + 1d10 + Intelligence, Wisdom, or Charisma modifier acid damage, and the target is immobilized until the end of your next turn.

Ropes of earth drip an unsettling ichor as they apprehend your foe.

Spellscarred Attack 23

FRPG-45

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

SHIFTING WAVE

Arcane, Fire, Implement, Psychic, Teleportation

Standard Action **Close** burst 3
INT, WIS, or CHA vs WILL Each enemy in burst

Hit: 3d10 + Intelligence, Wisdom, or Charisma modifier psychic and fire damage, and you teleport the target 4 squares. You can teleport each of your allies in the burst 4 squares.

A wave of pain washes out from you at your foes. It teleports your foes and friends.

Spellscarred Attack 27

FRPG-46

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

IMPOSSIBLE FLURRY

Arcane, Weapon

Standard Action **Close** burst 3
STR, DEX, or CON vs AC Each enemy in burst

Hit: 2d10 + Strength, Dexterity, or Constitution modifier damage.

Effect: Shift to any square in the burst.

You move so quickly and strike so fast that none can see or stop you.

Spellscarred Attack 27

FRPG-46

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

SPELLFIRE HEALING

Arcane, Healing, Utility

Free Action **Personal**

Trigger: You take fire damage.

Effect: You can spend a healing surge. If the fire damage was caused by an ongoing effect, that effect ends.

You are a master of spellfire. You hold mundane fire in contempt.

Spellscarred Savant Utility 11

FRPG-64

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

KEYWORDS USED

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| ACTION | + | ↗ | RANGE |
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ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER PRAYER **DUNGEONS & DRAGONS**

BURNING FOCUS

Arcane, Fire, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Melee weapon**

STR, DEX, or CON vs AC

One creature

Hit: 2[W] + Strength, Dexterity, or Constitution modifier fire damage.

Miss: Half damage.

Effect: All creatures adjacent to you take 1d6 + Strength, Dexterity, or Constitution modifier fire damage.

Blue flame washes around you before you focus it down your blade.

Spellscarred Attack 1

FRPG-42

DAILY PRAYER

DUNGEONS & DRAGONS

SPELLMIRROR

Arcane, Implement

Immediate Reaction **RA** **ATTACK** **TARGET** **Close burst 20**

INT, WIS, or CHA vs REF

The triggering creature in burst

Trigger: A creature misses you with an attack.

Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier damage; this damage is of the same type (or types) as the attack that missed. The target also gains any effect (and its duration) that its attack would have inflicted on you.

Miss: Half damage, and the attack does not produce any effects.

The space around you reflects your enemy's attack.

Spellscarred Attack 1

FRPG-42

DAILY PRAYER

DUNGEONS & DRAGONS

BLURRING BLADE

Arcane, Fire, Necrotic, Stance

Minor Action **RA** **ATTACK** **TARGET** **Personal**

Effect: Any enemy that starts its turn adjacent to you takes ongoing 5 fire and necrotic damage (save ends).

Your blade seems to become one with your body as you move it around you with incredible speed.

Spellscarred Attack 5

FRPG-42

DAILY PRAYER

DUNGEONS & DRAGONS

TERRIBLE IMPOSITION

Arcane, Fire, Teleportation

Standard Action **RA** **ATTACK** **TARGET** **Ranged 10**

INT+2, WIS+2, or CHA+2 vs FORT

One creature of your size or larger

Attack: Increase the bonus to the attack roll to +4 at 11th level and +6 at 21st level.

Hit: You disappear into a distortion of space you create inside the target. You have line of sight and line of effect only to the target, and no creature has line of sight or line of effect to you. The target is slowed and takes 10 damage at the start of its turn. On your next turn, you can deal 5 fire damage to the target as a minor action, and you can attack the target as though you were adjacent to it (though it cannot make opportunity attacks against you). At the end of that turn, you appear in a space of your choice adjacent to the target.

Miss: 5 damage, and the target is slowed until the end of its next turn.

You step inside your enemy and burn it from within.

Spellscarred Attack 5

FRPG-43

DAILY PRAYER

DUNGEONS & DRAGONS

HAUNTING RECEPTION

Arcane, Teleportation

Immediate Reaction **RA** **ATTACK** **TARGET** **Personal**

Trigger: You take damage from an attack.

Effect: You disappear. At the start of your next turn, you reappear in any unoccupied space within 5 squares of the creature that attacked you, and the creature that attacked you grants combat advantage to you until the end of your next turn.

The blow seems to rend your body completely, and the remnants burn with blue flame. Then you strike your enemy from behind.

Spellscarred Utility 6

FRPG-43

DAILY PRAYER

DUNGEONS & DRAGONS

BURNING THE PLAGUED BELLOWS

Arcane, Fire, Implement

Standard Action **RA** **ATTACK** **TARGET** **Close blast 3**

INT, WIS, or CHA vs REF

Each creature in blast

Hit: 3d8 + Intelligence, Wisdom, or Charisma modifier fire damage.

Miss: Half damage.

Sustain Minor: Each target you hit burns with arcane fire (save ends). Until a target saves, you can repeat the attack against it when you sustain the power. On a hit, the attack instead deals 1d8 fire damage to the target and to each creature adjacent to it.

Your blue flamebreath infuses your targets with the essence of the Spellplague.

Spellscarred Attack 9

FRPG-43

DAILY PRAYER

DUNGEONS & DRAGONS

SUBMISSION OF THE EARTH

Arcane, Fire, Weapon

Standard Action **RA** **ATTACK** **TARGET** **Melee weapon**

STR, DEX, or CON vs AC

One creature

Hit: 3[W] + Strength, Dexterity, or Constitution damage, and ongoing 5 fire damage and the target is immobilized (save ends both).

Miss: Half damage, no ongoing fire damage, and the target is not immobilized.

You drive your foe into the flaming maw that has opened in the earth at your command.

Spellscarred Attack 9

FRPG-43

DAILY PRAYER

DUNGEONS & DRAGONS

INFLICTION OF THE FLAMEMIST

Arcane, Fire, Implement, Polymorph

Standard Action **RA** **ATTACK** **TARGET** **Ranged 10**

INT, WIS, or CHA vs FORT

One creature

Hit: 2d10 fire damage, and the target becomes insubstantial, deals half damage with its attacks, gains vulnerable 10 fire and ongoing 5 fire damage (save ends all). Fire damage ignores the target's insubstantial quality.

Miss: Half damage, and the target is not insubstantial, does not deal half damage, is not vulnerable to fire, and takes no ongoing fire damage.

Where your magic flows, your enemy dissolves into a burning mist.

Spellscarred Attack 15

FRPG-44

DAILY PRAYER

DUNGEONS & DRAGONS

RABID CHAIN OF STEEL

Arcane, Weapon

Standard Action **R** **↓** Melee weapon
STR, DEX, or CON vs AC One creature

Hit: 3[W] + Strength, Dexterity, or Constitution damage. The target makes a melee basic attack against an adjacent creature of your choice that has not been attacked this turn. On a hit, that creature does likewise, and so on until an attack misses.

Miss: Half damage, and no additional attacks.

Your spellscarred fervor infects your enemies.

Spellscarred Attack 15

FRPG-44

DAILY PRAYER

DUNGEONS & DRAGONS

SPELLCURSE

Arcane, Weapon

Standard Action **R** **↓** Melee weapon
STR, DEX, or CON vs AC One creature

Hit: 2[W] + Strength, Dexterity, or Constitution modifier damage, and the target is immobilized and dazed (save ends both).

Miss: Half damage, and the target is not immobilized or dazed.

Your attack conveys more than just steel.

Spellscarred Attack 19

FRPG-45

DAILY PRAYER

DUNGEONS & DRAGONS

GRAVITY OF MOMENT

Arcane, Implement

Standard Action **R** **✗** Ranged 20
INT, WIS, or CHA vs WILL One creature

Hit: Slide the target 15 squares.

Miss: Slide the target 10 squares.

Sustain Minor: If the target is in range of the power, slide the target 10 squares.

You bend the laws of the universe before letting them snap back into shape.

Spellscarred Attack 19

FRPG-45

DAILY PRAYER

DUNGEONS & DRAGONS

DONNING THE MUDFLESH

Arcane, Polymorph, Stance

Minor Action **R** **✗** Personal
ATTACK TARGET

Effect: You become insubstantial. This stance ends if you are bloodied.

Your body ripples and flows, allowing weapons to slice right through you with little harm.

Spellscarred Utility 22

FRPG-45

DAILY PRAYER

DUNGEONS & DRAGONS

SPELLPLAGUE GUARDIANS

Arcane, Conjunction

Standard Action **R** **✗** Ranged 10
ATTACK TARGET

Effect: You conjure five human-shaped creatures. Each occupies 1 square. When you take a move action, you can move each conjunction 3 squares. Enemies can't enter a square occupied by a conjured guardian, but allies can move through the guardians' spaces as if the guardians were allies. The conjured guardians grant cover to allies but not enemies.

You conjure entities of oil and flame that shape the battlefield to your will.

Spellscarred Utility 22

FRPG-45

DAILY PRAYER

DUNGEONS & DRAGONS

MALIGNANT GROWTH

Arcane, Implement, Polymorph

Standard Action **R** **✗** Ranged 10
INT, WIS, or CHA vs FORT One creature

Hit: 4d10 + Intelligence, Wisdom, or Charisma modifier damage, and two devouring mouths sprout on the target. At the start of the target's turn, the mouths attack two creatures of your choice adjacent to the target. The attacks use the target's melee basic attack bonus and deal 1d10 damage. One save by the target reduces the number of mouths (and attacks) to one, and a second save ends the effect.

Miss: Half damage, and one mouth attacks one creature of your choice adjacent to the target at the start of the creature's next turn.

A sickly light from your wand bathes your foe, causes it to sprout gnashing, hungry mouths.

Spellscarred Attack 25

FRPG-46

DAILY PRAYER

DUNGEONS & DRAGONS

CONTAGION FLAME

Arcane, Fire, Necrotic, Weapon

Standard Action **R** **↓** Melee weapon
STR, DEX, or CON vs AC One creature

Hit: 2d10 + Strength, Dexterity, or Constitution damage, and ongoing 10 fire and necrotic damage (save ends). At the start of the target's turn, any creature adjacent to the target takes ongoing 10 fire and necrotic damage (save ends). Creatures that take ongoing damage from this power communicate it in the same manner.

Miss: Half damage, and ongoing 10 fire and necrotic damage (save ends). This ongoing damage is not contagious.

You set your enemy afire. The flame won't go out, and it licks outward toward your enemy's allies.

Spellscarred Attack 25

FRPG-46

DAILY PRAYER

DUNGEONS & DRAGONS

ECHOES OF VALOR

Arcane, Reliable, Weapon

Standard Action **R** **↓** Melee weapon
STR, DEX, or CON vs AC One creature

Hit: 5d10 + Strength, Dexterity, or Constitution modifier damage.

Sustain Minor: Repeat this attack against the target. You need not be within melee reach of the target. You can continue to sustain this attack until you miss.

This attack will be remembered, because it repeats itself.

Spellscarred Attack 29

FRPG-46

DAILY PRAYER

DUNGEONS & DRAGONS

METAMORPHOSIS OF SPELLFLAME

Arcane, Fire, Implement, Psychic

Standard Action **Melee weapon**

INT, WIS, or CHA vs FORT or WILL **One creature**

Special: If the attack hits either Fortitude or Will, it hits.

Hit: 2d10 + Intelligence, Wisdom, or Charisma modifier fire and psychic damage, and ongoing 10 fire and psychic damage (save ends). Each time the target fails its saving throw against this power, the ongoing damage increases by 10. If the ongoing damage kills the target, it dissolves into a mass of blue fire.

Words only the spellscarred can speak change your foe into maddening blue fire.

Spellscarred Attack 29 FRPG-46

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