

TEARS OF SELÛNE

Divine, Implement, Psychic

Standard Action **RANGED** ⚔ Ranged 10

INT, WIS, or CHA vs WILL One creature

Hit: While you are bloodied, deal 3d10 + Intelligence, Wisdom, or Charisma modifier psychic damage. If you are not bloodied, the target is instead stunned until the start of its next turn.

You conjure a small orb of luminescent silver light that streaks to your enemy. Its power is unpredictable, but so are the moods of the moon.

Silverstar Attack 11 FRPG-61

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

SILVER FIRE

Arcane, Implement

Standard Action **RANGED** ⚔ Ranged 20

INT+8 vs REF One creature

Hit: 1d6 + Intelligence modifier damage, and until the end of the encounter, each subsequent time you hit the target with an attack, it takes additional damage equal to one-half your level.

You summon a jet of pure magical power that burns through all defenses and empowers your other spells.

Simbarch of Aglarond Attack 11 FRPG-62

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

SYNOSTODWEOMER

Arcane, Healing

Minor Action **RANGED** ⚔ Ranged 20

You or one ally within 20 squares

Effect: Spend one of your own healing surges but regain no hit points. The target of the spell can then spend a healing surge. (If you are the target, you will have spent two healing surges to regain hit points for one surge.)

You heal yourself with the ethereal silver fire of pure magic.

Simbarch of Aglarond Utility 12 FRPG-62

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

SPELLGUARD FORCE LASH

Arcane, Force, Implement

Immediate Reaction **RANGED** ⚔ Ranged 3

INT vs FORT Triggering creature

Trigger: A creature moves into any square within range.

Hit: 1d10 + Intelligence modifier force damage, and the target is knocked prone.

Harnessing the shards of the mythal about you, you hurl them like razors against your foe and knock your enemy off its feet.

Spellguard Wizard Attack 11 FRPG-63

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

LIGHTNING RIPPLE

Arcane, Implement, Lightning

Standard Action **RANGED** ⚔ Close blast 6

INT vs REF Each creature in blast

Hit: 3d8 + Intelligence modifier lightning damage. You gain a +2 power bonus to your next Intelligence-based attack roll on your next turn if you hit any targets with this power.

Thunder claps as you bring your fists together before you. Waves of coursing blue lightning cut a wide swath in the enemy ranks.

War Wizard of Cormyr Attack 11 FRPG-69

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION	+	⚔	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION	+	⚔	RANGE
VS	←	*	TARGET
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ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION	+	⚔	RANGE
VS	←	*	TARGET
ATTACK	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

ENCOUNTER SPELL **DUNGEONS & DRAGONS**

MOONGLOW

Divine **KEYWORDS**

Minor Action **ATTACK** **RADIANT** Personal **TARGET**

Effect: Until the end of the encounter, darkness within 6 squares of you counts as dim light.

Where you walk in the power of your goddess, darkness yields to silvery splendor.

Silverstar Utility 12 FRPG-61

DAILY SPELL **DUNGEONS & DRAGONS**

MOONFIRE

Divine, Healing, Implement, Radiant

Standard Action **ATTACK** **RADIANT** Ranged 10 **TARGET** One creature

Hit: 4d10 + Intelligence, Wisdom, or Charisma modifier radiant damage, and all allies within 5 squares of the target regain hit points equal to one-half your level + your Charisma modifier.

Miss: Half damage, and all bloodied enemies within 5 squares of the target take radiant damage equal to your Charisma modifier.

From overhead a spiraling column of cold, white light descends against your foe. Even as it consumes the wicked, your allies are soothed by its cool glow.

Silverstar Attack 20 FRPG-61

DAILY SPELL **DUNGEONS & DRAGONS**

SIMBUL'S TEMPEST

Arcane, Force, Implement

Standard Action **ATTACK** **AREA BURST** Area burst 3 within 20 squares **TARGET** Each enemy in burst

Hit: 5d10 force damage. After you finish all attack rolls for this power, for every enemy you hit, you can immediately roll one saving throw against an effect that a save can end. You can roll multiple saving throws against a single effect that a save can end if your first attempts fail.

Miss: Half damage, and you gain no extra saving throws.

You create a powerful telekinetic storm to pummel your foes. Your arcane wrath transports you in a blaze of silver fire, burning away your mortal frailty.

Simbarch of Aglarond Attack 20 FRPG-62

DAILY SPELL **DUNGEONS & DRAGONS**

MYTHAL SPLINTER

Arcane, Zone

Minor Action **ATTACK** **AREA BURST** Close burst 5 **TARGET**

Effect: You create a zone that lasts until the end of your next turn. No enemy in the zone can use a power that has the healing or teleportation keywords.

Sustain Minor: The zone persists.

Your command of mythal energy allows you to twist reality and magic alike.

Spellguard Wizard Utility 12 FRPG-63

DAILY SPELL **DUNGEONS & DRAGONS**

MYTHAL SPARK

Arcane, Force, Implement

Standard Action **ATTACK** **AREA BURST** Area burst 5 within 20 squares **TARGET** Each enemy in burst

Hit: 3d10 force damage.

Effect: Until the end of your next turn, targets cannot use powers that have the healing or teleportation keyword.

The raw power of the mythal resonates through you, creating a wave of silver light that tears into foes and quells their powers.

Spellguard Wizard Attack 20 FRPG-63

DAILY SPELL **DUNGEONS & DRAGONS**

ONE-WAY BARRIER

Arcane, Force, Conjunction

Standard Action **ATTACK** **AREA BURST** Area wall 4 within 10 **TARGET**

Effect: You conjure an invisible wall of contiguous squares that is permeable to your arcane abilities. The wall can be 4 squares long and 4 squares high. The barrier does not prevent movement, but instead blocks line of effect for ranged and area attacks. However, your ranged and area attack powers ignore this barrier.

Sustain Minor: The wall persists.

You erect an impenetrable wall of shimmering force, capable of turning aside a charging giant or a storm of ballistae.

War Wizard of Cormyr Utility 12 FRPG-69

DAILY SPELL **DUNGEONS & DRAGONS**

STORM OF VICTORY

Arcane, Implement, Thunder

Standard Action **ATTACK** **AREA BURST** Area burst 3 within 20 squares **TARGET** Each creature in burst

Hit: 4d6 + Intelligence modifier thunder damage.

Effect: Each target grants combat advantage to your allies until the end of your next turn.

You unleash the fury of the heavens. Thunder, lightning, and driving razored sleet sear flesh, melt shields, and blast armored plates to shards.

War Wizard of Cormyr Attack 20 FRPG-69

DAILY SPELL **DUNGEONS & DRAGONS**

KEYWORDS USED

ACTION				RANGE
ATTACK	VS	DEFENSE	TARGET	

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS LEVEL PAGE

DAILY SPELL **DUNGEONS & DRAGONS**