


WIZARD POWER CARDS (Class Acts, Issue 364)

ILLUSORY AMBUSH

You create an illusion of swirling spectral assailants that swarm over your enemy.



AT-WILL POWER

WIZARD ATTACK 1

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 attack rolls until the end of your next turn.
Increase damage to 2d6 + Intelligence modifier at 21st level.

ARCANE, ILLUSION, IMPLEMENT

GRASPING SHADOWS

At your command, the shadows reach out, grab hold of your foes, and wreak the area in darkness.



ENCOUNTER POWER

WIZARD ATTACK 1

Standard Action Area Burst 1 within 10 squares

Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: 2d8 + Intelligence modifier psychic damage, and target is slowed until the end of your next turn.
Effect: Shadows writhe in the designated area and continue until the end of your next turn. Any creature that enters the area of the grasping shadows takes psychic damage equal to your Intelligence modifier and is slowed until the end of its next turn.

ARCANE, ILLUSION, IMPLEMENT

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PHANTOM CHASM

You create the image of a bottomless chasm that opens beneath your foes, convincing them that they are plummeting to their deaths.



DAILY POWER

WIZARD ATTACK 1

Standard Action

Area Burst 1
within 20 squares

Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: 2d6 + Intelligence modifier psychic damage, and the target is prone and immobilized until the end of its next turn.
Miss: The target is immobilized until the end of your next turn.

ARCANE, ILLUSION,
IMPLEMENT

PHANTASMAL TERRAIN

You make already treacherous terrain even more difficult for your enemies to traverse.



DAILY POWER

WIZARD UTILITY 2

Standard Action

Area Burst 2
within 10 squares

Effect: Difficult terrain in the designated area costs 2 extra squares of movement instead of the normal 1 extra square. Additionally, hazards and traps within the area gain a bonus to attack rolls equal to your Intelligence modifier against your enemies.

ARCANE, ILLUSION,
IMPLEMENT

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MAZE OF MIRRORS

You envelop your enemies in an illusory labyrinth made of mirrors, which conceals the world around them.



ENCOUNTER POWER

WIZARD ATTACK 3

Standard
Action

Area Burst 1
within 10 squares

Target: Each creature in burst
Attack: Intelligence vs. Will
Hit: The target is immobilized and takes a penalty to attack rolls equal to your Intelligence modifier until the end of your next turn.

ARCANE, ILLUSION,
IMPLEMENT

PHANTASMAL ASSAILANT

You craft an elaborate image of a deadly assassin whose blade cuts deeply into your foes.



DAILY POWER

WIZARD ATTACK 5

Standard
Action

Ranged 20

Target: One creature
Attack: Intelligence vs. Will
Hit: 2d10 + Intelligence modifier psychic damage.
Effect: The target takes ongoing 5 psychic damage and grants combat advantage to all your allies (save ends both).

ARCANE, ILLUSION,
IMPLEMENT

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SPECTRAL HOUND

You summon the ghostly image of a powerful mastiff that follows you protectively.



DAILY POWER

WIZARD UTILITY 6

Standard Action

Ranged 10


Effect: You create the illusion a spectral hound, which appears in a square you designate within range. The spectral hound does not occupy that square but does count as an ally for the purposes of flanking. Additionally, as long as the hound remains within 10 squares of you, you gain a +1 power bonus to AC and all defenses, along with a +5 power bonus to Perception checks, since the spectral hound warns you of approaching danger.

Sustain Minor: You can sustain this power until the end of the encounter. Each round you can move the hound up to 5 squares as a free action; the spectral hound ignores difficult terrain but the effect ends if the hound leaves your line of sight.

ARCANE, ILLUSION, IMPLEMENT

ENEMIES ABOUND

You weave a veil of illusion over the eyes your enemies, causing them to view their allies as threats.



ENCOUNTER POWER

WIZARD ATTACK 7

Standard Action

Area Burst 1 within 20 squares


Target: Each enemy in burst
Attack: Intelligence vs. Will
Hit: 2d8 + Intelligence modifier psychic damage, and you and your allies can treat the target as an ally for the purposes of flanking until the end of your next turn.

ARCANE, ILLUSION, IMPLEMENT

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ILLUSORY WALL

A seemingly solid wall materializes before your foes, dividing the battlefield with your convincing illusion.



ENCOUNTER POWER

WIZARD UTILITY 10

Standard Action **Melee Weapon**

Effect: You create the illusion of a contiguous wall of solid material (stone or metal, for example). The wall can be up to 8 squares long and 4 squares high. The wall blocks line of sight for all enemies (but not your allies). When any enemy moves adjacent to the wall, you can make an attack (Intelligence vs. Will) against that target; if successful, the target cannot move through the wall on its current turn, but it can try again on later turns. On a miss, the wall no longer blocks line of sight or movement for that creature.

Sustain Minor: You can sustain this power until the end of the encounter.

ARCANE, ILLUSION, IMPLEMENT