

## WIZARD POWER CARDS (Heroic)

**GHOST SOUND**

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



AT-WILL POWER

WIZARD CANTRIP

Standard Action

Ranged 10

**Target:** 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.

ARCANE, ILLUSION

**LIGHT**

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.



AT-WILL POWER

WIZARD CANTRIP

Minor Action

Ranged 5

**Target:** 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.

ARCANE

## WIZARD POWER CARDS (Heroic)

**MAGE HAND**

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



AT-WILL POWER

WIZARD CANTRIP

Minor Action

Ranged 5

**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.

**Sustain Minor:** You can sustain the hand indefinitely.


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

*(Refer to PHB, pg. 158 for more details.)*

ARCANE, CONJURATION

**PRESTIDIGITATION**

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.



AT-WILL POWER

WIZARD CANTRIP

Standard Action

Ranged 2

**Effect:** Use this cantrip to accomplish one of the effects described in *PHB, pg. 159*. 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 prestidigitation effects active at one time.

ARCANE

## WIZARD POWER CARDS (Heroic)

### CLOUD OF DAGGERS

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



AT-WILL POWER

WIZARD ATTACK 1

Standard Action

Area 1 square within 10 squares

**Target:** Each creature in square  
**Attack:** Intelligence vs. Reflex  
**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.

ARCANE, FORCE, IMPLEMENT

### MAGIC MISSILE

You launch a silvery bolt of force at an enemy.



AT-WILL POWER

WIZARD ATTACK 1

Standard Action

Ranged 20


**Target:** One creature  
**Attack:** Intelligence vs. Reflex  
**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.

ARCANE, FORCE, IMPLEMENT

## WIZARD POWER CARDS (Heroic)

### RAY OF FROST

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



AT-WILL POWER

WIZARD ATTACK 1

Standard Action

Ranged 10

**Target:** One creature  
**Attack:** Intelligence vs. Fortitude  
**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.

ARCANE, COLD, IMPLEMENT

### SCORCHING BURST

A vertical column of golden flames burns all within.



AT-WILL POWER

WIZARD ATTACK 1

Standard Action

Area burst 1 within 10 squares

**Target:** Each creature in burst  
**Attack:** Intelligence vs. Reflex  
**Hit:** 1d6 + Intelligence modifier fire damage.  
Increase damage to 2d6 + Intelligence modifier at 21st level.

ARCANE, FIRE, IMPLEMENT

## WIZARD POWER CARDS (Heroic)

**THUNDERWAVE**

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



AT-WILL POWER

WIZARD ATTACK 1

Standard Action      Close Blast 3

**Target:** Each creature in blast  
**Attack:** Intelligence vs. Fortitude  
**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.

ARCANE, IMPLEMENT, THUNDERING

**BURNING HANDS**

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



ENCOUNTER POWER

WIZARD ATTACK 1

Standard Action      Close Blast 5

**Target:** Each creature in blast  
**Attack:** Intelligence vs. Reflex  
**Hit:** 2d6 + Intelligence modifier fire damage.

ARCANE, FIRE, IMPLEMENT

## WIZARD POWER CARDS (Heroic)

### CHILL STRIKE

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



ENCOUNTER POWER

WIZARD ATTACK 1

Standard Action Ranged 10

**Target:** One creature  
**Attack:** Intelligence vs. Fortitude  
**Hit:** 2d8 + Intelligence modifier cold damage, and the target is dazed until the end of your next turn.

ARCANE, COLD, IMPLEMENT

### FORCE ORB

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.



ENCOUNTER POWER

WIZARD ATTACK 1

Standard Action Ranged 20

**Primary Target:** One creature or object  
**Attack:** Intelligence vs. Reflex  
**Hit:** 2d8 + Intelligence modifier force damage. Make a secondary attack.  
**Secondary Target:** Each enemy adjacent to the primary target  
**Secondary Attack:** Intelligence vs. Reflex  
**Hit:** 1d10 + Intelligence modifier force damage.

ARCANE, FORCE, IMPLEMENT

## WIZARD POWER CARDS (Heroic)

**ICY TERRAIN**

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



ENCOUNTER POWER

**WIZARD ATTACK 1**

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

**Target:** Each creature in burst  
**Attack:** Intelligence vs. Reflex  
**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.

ARCANE, COLD, IMPLEMENT

**RAY OF ENFEEBLEMENT**

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



ENCOUNTER POWER

**WIZARD ATTACK 1**

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

**Target:** One creature  
**Attack:** Intelligence vs. Fortitude  
**Hit:** 1d10 + Intelligence modifier necrotic damage, and the target is weakened until the end of your next turn.

ARCANE, IMPLEMENT, NECROTIC

## WIZARD POWER CARDS (Heroic)

### ACID ARROW

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



DAILY POWER

WIZARD ATTACK 1

Standard Action Ranged 20

**Primary Target:** One creature  
**Attack:** Intelligence vs. Reflex  
**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  
**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.

ACID, ARCANE, IMPLEMENT

### FLAMING SPHERE

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



DAILY POWER

WIZARD ATTACK 1

Standard Action Ranged 10

**Target:** One creature adjacent to the flaming sphere  
**Attack:** Intelligence vs. Reflex  
**Hit:** 2d6 + Intelligence modifier fire damage.  
**Effect:** You conjure a Medium flaming sphere in an unoccupied square within range, and the sphere attacks an adjacent creature. Any creature that starts its turn next to the flaming sphere takes 1d4 + Intelligence modifier fire damage. As a move action, you can move the sphere up to 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.

ARCANE, CONJURATION, FIRE, IMPLEMENT

## WIZARD POWER CARDS (Heroic)

### FREEZING CLOUD

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



DAILY POWER

WIZARD ATTACK 1

Standard Action

Area burst 2 within 10 squares

**Target:** Each creature in burst  
**Attack:** Intelligence vs. Fortitude  
**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.

ARCANE, COLD, IMPLEMENT

### SLEEP

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



DAILY POWER

WIZARD ATTACK 1

Standard Action

Area burst 2 within 20 squares

**Target:** Each creature in burst  
**Attack:** Intelligence vs. Will  
**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).

ARCANE, IMPLEMENT, SLEEP

# WIZARD POWER CARDS (Heroic)

**EXPEDITIOUS  
RETREAT**

Your form blurs as you hastily withdraw from the battlefield.



DAILY POWER

**WIZARD UTILITY 2**

**Move  
Action**      **Personal**

**Effect:** Shift up to twice your speed.

ARCANE

**FEATHER FALL**

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



DAILY POWER

**WIZARD UTILITY 2**

**Free  
Action**      **Ranged 10**

**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.

ARCANE

## WIZARD POWER CARDS (Heroic)

**JUMP**

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



ENCOUNTER POWER

WIZARD UTILITY 2

Move Action


Ranged 10

**Target:** You or one creature  
**Effect:** The target makes an Athletics check to jump with a +10 power bonus, and the target does not have to move to make a running jump.

ARCANE

**SHIELD**

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



ENCOUNTER POWER

WIZARD UTILITY 2

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.

ARCANE, FORCE

## WIZARD POWER CARDS (Heroic)

### COLOR SPRAY

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



ENCOUNTER POWER

WIZARD ATTACK 3

Standard Action      Close Blast 5

**Targets:** Each creature in blast  
**Attack:** Intelligence vs. Will  
**Hit:** 1d6 + Intelligence modifier radiant damage, and the target is dazed until the end of your next turn.

ARCANE, IMPLEMENT, RADIANT

### FIRE SHROUD

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



ENCOUNTER POWER

WIZARD ATTACK 3

Standard Action      Close Burst 3


**Target:** Each enemy in burst  
**Attack:** Intelligence vs. Fortitude  
**Hit:** 1d8 + Intelligence modifier fire damage, and ongoing 5 fire damage (save ends).

ARCANE, FIRE, IMPLEMENT

## WIZARD POWER CARDS (Heroic)

### ICY RAYS

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



ENCOUNTER POWER

WIZARD ATTACK 3

Standard Action


Ranged 10

**Targets:** 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.

ARCANE, COLD, IMPLEMENT

### SHOCK SPHERE

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



ENCOUNTER POWER

WIZARD ATTACK 3

Standard Action

Area Burst 2 within 10 squares

**Target:** Each creature in burst  
**Attack:** Intelligence vs. Reflex  
**Hit:** 2d6 + Intelligence modifier lightning damage.

ARCANE, IMPLEMENT, LIGHTNING

## WIZARD POWER CARDS (Heroic)

### BIGBY'S ICY GRASP

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



DAILY POWER

WIZARD ATTACK 5

Standard  
Action

Ranged 20

**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.

**Target:** One creature adjacent to the hand

**Attack:** Intelligence vs. Reflex

**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.

ARCANE, COLD,  
CONJURATION, IMPLEMENT

### FIREBALL

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



DAILY POWER

WIZARD ATTACK 5

Standard  
Action

Area Burst 3  
within 20 squares

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex

**Hit:** 3d6 + Intelligence modifier fire damage.

**Miss:** Half damage.

ARCANE, FIRE, IMPLEMENT

## WIZARD POWER CARDS (Heroic)

### STINKING CLOUD

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



DAILY POWER

WIZARD ATTACK 5

Standard  
Action

Area Burst 2  
within 20 squares

**Target:** Each creature in burst

**Attack:** Intelligence vs. Fortitude

**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.

ARCANE, IMPLEMENT,  
POISON, ZONE

### WEB

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



DAILY POWER

WIZARD ATTACK 5

Standard  
Action

Area Burst 2  
within 20 squares

**Target:** Each creature in burst

**Attack:** Intelligence vs. Reflex

**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).

ARCANE, IMPLEMENT, ZONE

## WIZARD POWER CARDS (Heroic)

### DIMENSION DOOR

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



DAILY POWER

WIZARD UTILITY 6

Move  
Action

Personal

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

ARCANE, TELEPORTATION

### DISGUISE SELF

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



DAILY POWER

WIZARD UTILITY 6

Minor  
Action

Personal

**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. 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.

*Refer to PHB, pg. 162 for more information.*

ARCANE, ILLUSION

## WIZARD POWER CARDS (Heroic)

### DISPEL MAGIC

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



DAILY POWER

WIZARD UTILITY 6

Standard Action

Ranged 10

**Target:** 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.

ARCANE

### INVISIBILITY

A creature you choose vanishes from sight.



DAILY POWER

WIZARD UTILITY 6

Standard Action

Ranged 5

**Target:** 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.

ARCANE, ILLUSION

## WIZARD POWER CARDS (Heroic)

**LEVITATE**

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



DAILY POWER

WIZARD UTILITY 6

Move Action Personal

**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.

ARCANE

**WALL OF FOG**

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



DAILY POWER

WIZARD UTILITY 6

Standard Action Area wall 8 within 10

**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.

ARCANE, CONJURATION

## WIZARD POWER CARDS (Heroic)

**FIRE BURST**

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



ENCOUNTER POWER

**WIZARD ATTACK 7**

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

**Target:** Each creature in burst  
**Attack:** Intelligence vs. Reflex  
**Hit:** 3d6 + Intelligence modifier fire damage.

ARCANE, FIRE, IMPLEMENT

**LIGHTNING BOLT**

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



ENCOUNTER POWER

**WIZARD ATTACK 7**

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

**Primary Target:** One creature  
**Attack:** Intelligence vs. Reflex  
**Hit:** 2d6 + Intelligence modifier lightning damage.  
**Secondary Targets:** Two creatures within 10 squares of the primary target  
**Secondary Attack:** Intelligence vs. Reflex  
**Hit:** 1d6 + Intelligence modifier lightning damage.

ARCANE, IMPLEMENT, LIGHTNING

## WIZARD POWER CARDS (Heroic)

### SPECTRAL RAM

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.



ENCOUNTER POWER

WIZARD ATTACK 7

Standard Action

Ranged 10

**Target:** One creature  
**Attack:** Intelligence vs. Fortitude  
**Hit:** 2d10 + Intelligence modifier force damage, and you push the target 3 squares and it is knocked prone.

ARCANE, FORCE, IMPLEMENT

### WINTER'S WRATH

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



ENCOUNTER POWER

WIZARD ATTACK 7

Standard Action

Area Burst 2 within 10 squares


**Target:** Each creature in burst  
**Attack:** Intelligence vs. Fortitude  
**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.

ARCANE, COLD, IMPLEMENT

## WIZARD POWER CARDS (Heroic)

### ICE STORM

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



DAILY POWER

WIZARD ATTACK 9

Standard Action

Area Burst 3 within 20 squares

**Target:** Each creature in burst  
**Attack:** Intelligence vs. Fortitude  
**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 minutes.

ARCANE, COLD, IMPLEMENT, ZONE

### LIGHTNING SERPENT

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



DAILY POWER

WIZARD ATTACK 9

Standard Action

Ranged 10

**Target:** One creature  
**Attack:** Intelligence vs. Reflex  
**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).

ARCANE, IMPLEMENT, LIGHTNING, POISON

## WIZARD POWER CARDS (Heroic)

**MORDENKAINEN'S  
SWORD**

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



DAILY POWER

**WIZARD ATTACK 9**

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

**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.

**Target:** One creature adjacent to the sword  
**Attack:** Intelligence vs. Reflex  
**Hit:** 1d10 + Intelligence modifier force damage.  
**Sustain Minor:** When you sustain the sword, it attacks again.

ARCANE, CONJURATION,  
FORCE, IMPLEMENT

**WALL OF FIRE**

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



DAILY POWER

**WIZARD ATTACK 9**

**Standard  
Action**      **Area wall 8  
within 10 squares**

**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.

ARCANE, CONJURATION,  
FIRE, IMPLEMENT

## WIZARD POWER CARDS (Heroic)

### ARCANE GATE

You open a dimensional rift connecting two nearby locations.



WIZARD UTILITY 10

Minor Action Ranged 20

**Target:** 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.  
**Sustain Minor:** The rift persists.

ARCANE, TELEPORTATION

### BLUR

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



WIZARD UTILITY 10

Minor Action Personal

**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.

ARCANE, ILLUSION

## WIZARD POWER CARDS (Heroic)

### MIRROR IMAGE

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



WIZARD UTILITY 10

Minor  
Action

Personal

**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.

ARCANE, ILLUSION

### RESISTANCE

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



WIZARD UTILITY 10

Minor  
Action

Ranged 10

**Target:** 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.

ARCANE