

CLASS ACTS: WIZARD

Deception and trickery abound
with new illusion powers!

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FEW WIZARD ARCHETYPES are more recognizable than the illusionist, a spellcaster that calls up false images and sounds using arcane power to fool, confuse, and otherwise befuddle his foes. An illusionist uses magic to toy with the minds of his enemies, convincing them to see and hear things where they are not—and to ignore things that should be right in front of their faces. Illusion spells turn their enemies' senses against them, causing their eyes and ears to deceive them and tricking them into performing actions they normally would not. Some illusions are so realistic that they can convince a foe's mind to make the illusion real, causing trauma and even death.

Members of the wizard class who wish to specialize in the magic of illusions can use the following spells throughout the heroic tier.

LEVEL 1 WIZARD AT-WILL SPELLS

Illusory Ambush

Wizard Attack 1

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

At-Will ♦ Arcane, Illusion, Implement

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.

LEVEL 1 WIZARD ENCOUNTER SPELLS

Grasping Shadows

Wizard Attack 1

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

Encounter ♦ Arcane, Illusion, Implement

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.

LEVEL 1 WIZARD DAILY SPELLS

Phantom Chasm Wizard Attack 1

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

Daily ♦ Arcane, Illusion, Implement

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.

LEVEL 2 WIZARD UTILITY SPELLS

Phantasmal Terrain Wizard Utility 2

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

Daily ♦ Arcane, Illusion, Implement

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.

LEVEL 3 WIZARD ENCOUNTER SPELLS

Maze of Mirrors Wizard Attack 3

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

Encounter ♦ Arcane, Illusion, Implement

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.

LEVEL 5 WIZARD DAILY SPELLS

Phantasmal Assailant Wizard Attack 5

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

Daily ♦ Arcane, Illusion, Implement

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).

LEVEL 6 WIZARD UTILITY SPELLS

Spectral Hound Wizard Utility 6

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

Daily ♦ Arcane, Illusion, Implement

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.

LEVEL 7 WIZARD ENCOUNTER SPELLS

Enemies Aboard Wizard Attack 7

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

Encounter ♦ Arcane, Illusion, Implement

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.

LEVEL 10 WIZARD UTILITY SPELLS


Illusory Wall Wizard Utility 10

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

Encounter ♦ Arcane, Illusion, Implement

Standard Action Area wall 8 within 20 squares

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. 

About the Author

Rodney Thompson is a game designer at Wizards of the Coast, Inc. His previous design credits include the *STAR WARS Roleplaying Game* Saga Edition, the *Starships of the Galaxy* supplement, and the *Knights of the Old Republic Campaign Guide* supplement.