

Prestidigitation Wizard Cantrip

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 ♦ Arcane
Standard Action Ranged 2

Effect: Use this cantrip to accomplish one of the effects given below.

- ◆ Move up to 1 pound of material.
- ◆ Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.
- ◆ Color, clean, or soil items in 1 cubic foot for up to 1 hour.
- ◆ Instantly light (or snuff out) a candle, a torch, or a small campfire.
- ◆ Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.
- ◆ Make a small mark or symbol appear on a surface for up to 1 hour.
- ◆ Produce out of nothingness a small item or image that exists until the end of your next turn.
- ◆ Make a small, handheld item invisible until the end of your next turn.

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.

LEVEL 1 AT-WILL SPELLS

Cloud of Daggers Wizard Attack 1

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

At-Will ♦ Arcane, Force, Implement
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.

Magic Missile Wizard Attack 1

You launch a silvery bolt of force at an enemy.

At-Will ♦ Arcane, Force, Implement
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.

Ray of Frost Wizard Attack 1

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

At-Will ♦ Arcane, Cold, Implement
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.

Scorching Burst Wizard Attack 1

A vertical column of golden flames burns all within.

At-Will ♦ Arcane, Fire, Implement
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.

Thunderwave Wizard Attack 1

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

At-Will ♦ Arcane, Implement, Thunder
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.

LEVEL 1 ENCOUNTER SPELLS

Burning Hands Wizard Attack 1

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

Encounter ♦ Arcane, Fire, Implement
Standard Action Close blast 5

Target: Each creature in blast

Attack: Intelligence vs. Reflex

Hit: 2d6 + Intelligence modifier fire damage.

Chill Strike Wizard Attack 1

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

Encounter ♦ Arcane, Cold, Implement
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.

