

THE QUINTESSENTIAL WIZARD

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Update version 1

Chapter 1 – A Wizard’s Role

Academic [Revision] Page 22

Arcane Champion [Revision] Page 23

Magus [Revision] Page 25

Thug [Revision] Page 27

On the Benefit line, replace “+2 bonus to checks” with “+1 bonus to checks.”

Chapter 2 – A Wizard’s Power

Cunning Thrust [Revision] Page 33

On the Attack line, replace “Intelligence +2” with “Intelligence.”

Choking Viper [Revision] Page 37

Field of the Dead [Revision] Page 38

Deceiving Grasp [Revision] Page 40

Replace every instance of “held” with “restrained.”

Chapter 3 – A Wizard’s Path

Assassin Viper [Addition/Revision] Page 54

On the Target line, replace text with “A creature adjacent to the summoned snake.”

On the Hit line, replace “(save ends)” with “until the end of your next turn.”

Polar Slow [Revision] Page 58

Replace text with “Any enemy that hits you with a melee attack is slowed until the end of your next turn.”

Ice Bridge [Revision] Page 58

On the Effect line, replace “a number of squares long equal to your level” with “a number of squares long equal to half your level.”

Ingenious Weapon [Revision] Page 76

Replace the power with the following.

Ingenious Weapon Occult Seeker Attack 11

You can enhance a weapon and make it more dangerous to your foes.

Encounter ♦ Arcane, Weapon; Acid, Cold, Fire, Lightning, or Poison

Immediate Reaction Melee touch

Trigger: An enemy within range hits you with an attack dealing acid, cold, fire, lightning, or poison damage.

Target: The creature that hit you

Attack: Intelligence vs. Fortitude

Hit: 1[W] + Strength modifier damage of the same damage type that hit you, and the target takes a -2 penalty to AC until the end of your next turn.

Effect: Until the end of your next turn, all the melee weapon attacks you make with the weapon you were holding when this power was triggered deal 2d6 extra damage of the same damage type that hit you, and the target takes a -2 penalty to AC until the end of your next turn.

Combined Attack [Revision] Page 62

Replace text “3 unoccupied adjacent squares” with “6 unoccupied adjacent squares.”

Last Stand [Deletion] Page 70

Remove “until the end of the encounter.”

Triple Attack [Revision] Page 70

Replace all instances of “Intelligence vs. Reflex” with “Intelligence vs. AC.”

On the last Effect line, replace text with “If you hit all of your enemies, you can teleport a number of squares equal to your Intelligence modifier. If you miss all of your enemies, you can teleport 3 squares.”

All the errata in this chapter must be applied to the iconic NPCs as well.

Chapter 4 – A Wizard’s Feat

Blasting Spell [Revision] Page 84

On the Benefit line, replace “wizard power” with “blast area wizard attack power.”

Energy Substitution [Revision] Page 85

On the Benefit line, replace “wizard power” with “wizard attack power.”

Access Power [Revision] Page 86

On the Benefit line, replace “Choose a wizard daily attack power among those you know. From now on, you can use it as an encounter power, but each time you must give in an encounter power which is at least 10 levels higher than the one you chose.”

Infernal Shaft of Dis [Addition] Page 86

On the Benefit line, add “until the end of your next turn” at the end of the first sentence.

Linked Item [Addition] Page 86

Add the following sentences: “Prerequisite: Cha 15” and “Special: The GM should only apply the benefits of this feat to those items which are closely linked to a character and its background, such as a family relic or a pleased artifact.”

Contingent Spell [Revision] Page 89

Still Spell [Revision] Page 89

On the Benefit line, replace “a healing surge” with “three healing surges.”

Empowered Spell [Revision] Page 89

Mixed Energy [Revision] Page 89

On the Benefit line, replace “a healing surge” with “three healing surges,” and “wizard power” with “wizard attack power.”

Twin Spell [Revision] Page 92

On the Benefit line, replace “a healing surge” with “five healing surges,” and “another attack roll” with “another attack roll with a -4 penalty.”

Maximized Spell [Revision] Page 90

Unexpected Spell [Revision] Page 92

On the Benefit line, replace “a healing surge” with “five healing surges,” and “wizard power” with “wizard attack power.”

Persistent Spell [Revision] Page 90

Quick Spell [Revision] Page 91

On the Benefit line, replace “a healing surge” with “five healing surges.”

Arcane Shot [Addition/Revision] Page 93

Arcane Stealth [Addition/Revision] Page 93

Arcane Weapon [Addition/Revision] Page 93

Radiant Assault [Addition/Revision] Page 93

On the Benefit line, replace “wizard encounter power” with “wizard at-will power.”

At the beginning of the second sentence, add “Once per day.”

Ultimate Tactics [Addition/Revision] Page 93

On the Benefit line, replace “wizard encounter power” with “wizard at-will power.”

At the beginning of the second sentence, replace text “Once per encounter” with “Once per day.”

Replace “as a minor action against your ally’s target” with “as a minor action during your next turn against your ally’s target.”

All the errata in this chapter must be applied to the feat tables as well.

Chapter 5 – A Wizard’s Tools

Unreal Mirror [Revision] Page 100

Replace text “as a movement action” with “as a free action.”

Fey Blade [Addition/Revision] Page 100

On the Property line, add “until the end of your next turn” to the last sentence.

On the Power line, replace “until the end of the encounter” with “until the end of your next turn.”

Hat of Shadow [Revision] Page 102

On the Power line, replace “Immediate Reaction” with “Immediate Interruption”, and “You take no damage from that power” with “You take half damage from that power.”

Black Book [Deletion/Revision] Page 112

White Book [Deletion/Revision] Page 113

On the Property line, replace “+1 item bonus to all attack rolls and damage rolls” with “+1 item bonus to damage rolls.”

Book of Names [Deletion] Page 113

Power: Remove text “Conjuration.”

Chapter 6 – Organizations

Satyr’s Tune [Addition/Revision] Page 122

Add the following sentence: “Special: Deafened creatures are immune to the effects of this power.”

On the Hit line, replace “damage” with “psychic damage.”

Arcane Breath [Addition/Revision] Page 124

Add the following sentence: “Prerequisites: Int 13.”

Mixed Breath [Addition/Revision] Page 124

Add the following sentence: “Prerequisites: Con 13, Int 15.”