

THE WITCH DOCTOR



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THE
WITCH DOCTOR
PLAYER CLASS

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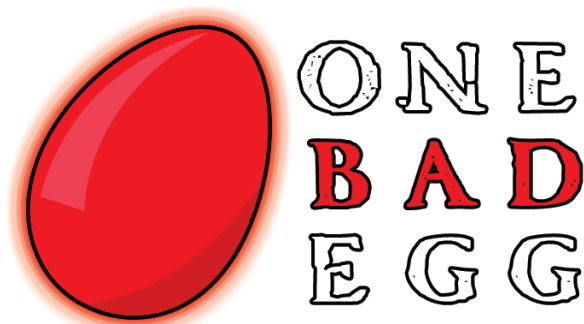
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DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt © 2008 Wizards of the Coast, Inc. All rights reserved.

WITCH DOCTOR PLAYER CLASS



“Your magic will fail and your steel will betray you. I see your end, and soon so will you!”

CLASS TRAITS

Role: Controller. You impair enemies with dark curses and shape the battlefield with large effects.

Power Source: Spirit. You tap the powers of the spirit world to perform your magic. To you, magic is an intensely personal thing, an ongoing negotiation with ancient powers.

Key Abilities: Charisma, Constitution, Wisdom, Intelligence

Armor Proficiencies: Cloth, leather; light shield

Weapon Proficiencies: Simple melee, simple ranged

Implements: Medicine stick

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 12 + Constitution score

Hit Points per Level Gained: 4

Healing Surges per Day: 8 + Constitution modifier

Trained Skills: From the class skills list below, choose four trained skills at 1st level.

Class Skills: Arcana (Int), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Nature (Int), Religion (Int)

Build Options: Resolute witch doctor, tempest witch doctor

Class Features: Evil eye, Medicine Stick, Ritual Magic, Witch Doctor's Mask

THE SPIRIT KEYWORD

The powers of this class all feature the **spirit** keyword—this multiclass's power-source is derived from the spirit world, much like the Shroudborn (see **THE SHROUDBORN MULTICLASS**).

If you're not hip to the addition of a new power source in your game, we would recommend you replace the spirit keyword with another one that suits your campaign world of choice. Good possibilities include arcane, primal, or shadow (or even psionic).

Every village must make its own arrangements with the spirit world, and they depend upon wise men and women to speak to those spirits and the primal forces they command. These people are witch doctors, and they use the powers of the spirit world to strike down their enemies with fire, lightning, spirit, and earth.

These are powerful forces, and each witch doctor chooses how to use them. Some demand service or payment for their intercession with the spirits. Others wander like nomads and deal with the creatures that threaten the places they visit. Some, eternally loyal to their duty, are patient protectors of sacred places. These powers are raw and primal—unrefined and crude, some say—but you understand their power. It is up to you how you will use it.

CREATING A WITCH DOCTOR

When you create a witch doctor, you can choose any powers you like, but there are two main types of witch doctor. The *tempest witch doctor* works most strongly with the forces of fire and lightning, exploding with energy and using abilities that rely more heavily on Charisma. The *resolute witch doctor* deals with forces of the earth, but also is a potent binder of spirits and taps into other powers of the natural world—all abilities that benefit from a high Constitution.

RESOLUTE WITCH DOCTOR

Your power is a sacred trust. You protect that trust with heart, mind, and soul. You are attuned to the earth and to the spirits that surround you. In times of need, you can draw on that power. You need a high Constitution to do your duty, but you should not neglect your Charisma.

Suggested Feat: Alertness (Human Feat: Human Perseverance)

Suggested Skills: Arcana, Endurance, Heal, Insight

Suggested At-Will Powers: *serpent strike*, *tremor strike*

Suggested Encounter Power: *fist of earth*

Suggested Daily Power: *rolling boulder*

TEMPEST WITCH DOCTOR

You are a being of passion and power. Lightning and fire dance at your command. These are not powers that reward subtlety or patience. Instead they reward passion and vigor. Choose Charisma as your highest ability score, but supplement it with a good Constitution.

Suggested Feat: Toughness (Human Feat: Action Surge)

Suggested Skills: Arcana, Insight, Intimidate, Nature

Suggested At-Will Powers: *lightning coil*, *swarm of fire*

Suggested Encounter Power: *serpent of fire*

Suggested Daily Power: *cage of lightning*

WITCH DOCTOR CLASS FEATURES

Witch doctors use an array of powerful curses to vex their enemies. In addition, they have the following class features.

EVIL EYE

The witch doctor's *evil eye* power makes his curses all the more fearsome.

MEDICINE STICK

Every witch doctor carries a medicine stick with which to work his magic. When he begins his journey, it is a simple spear with perhaps a few decorations. As his spirit grows, it is reflected in the stick, by adding new carvings, fetishes, and decorations. Where the witch doctor's mask suggests what powers he wields, his medicine stick reveals who the witch doctor is. No two medicine sticks are identical, and the loss of a medicine stick is a great tragedy.

A character can learn information about a witch doctor by seeing his stick and making an Arcana check, DC 15 + the target's level. A witch doctor gains a bonus to the check equal to 5 + 1/2 his level. On a success, the character learns the witch doctor's level and any class-specific feats he has.

The medicine stick is a spear, which the witch doctor may use as both a weapon and an implement. The proficiency bonus for spears does not apply when using it as an implement, though it still applies when using it as a weapon. Any enhancement bonus on the medicine stick applies when it is used as either a weapon or an implement.

Because medicine sticks are not something that witch doctors simply loot in battle, they learn a ritual, Bind Medicine, to improve their medicine stick as they advance (see below).

RITUAL CASTING

You gain the Ritual Caster feat as a bonus feat, allowing you to use magical rituals (see **PLAYER'S HANDBOOK**). You begin play with a spirit cache that contains four rituals: Bind Medicine, Creations of Spirit, Feed Mask, and one other 1st-level ritual of your choice.



SPIRIT CACHE

Witch Doctors do not depend on books for their ritual magic, and instead inscribe them upon sticks, shells, stones, or any other material that can be carved and is native to their homeland. Their ritual “book” takes the form of a bag containing a collection of these carved tokens, which are accumulated as the witch doctor learns more rituals.

Despite the difference in appearance, the process of copying and transcribing rituals is virtually identical to using a ritual book, and a given spirit cache can only hold the equivalent of 128 pages of rituals. The only mechanical difference is that transcribing a ritual from a book or scroll to a spirit cache and vice versa takes twice as long as normal.

WITCH DOCTOR'S MASK

You begin play with a witch doctor's mask. These masks are special head-slot items that may only be used by witch doctors and may only be created by the Craft Mask ritual. If your mask is lost or destroyed, you can replace it with the Craft Mask ritual.

There are different types of masks, the most common being mask of the ancestors, mask of the elements, and mask of the wild. You choose which mask type you wear, and you can only benefit from wearing a mask of that type. You can change your mask type at 11th level and 21st level.

Each mask has specific properties that help you in your tasks.

MASK OF THE ANCESTORS

Carved with symbols of death, this mask is shaped like a skull. A mask of the ancestors marks the witch doctor as one who seeks the guidance of ancestral spirits. These spirits share their wisdom with the witch doctor and help him resist the assault of the less sacred dead.

Wise Defense: You can use your Wisdom modifier in place of your Dexterity or Intelligence modifier to determine your AC.

Spirit Ward: You gain resist 5 necrotic. Your resistance increases to 10 at 11th level and 15 at 21st level.

MASK OF THE ELEMENTS

This mask is carved in abstract patterns—sometimes with exaggerated human features, sometimes entirely unrecognizable. Witch doctors that turn to the elemental spirits are further removed from the world around them than others of their class. Some say that this estrangement grants them special insight.

Elemental Vigor: Once per encounter, when you are bloodied by fire, ice, lightning, or thunder damage, you may spend a healing surge as an immediate reaction.

Primal Tongue: You know Primordial.

Surpassing the Flesh: You gain a +2 bonus to saving throws and Endurance checks against poison or disease.

MASK OF THE WILD

This mask is usually carved in an abstract representation of an animal the witch doctor treats as his totem creature. This marks the witch doctor as one who looks to spirit animals for guidance and who is closer to nature.

Feral Rebuke: You suffer no language penalty when making an Intimidate check against a beast.

Alertness: You gain Alertness as a bonus feat.

Skill Training: You gain training in Nature or Perception.

WITCH DOCTOR OVERVIEW

Characteristics: Your powers let you hit multiple targets at the same time. Sometimes you can hit two or three targets at once, and often you can select who you target. Many of your powers leave your foes reeling, dazed, or otherwise cursed. Your evil eye can make those curses last longer. You are not strong in melee, and you rely on the protection of your allies.

Religion: Witch doctors view gods as very powerful spirits. Some witch doctors disdain or avoid dealing with them, but some have come to favor certain “Great Spirits” in a way that someone else might call worship—especially deities of fire, sea, and storm.

Races: Dragonborn have a strong witch doctor tradition. Humans and half-elves are also common. Tiefling witch doctors are rare, but potent.

WITCH DOCTOR POWERS

Your powers are called *curse*s. Some are better for witch doctors using a particular mask, but you can choose any power when making a power selection.

CLOSE WALLS

The witch doctor has a number of powers that create a “close wall”. For example, the *tremor strike* power has the notation “Close wall 5”. A close wall is a wall (see *Player’s Handbook*) that starts in a square adjacent to the witch doctor. The witch doctor and the square the witch doctor occupies are not affected.



CLASS FEATURES

The witch doctor’s *evil eye* class feature works like a power, ensuring that enemies fear his curses.

Evil Eye

Witch Doctor Feature

Just when an enemy is about to shake off an effect, you lay a whammy on him.

Encounter (Special) ♦ Spirit

Special: You can use this power twice per encounter, but only once per round. At 16th level you can use this power three times per encounter.

Immediate Interrupt Close burst 10

Trigger: An enemy within the burst makes a successful saving throw

Target: The enemy making the saving throw

Effect: The enemy must reroll the saving throw.

LEVEL 1 AT WILL CURSES

Serpent Strike

Witch Doctor Attack 1

A phantom snake launches from your medicine stick and sinks its fangs into an enemy.

At-Will ♦ Implement, Poison, Spirit

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Reflex

Hit: 1 point of poison damage and ongoing 5 poison damage (save ends).

Increase ongoing damage to 10 at 21st level.

Mask of the Wild: Initial damage is equal to your Constitution modifier.

Spirit Shout

Witch Doctor Attack 1

With a howl, you unleash angry spirits upon nearby enemies.

At-Will ♦ Implement, Spirit

Standard Action Close burst 1

Target: Each enemy in burst

Attack: Charisma vs. Fortitude

Mask of the Ancestors: If you are flanked, you gain a +2 bonus to your attack roll.

Hit: 1d6 + Charisma modifier lightning damage.

Increase damage to 2d6 + Charisma modifier at 21st level.

Swarm of Fire

Witch Doctor Attack 1

With a wave of your stick, you unleash a swarm of fiery bugs upon your enemies.

At-Will ♦ Fire, Implement, Spirit

Standard Action Ranged 10

Target: One creature, or two creatures no more than one square away from each other

Mask of the Elements: Target one, two, three, or four creatures no more than two squares apart from each other.

Attack: Charisma vs. Fortitude

Hit: 1d6 + Charisma modifier fire damage.

Increase damage to 2d6 + Charisma modifier at 21st level.

Tremor Strike

Witch Doctor Attack 1

You strike the ground with your staff and send a twisting shock-wave through your enemies.

At-Will ♦ **Implement, Spirit**

Standard Action Close wall 5

Target: Each creature in wall

Attack: Charisma vs. Fortitude

Hit: 1d6 + Charisma modifier damage.

Increase damage to 2d6 + Charisma modifier damage at 21st level.

LEVEL 1 ENCOUNTER CURSES

The Earth's Fist

Witch Doctor Attack 1

You strike the ground with the end of your stick, and earth blasts up under the feet of an enemy.

Encounter ♦ **Implement, Spirit**

Standard Action Ranged 10

Target: One enemy

Attack: Charisma vs. Reflex

Hit: 1d10 + Charisma modifier damage, and the target is knocked prone.

Hex of Pain

Witch Doctor Attack 1

Nightmares from the spirit world wash over an enemy and drive him away from you.

Encounter ♦ **Implement, Psychic, Spirit**

Standard Action Close burst 5

Target: One enemy in burst

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier psychic damage, and you push the target 1 square.

Mask of the Ancestors: You push the target a number of squares equal to your Wisdom modifier.

Serpent of Fire

Witch Doctor Attack 1

You unleash a twisting spirit of fire into the ranks of your enemies.

Encounter ♦ **Fire, Implement, Spirit**

Standard Action Close wall 5

Target: Each creature in wall

Attack: Charisma vs. Fortitude

Hit: 1d6 + Charisma modifier fire damage and ongoing 5 fire damage (save ends).

Shadow Curtain

Witch Doctor Attack 1

You summon a wave of shadow, freezing your enemies.

Encounter ♦ **Cold, Implement, Spirit**

Standard Action Area wall 5 within 5 squares

Target: Each creature in wall

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier cold damage, and the target is slowed (save ends).

LEVEL 1 DAILY CURSES

Cage of Lightning

Witch Doctor Attack 1

You strike an enemy with thunder and surround him with a cage of lightning.

Daily ♦ **Implement, Lightning, Spirit, Thunder**

Standard Action Ranged 10

Target: One enemy

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier thunder damage.

Effect: You create a cage of lightning surrounding the square occupied by the target (save ends). The cage lasts until the target leaves the square or makes a saving throw against this effect. If the target leaves the square by any means other than teleportation or an effect with the arena keyword, it takes 2d8 + Charisma modifier lightning damage.

Chains of Spirit

Witch Doctor Attack 1

Spirits swirl around you and your enemies. Your foes are bound tightly in place, while you are whisked away to safety.

Daily ♦ **Implement, Spirit**

Standard Action Close burst 2

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier damage, and the target is immobilized (save ends).

Special: You may immediately shift a number of squares equal to the number of targets hit.

Earthbite

Witch Doctor Attack 1

Jagged rocks jut up from under your enemy's feet.

Daily ♦ **Implement, Spirit**

Standard Action Area burst 1 within 10 squares

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier damage, and the target is knocked prone.

Miss: Half damage.

Effect: Squares in the area of the burst become difficult terrain until the end of the encounter.



Rolling Boulder Witch Doctor Attack 1

You summon a great boulder to roll over your enemies or force them to jump out of the way.

Daily ♦ **Implement, Spirit**

Standard Action **Ranged 10**

Target: One creature adjacent to the boulder

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier damage, and you push the target 1 square.

Miss: You push the target 1 square

Effect: You conjure a Medium boulder in an unoccupied square within range, and the boulder attacks an adjacent creature. As a move action, you can move the boulder 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 boulder. If the boulder moves more than 2 squares away from the square in which it started the turn, you receive a +1 bonus to the attack roll.

Special: All push effects are measured from the boulder, not from you.

LEVEL 2 UTILITY CURSES

Illuminating Arc Witch Doctor Utility 2

Lightning arcs around your hand, illuminating the area and revealing hidden enemies.

Encounter ♦ **Implement, Spirit**

Minor Action **Personal**

Effect: Until the end of the encounter, you cast bright light out to a radius of 10 squares. Any creature within the illuminated area takes a -5 penalty to Stealth checks.

Lightning Rod Witch Doctor Utility 2

You hold forth your implement, channeling enemy lightning attacks into personal power.

Encounter ♦ **Implement, Spirit**

Minor Action **Personal**

Effect: You gain resist 20 lightning until the end of your next turn. If you take lightning damage, you gain temporary hit points equal to 2d6 + half your level, and the effect ends immediately.

Sustain Minor: The effect persists.

Repel Earth Witch Doctor Utility 2

You drive your staff into the ground and push, sliding away as you hover a few inches off the ground.

Daily ♦ **Implement, Spirit**

Move Action **Personal**

Effect: You shift 6 squares, ignoring difficult terrain. You do not fall for the duration of this move, so long as you end your move on solid ground.

Words of Thunder Witch Doctor Utility 2

You speak, and lightning leaps from your mouth to deliver a message.

Daily ♦ **Lightning, Spirit**

Minor Action **Personal**

Effect: You name a target and speak a message of up to 25 words. If the target is within 10 miles, lightning will strike near them (doing no damage) and deliver the message in the boom of thunder that follows.

Increase the range to 100 miles at 11th level. Increase the range to 1,000 miles at 21st level.

LEVEL 3 ENCOUNTER CURSES

Hotfoot Witch Doctor Attack 3

Fire bursts under the feet of your enemy, forcing him to jump.

Encounter ♦ **Fire, Implement, Spirit**

Standard Action **Close burst 5**

Target: One enemy in burst

Attack: Charisma vs. Reflex

Hit: 1d10 + Charisma modifier fire damage, and the target moves 1 square away from you if possible, provoking opportunity attacks as normal.

Spirit's Pursuit Witch Doctor Attack 3

Howling spirits launch themselves at a target, tearing into it, and then launch themselves at another target.

Encounter ♦ **Implement, Psychic, Spirit**

Standard Action **Ranged 10**

Target: One enemy

Attack: Charisma vs. Will

Hit: 1d10 + Charisma modifier psychic damage. Make a secondary attack.

Secondary Target: One target within 10 squares of the primary target. Determine line of sight and line of effect from the primary target

Secondary Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic damage.

Mask of the Ancestors: You get a +2 power bonus to secondary attack roll.

Spirit's Yoke Witch Doctor Attack 3

In a risky gambit, you reach out with chains of spirit and yank an enemy towards you to deliver a powerful blow and then push him away.

Encounter ♦ **Implement, Spirit**

Standard Action **Close burst 3**

Target: One enemy in burst

Effect: Pull the target a number of squares to bring the target adjacent to you. You can then attack the target.

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier damage, and you push the target a number of squares equal to 3 + your Charisma modifier.



Toad's Breath Witch Doctor Attack 3

You take a deep breath and unleash a cloud of noxious green fog.

Encounter ♦ **Implement, Poison, Spirit**

Standard Action Close wall 10

Target: Each creature in wall

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier poison damage and ongoing 5 + Charisma modifier poison damage (save ends).

Mask of the Wild: You target only enemies in the wall.

LEVEL 5 DAILY CURSES

Hands of Earth Witch Doctor Attack 5

Hands of stone reach up to harry your enemies.

Daily ♦ **Implement, Spirit, Zone**

Standard Action Area burst 2 within 10 squares

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 1d8 + Charisma modifier damage.

Effect: The burst creates a zone of grasping stone hands. Each enemy that starts its turn within the zone is slowed until the beginning of its next turn. The zone lasts until the end of your next turn.

Sustain Move: The zone persists.

Loan of Doom Witch Doctor Attack 5

You speed the doom of one enemy whose fate has taken a turn for the worse.

Daily ♦ **Implement, Spirit**

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d8 + Charisma modifier damage. If the target has been marked by an ally, you deal 3d8 + Charisma modifier damage instead.

Special: If the attack reduces the target to 0 hit points, you may mark one enemy adjacent to the target, as if it had been marked by the same character that marked the original target.

Scouring Hex Witch Doctor Attack 5

You strike down a foe with lightning, and in death his rage-filled spirit strikes at his own allies.

Daily ♦ **Implement, Lightning, Psychic, Spirit**

Standard Action Ranged 10

Target: One Creature

Attack: Charisma vs. Reflex

Hit: 1d6 + Charisma modifier lightning damage.

Special: If the attack reduces the target to 0 hit points, you may make a secondary attack.

Secondary Target: Each enemy within 2 squares of the primary target

Secondary Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier psychic damage.

Spirit Cascade Witch Doctor Attack 5

You unleash a thick stream of screaming spirits that scourge everything they touch.

Daily ♦ **Implement, Spirit**

Standard Action Close wall 10

Target: Each creature in wall

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier damage.

Miss: Half damage.

Special: The wall cannot change direction. It must extend in a straight line.

Mask of the Ancestors: The wall can change directions once.

Sympathetic Curse Witch Doctor Attack 5

You reach out to seize the curse on one enemy and spread it to another.

Daily ♦ **Implement, Spirit**

Standard Action Ranged 10

Target: One enemy

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier psychic damage. Choose one other enemy you can see that is currently suffering from a condition. The target gains that condition (save ends).

LEVEL 6 UTILITY CURSES

Lightning and Thunder Charge Witch Doctor Utility 6

You share the blessing of storms with an ally as he charges, filling his movements with lightning and his blows with thunder.

Daily ♦ **Implement, Lightning, Spirit, Thunder**

Standard Action Close burst 5

Target: One ally in burst

Effect: If the target ally charges before the end of your next turn, he does not provoke opportunity attacks for moving, and he may move diagonally past corners or between enemies or obstacles. If he hits with his attack, he inflicts an additional 2d6 thunder damage, and he may push the target 2 squares.

Mask of the Elements: As part of the charge, the target may move an additional number of squares equal to your Intelligence modifier.

Resounding Response Witch Doctor Utility 6

As you are struck, the blow resounds like thunder upon your attacker.

Encounter ♦ **Implement, Spirit, Thunder**

Immediate Reaction Personal

Trigger: You are hit by a melee attack

Target: The creature that hit you

Effect: The target is dazed until the end of its next turn.

Mask of the Wild: You push the target 1 square.

Spirit Step Witch Doctor Utility 6

You pass into the very edges of the spirit world to move like a ghost.

Encounter ♦ **Implement, Spirit**

Move Action **Personal**

Effect: You gain the insubstantial and phasing qualities until the beginning of your next turn. You can shift up to your full speed.

Mask of the Ancestors: Your speed increases by 2 until the end of your turn.

Taste of Mojo Witch Doctor Utility 6

When an enemy shakes off an effect, you draw strength from its passing.

Encounter ♦ **Implement, Spirit**

Immediate Reaction **Personal**

Trigger: An enemy you can see makes a successful saving throw.

Effect: You gain a number of temporary hit points equal to the number the creature rolled for its saving throw, including any modifiers.

LEVEL 7 ENCOUNTER CURSES

Burning Spirit Witch Doctor Attack 7

A great creature of living flame leaps from your stick to consume your enemy.

Encounter ♦ **Fire, Implement, Spirit**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 4d10 + Charisma modifier fire damage.

Miss: Half damage.

Special: You lose a healing surge.

Curse of the Mask Witch Doctor Attack 7

A ghostly version of your mask appears on the target's face. You steal his vision and channel spells through him.

Encounter ♦ **Implement, Spirit**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Will

Hit: 1d12 + Charisma modifier damage. The target is blinded, and you can establish line of sight and line of effect from the target (save ends both).

Fearsome Mien Witch Doctor Attack 7

Your mask takes on a fearsome appearance, scaring off enemies with a crack of thunder.

Encounter ♦ **Fear, Psychic, Implement, Spirit, Thunder**

Standard Action **Close burst 2**

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier psychic and thunder damage, and you push the target 1 square.

Mask of the Ancestors: You push the target a number of squares equal to your Wisdom modifier (minimum 1).

Walking Earthquake Witch Doctor Attack 7

The earth shakes beneath the target's feet, and the quake follows him as he moves.

Encounter ♦ **Implement, Spirit**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier damage.

Effect: The square the target occupies and all adjacent squares are treated as difficult terrain until the end of your next turn. If the target moves, the effect moves with him.

Sustain Minor: The effect persists.

LEVEL 9 DAILY CURSES

Disjuncting Strike Witch Doctor Attack 9

Lightning strikes the enemy, and a powerful curse disrupts their concentration.

Daily ♦ **Implement, Lightning, Spirit**

Standard Action **Ranged 10**

Target: One enemy

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier lightning damage. The target can take no actions until the end of your next turn.

Miss: Half damage, and the target is slowed until the end of your next turn.

Pillar of Stone Witch Doctor Attack 9

A column of stone emerges from the ground, launching an enemy into the air and toppling over onto his nearby allies.

Daily ♦ **Implement, Spirit**

Standard Action **Area wall 3 within 10 squares**

Target: Each creature in wall

Attack: Charisma vs. Reflex

Hit: 2d10 + Charisma modifier damage. The target in the origin square takes 3d10 + Charisma modifier damage.

Effect: You push the target in the origin square 3 squares.

Special: The wall cannot change direction. It must be in a straight line.



Scatter Like Stones Witch Doctor Attack 9

The earth knocks an enemy into his companions, scattering them.

Daily ♦ **Implement, Spirit**

Standard Action **Ranged 10**

Target: One enemy

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier damage, and you slide the target a number of squares up to 1 + your Charisma modifier (minimum 1 square). After you slide the target, you may slide each enemy adjacent to the target 1 square.

Unwelcome Gift Witch Doctor Attack 9

You draw on the bad mojo of one of your allies to power your attack.

Daily ♦ **Implement, Spirit**

Standard Action **Close burst 5**

Target: One enemy in burst

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage. Remove a condition from one ally in burst and place that same condition on the target (save ends).

Miss: Half damage, and one ally in burst makes a saving throw.

LEVEL 10 UTILITY CURSES

Haze of Uncertainty Witch Doctor Utility 10

You unleash a faint haze that makes your enemies uncertain of the position of their allies.

Daily ♦ **Spirit, Zone**

Standard Action **Area burst 4 within 10 squares**

Effect: The burst creates a zone until the end of your next turn. Enemies within the zone block each other's line of sight.

Sustain Minor: The zone persists.

Mojo Bond Witch Doctor Utility 10

A powerful hex binds your fate with the fate of one of your enemies, sharing your pain with bolts from the sky.

Daily ♦ **Implement, Lightning, Spirit**

Standard Action **Ranged 10**

Target: One creature

Effect: Until the end of your next turn or until the target is reduced to 0 hit points, any time you take damage, the target takes the same amount of lightning damage.

Sustain Standard: The effect persists.

Pillars of Storm Witch Doctor Utility 10

You call down columns of lightning that tower over the battlefield.

Daily ♦ **Implement, Lightning, Spirit**

Standard Action **Close burst 5**

Target: Any two unoccupied squares in the burst.

Effect: Pillars of lightning occupy the squares. They block line of sight and cast bright light out to a radius of 5 squares. Any creature that enters a square occupied by one of the pillars takes 4d6 lightning damage. Each pillar lasts until the end of your next turn or until it deals damage.

Sustain Minor: The pillars persist until they deal damage.

Mask of the Elements: Create a number of pillars of lightning equal to your Intelligence modifier.

Terror of the Mask

Your terrible presence drives enemies to tremble and run.

Daily ♦ **Fear, Spirit**

Standard Action **Close Burst 2**

Effect: The burst creates a zone of terrifying energy that lasts until the end of the encounter or until you dismiss the effect as a free action. The zone moves with you. Enemies within the zone suffer a -2 penalty to their Will defense against Intimidate checks. You and your allies gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls on all powers with the fear keyword against targets within the zone.

LEVEL 13 ENCOUNTER CURSES

Dancing Flame Witch Doctor Attack 13

You unleash a flame to dash wildly across the battlefield.

Encounter ♦ **Fire, Implement, Spirit**

Standard Action **Close wall 10**

Target: Each creature in wall

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier fire damage.

Spirit Flash Witch Doctor Attack 13

You wave your hand and momentarily dismiss enemies into the realm of the spirits before returning them painfully to the mortal realm.

Encounter ♦ **Implement, Spirit**

Standard Action **Ranged 10**

Target: One or two creatures

Attack: Charisma vs. Will, one attack per target.

Hit: 2d8 + Charisma psychic damage.

Special: If you hit both targets and they are the same size, they swap locations.

Trebuchet Fist Witch Doctor Attack 13

You call a great stone up from the ground and strike it, sending it hurtling towards you foes.

Encounter ♦ **Implement, Spirit**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier damage, and the target is knocked prone.

Whitecap Witch Doctor Attack 13

With a wave of your hand, you unleash a wave of water at your enemies, scattering and soaking them.

Encounter ♦ **Implement, Spirit**

Standard Action **Close blast 3**

Target: Each enemy in blast

Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier damage, and the target is knocked prone.

LEVEL 15 DAILY CURSES

Burrowing Bolt Witch Doctor Attack 15

You call down lightning to strike into the ground and re-emerge under your target, then burrow again.

Daily ♦ **Implement, Lightning, Spirit**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 3d6 + Charisma modifier lightning damage. Make a secondary attack.

Secondary Target: One creature within 5 squares of the primary target

Secondary Attack: Charisma vs. Reflex

Hit: 3d6 + Charisma modifier lightning damage.

Special: Each attack ignores cover (but not concealment) and only needs line of sight (not line of effect).

Caustic Blood Witch Doctor Attack 15

You curse your enemy's blood to kill him from within until he can expel the curse.

Daily ♦ **Acid, Implement, Poison, Spirit**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier poison damage and ongoing 10 poison damage (save ends). When the target successfully saves, make a secondary attack.

Secondary Target: Each enemy adjacent to the primary target

Secondary Attack: Charisma vs. Reflex

Hit: 3d6 + Charisma modifier acid damage.

Inevitable Progress of Flame Witch Doctor Attack 15

You unleash a serpent of flame that slithers across the battlefield, purging it with flame.

Daily ♦ **Fire, Implement, Spirit**

Standard Action **Close Wall 3**

Target: Each creature in wall

Attack: Charisma vs. Reflex

Hit: 3d6 + Charisma modifier fire damage.

Effect: You conjure a wall that consists of contiguous squares filled with living flame. The wall lasts until the end of your next turn. If a creature moves into the wall's space or starts its turn there, the creature takes 2d6 fire damage. You may spend a move action to remove 1 square from one end of the wall and add it to the other end.

Sustain Minor: The wall persists, and you must remove 1 square from one end of the wall and add it to the other end.

Mask of the Elements: The size of the wall is 4.

Spirit's Fury Witch Doctor Attack 15

You unleash a raging spirit, a creature of pure anger, to tear through protective magics and into the heart of the target.

Daily ♦ **Implement, Psychic, Spirit**

Standard Action **Ranged 10**

Target: One creature

Effect: The target takes psychic damage equal to the number of temporary hit points it has. Then, make an attack.

Attack: Charisma vs. Fortitude

Hit: 4d6 + Charisma modifier psychic damage.

Mask of the Ancestors: If the attack hits, you gain temporary hit points equal to 5 + your Wisdom modifier.

LEVEL 16 UTILITY CURSES

Carrying Stick Witch Doctor Utility 16

You throw your stick and vanish, flying alongside it, to reappear where it lands.

Encounter ♦ **Spirit, Teleportation**

Move Action **Personal**

Effect: You can teleport 5 squares.

Mask of the Elements: You can teleport a number of squares equal to 5 + your Intelligence modifier.



Clinging Smoke Witch Doctor Utility 16

You slam your stick into the ground and a geyser of smoke bursts forth, clinging to enemies and obscuring their vision.

Daily ♦ **Conjuration, Spirit, Zone**

Standard Action Close burst 3

Effect: The burst creates a zone of living smoke that lasts until the end of your next turn. The smoke blocks line of sight for enemies, except into adjacent squares. For enemies within the zone, the smoke negates the benefit of invisibility.

Sustain Move: The zone persists.

Mask of the Elements: You may sustain the zone as a minor action.

Feast of Mojo Witch Doctor Utility 16

Your enemy's victory gives you strength.

Encounter ♦ **Spirit**

Immediate Reaction Personal

Trigger: An enemy you can see successfully makes a saving throw.

Effect: You may spend a healing surge and make a saving throw.

Mask of the Wild: Allies adjacent to you may also spend a healing surge and make a saving throw.

Spirit Anchor Witch Doctor Utility 16

You chant and scatter a handful of dust that binds spirits more fully within the world.

Daily ♦ **Conjuration, Spirit**

Standard Action Close burst 3

Effect: The burst creates a zone of anchoring energy that lasts until the end of your next turn. Insubstantial creatures in the zone take full damage from attacks; phasing creatures in the zone are slowed.

Sustain Move: The zone persists.

Mask of the Ancestors: You may sustain the zone as a minor action.

LEVEL 17 ENCOUNTER CURSES

Harpoon of Earth Witch Doctor Attack 17

You cast your stick, trailing a chain of stone, that pulls your enemy toward you and binds him to the earth.

Encounter ♦ **Implement, Spirit**

Standard Action Ranged 10

Target: One enemy

Attack: Charisma vs. Fortitude

Hit: 3d10 + Charisma modifier damage, and you pull the target a number of squares equal to your Constitution modifier. If the target is flying, you slide it to the nearest surface that can support it, and it cannot fly (save ends).

Special: If the target is flying, you gain a +2 bonus to the attack roll.

Living Lightning Charge Witch Doctor Attack 17

You become a living storm and sweep across the battlefield, spreading destruction.

Encounter ♦ **Implement, Lightning, Spirit**

Standard Action Personal

Effect: You may shift a number of squares equal to your speed + 2. You may pass through squares occupied by enemies, but you may not pass through the same square twice. You may attack each enemy whose space you pass through.

Attack: Charisma vs. Reflex

Hit: 2d10 + Charisma modifier lightning damage, and you slide the target 1 square.

Mask of the Elements: You shift a number of squares equal to your speed + your Intelligence modifier + 2.

Rending Spirit Witch Doctor Attack 17

You strike down an enemy, ripping out its very spirit, and use the energy to unleash a cascade of spectral force.

Encounter ♦ **Implement, Spirit**

Standard Action Close burst 1

Target: One enemy in burst

Attack: Charisma vs. Reflex

Hit: 2d8 + Charisma modifier psychic damage. If the target is reduced to 0 hit points, you may make a secondary attack.

Secondary Target: Each enemy in area burst 2 within 10 squares

Secondary Attack: Charisma vs. Reflex

Hit: 3d10 + Charisma modifier psychic damage.

Mask of the Ancestors: The primary attack is close burst 2.

The Totem's Pounce Witch Doctor Attack 17

You call upon the spirits for strength and strike with the speed and ferocity of a beast.

Encounter ♦ **Spirit, Weapon**

Standard Action (Special) Melee weapon

Special: You may use this attack to perform an opportunity attack.

Target: One enemy

Attack: Charisma vs. Reflex

Hit: 4[W] + Charisma modifier damage.

Mask of the Wild: If you make an opportunity attack provoked by an enemy move, the enemy stops moving.

LEVEL 19 DAILY CURSES

Beneficent Whirlwind Witch Doctor Attack 19

You call up a great whirlwind that shields your allies and scatters your enemies.

Daily ♦ Implement, Lightning, Spirit

Standard Action Area burst 4 within 10 squares

Target: Each enemy in burst

Hit: 3d8 + Charisma modifier damage, and you slide the target to any square within the burst.

Miss: Half damage, and you slide the target 1 square within the burst.

Effect: You may slide each ally within the burst to any other square within the burst.

Deadening Strike Witch Doctor Attack 19

You strike directly at your enemy's spirit, draining his focus and will to fight.

Daily ♦ Implement, Spirit

Standard Action Range 10

Target: One enemy in range

Attack: Charisma vs. Will

Hit: 2d10 + Charisma modifier psychic damage.

Effect: The target may make no attacks other than basic attacks (save ends).

Madness Strike Witch Doctor Attack 19

A spirit grips one of your enemies, causing him to wander madly across the battlefield and spread a curse among his allies.

Daily ♦ Implement, Spirit

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier damage. Every time the target completes a move action, you slide him a number of squares equal to your Wisdom modifier (minimum 1 square). Each enemy which begins its turn adjacent to the target is slowed until the beginning of the target's next turn. Save ends both effects.

Miss: Half damage, and you slide the target 1 square.

The Poison Pill Witch Doctor Attack 19

You wrap a deadly poison in protective magics and bind those protections to a problem facing the enemy, making the cure worse than the disease.

Daily ♦ Implement, Poison, Spirit

Standard Action Ranged 10

Target: One enemy suffering from an effect that a save will end

Attack: Charisma vs. Fortitude

Hit: 1d4 poison damage. The next time the target makes a successful save, he takes 3d8 + Charisma modifier poison damage and ongoing 10 poison damage (save ends).

Miss: 1d4 poison damage. The next time the target makes a successful save, he takes 2d6 + Charisma modifier poison damage plus ongoing 5 poison damage (save ends).

Spirit's Torrent Witch Doctor Attack 19

You tear a rift between the physical world and the spirit realm, unleashing a huge blast of force that washes over your enemies.

Daily ♦ Implement, Psychic, Spirit

Standard Action Close wall 10

Target: Each enemy in the wall

Attack: Charisma vs. Will

Hit: 3d10 + Charisma modifier damage, and the target is dazed.

Miss: Half damage, and the target is slowed instead of dazed.

Special: You lose a healing surge. The wall cannot change direction. It must extend in a straight line.

LEVEL 22 UTILITY CURSES

The Earth Reveals Witch Doctor Utility 22

You call upon the spirits of earth to withhold their protection from your enemies, allowing your allies to strike through walls.

Daily ♦ Spirit, Zone

Standard Action Close burst 5

Effect: The burst creates a zone of disruptive energy that lasts until the end of your next turn. Enemies within the zone gain no cover from inert or inanimate stone or earth (though they may still gain concealment from it).

Sustain Move: The zone persists.

Mask of the Elements: You may sustain the zone as a minor action.

Phantom Parade Witch Doctor Utility 22

You open the way into the realm of spirits for your allies.

Daily ♦ Spirit

Standard Action Close burst 20

Effect: You and each ally in the burst gain a +1 power bonus to speed and gain the insubstantial and phasing qualities until the end of your next turn.

The Rumbling Earth Witch Doctor Utility 22

You stand and gather the strength of the earth to add its rumbling might to your next blow.

Encounter ♦ Spirit

Move Action Personal

Effect: Your next attack before the end of your next turn gains the following text:

“**Special:** Targets struck by this attack are on unstable footing, and treat all adjacent squares as rough terrain until the end of their next turn. If the target takes damage from another source before the end of its next turn, it is knocked prone.”



Stormwall

Witch Doctor Utility 22

You unleash a wall of roiling stormclouds that blocks vision and impedes movement.

Encounter ♦ **Conjuration, Lightning, Spirit, Thunder**

Standard Action Close wall 10

Effect: You conjure a wall that consists of contiguous squares of living stormclouds. It can be up to 10 squares long and up to 4 squares high. You cannot create the wall in occupied squares. The wall lasts until the end of your next turn. The wall blocks line of sight, and moving into a wall square ends movement.

Sustain minor: The wall persists.

Haunting Curse

Witch Doctor Attack 23

You cause your enemy's conditions to manifest and attack him.

Encounter ♦ **Implement, Spirit**

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 1d6 + Charisma modifier damage. Every time the target makes a saving throw, they take 1d8 damage (save ends).

Mask of the Ancestors: When making a saving throw, the target takes damage equal to 1d8 + your Wisdom modifier.

Heart of Storms

Witch Doctor Attack 23

You unleash a bolt of lightning that weaves into a deadly web.

Encounter ♦ **Implement, Lightning, Spirit, Zone**

Standard Action Close burst 10

Effect: You create two zones, perpendicular to each other, within the burst. Each zone is 10 squares long, one square wide, and two squares high. You may attack each creature in either zone.

Attack: Charisma vs. Reflex

Hit: 3d6 + Charisma modifier lightning damage.

Special: Against the target in the square where the zones intersect, you gain a +2 power bonus to the attack roll, and the damage increases to 3d8 + Charisma modifier lightning damage.

LEVEL 23 ENCOUNTER CURSES

Doom Spiral

Witch Doctor Attack 23

Your enemy's fate is sealed as he slips deeper and deeper into inescapable doom.

Encounter ♦ **Implement, Spirit**

Standard Action Ranged 10

Target: One creature

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier damage, and the target takes a -2 penalty to its saving throws and takes 5 points of damage every time it fails a saving throw (save ends both).

Phantom Toad

Witch Doctor Attack 23

You unleash a great toad made of poisonous vapors that leaps from enemy to enemy before bursting in a toxic cloud.

Encounter ♦ **Implement, Poison, Spirit**

Standard Action **Ranged 10**

Target: One enemy

Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier damage and ongoing 10 poison damage (save ends). Make a secondary attack.

Secondary Target: One enemy within 5 squares of the primary target.

Secondary Attack: Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier damage and ongoing 10 poison damage (save ends). Make a tertiary attack.

Tertiary Target: Each enemy in area burst 2 within 10 squares of the secondary target.

Tertiary Attack: Charisma vs. Fortitude

Hit: 2d6 + Charisma modifier and ongoing 5 poison damage (save ends).

LEVEL 25 DAILY CURSES

Crushing Coils

Witch Doctor Attack 25

You summon a great spirit constrictor to crush your enemy

Daily ♦ **Implement, Spirit**

Standard Action **Ranged 10**

Target: One enemy

Attack: Charisma vs. Fortitude

Hit: 4d8+ Charisma modifier damage and ongoing 15 damage, and the target is immobilized (save ends both).

Special: Each time the target fails its save against this power, the ongoing damage increases by 5.

Curse of the Spirit's Tread

Witch Doctor Attack 25

You curse the target to walk the earth like a forgotten spirit.

Daily ♦ **Implement, Spirit**

Standard Action **Ranged 10**

Target: One enemy

Attack: Charisma vs. Will

Hit: 4d10 + Charisma modifier damage, and the target is weakened (save ends).

Mask of the Ancestors: The target is also slowed (save ends both).

The Rising Storm

Witch Doctor Attack 25

You lash out with a great stroke of lightning, and the thunder that follows resounds through your enemies.

Daily ♦ **Implement, Lightning, Spirit, Thunder**

Standard Action **Ranged 10**

Effect: Until the end of your next turn, when you or any ally you can see causes damage to an enemy, it takes 1d8 additional thunder damage. The amount of additional damage increases by 1d8 each time this effect is triggered. If an attack causes damage to more than one enemy, the attacker chooses only one target to affect. Make an attack.

Target: One enemy

Attack: Charisma vs. Reflex

Hit: 3d8 + Charisma modifier lightning damage.

Traveling Mask

Witch Doctor Attack 25

A phantom version of your mask peels away and flies off, sharing its vision with you, chanting in ancient tongues.

Daily ♦ **Conjuration, Implement, Spirit, Thunder**

Standard Action **Ranged 10**

Effect: You conjure a phantom mask that occupies 1 square within range. The mask has 1 hit point and resist 15 to all damage. It lasts until the end of your next turn. Enemies adjacent to the mask take a -2 penalty to their attack rolls as it distracts them. You can see anything the mask can see, and you may use it to establish line of sight. As a move action, you can move the mask up to 5 squares. When the mask appears, you may make an attack.

Target: One creature adjacent to mask

Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier damage.

Special: When the mask leaves play (either from being reduced to zero hit points or if it is not sustained), you may make a secondary attack as an immediate reaction.

Secondary Target: Each enemy in close burst 1 to the mask

Secondary Attack: Charisma vs. Will

Hit: 3d8 + Charisma modifier damage.

Sustain minor: The mask persists.

LEVEL 27 ENCOUNTER CURSES

Curse of Rage

Witch Doctor Attack 27

You curse your target, driving him to lash out at his allies.

Encounter ♦ **Charm, Implement, Psychic, Spirit**

Standard Action **Ranged 10**

Target: One enemy

Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage, and the target is dominated (save ends).

Mask of the Wild: All attacks the target makes while dominated gain a +2 power bonus to damage.

Deferring Strike Witch Doctor Attack 27

You curse the target to suffer further under his current burden.

Encounter ♦ **Implement, Spirit**

Standard Action **Ranged 10**

Target: One creature

Attack: Charisma vs. Fortitude

Hit: 1d8 + Charisma modifier psychic damage, and the target does not make any saving throws at the end of its next turn.

Mask of the Ancestors: The target also does not roll to recharge powers at the start of its next turn.

Theft of Fire Witch Doctor Attack 27

You unleash a blue burst of thieving flame, sapping strength from its victims.

Encounter ♦ **Implement, Cold, Spirit**

Standard Action **Area burst 2 within 10 squares**

Target: Each enemy in burst

Attack: Charisma vs. Reflex

Hit: 4d8 + Charisma modifier cold damage.

Mask of the Elements: You and any allies in the burst may spend a healing surge as a free action.

Universal Vision Witch Doctor Attack 27

You open your enemy's eyes to the connection between all things, showing him that to attack a foe is to attack himself.

Encounter ♦ **Implement, Spirit**

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

Target: Each enemy in burst

Attack: Charisma vs. Will

Hit: The target cannot attack (save ends).

LEVEL 29 DAILY CURSES

Born of Stone Witch Doctor Attack 29

You scatter a handful of pebbles, and where they strike, flesh turns to stone.

Daily ♦ **Implement, Spirit**

Standard Action **Close blast 4**

Target: Each enemy in blast

Attack: Charisma vs. Fortitude

Hit: 3d8 + Charisma modifier damage, and the target is immobilized (save ends). *First Failed Save:* The target is restrained instead of immobilized (save ends).

Second Failed Save: The target is petrified (no save).

Collision Cascade Witch Doctor Attack 29

Spirits seize your enemy and knock him into his companion, who is knocked into another companion, and so on.

Daily ♦ **Implement, Spirit**

Standard Action **Ranged 10**

Target: One enemy

Attack: Charisma vs. Fortitude

Hit: 3d10 + Charisma modifier damage, and you may slide the target a number of squares up to 4 + your Wisdom modifier. If the target ends the slide in a square adjacent to an enemy who has not already been attacked with this power, then you may repeat the attack against the new enemy. Each successive attack slides the target one less square. If the target slides 1 square or less, you cannot repeat the attack.

Miss: Half damage, and you slide the target a number of squares equal to 1 + your Wisdom modifier.

Reflected Destruction Witch Doctor Attack 29

You draw upon the bad mojo of one of your allies and turn it into a devastating blast of power.

Daily ♦ **Implement, Spirit**

Standard Action **Area burst 3 within 10 squares**

Target: Each enemy within the burst and one ally within the burst, who is subject to a condition that a save can end.

Attack: Charisma vs. Will

Hit: Enemies take 3d10 + Charisma modifier damage and gain the same condition as the target ally (save ends). If the ally has more than one condition, select one condition to confer on enemy targets.

Miss: Half damage, and enemies do not gain the condition.

Effect: Your ally makes a saving throw against each ongoing effect with a power bonus equal to +1 per each enemy damaged by the attack.

The Spine of the World Witch Doctor Attack 29

Stone erupts from the ground, crushing enemies and blocking the battlefield.

Daily ♦ **Implement, Spirit**

Standard Action **Close wall 15**

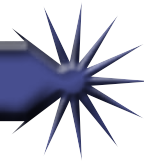
Target: Each creature in wall

Attack: Charisma vs. Reflex

Hit: 6d8 + Charisma modifier damage.

Miss: Half damage.

Effect: You conjure a wall that consists of contiguous squares of solid earth. It can be up to 15 squares long and up to 2 squares high. The wall lasts until the end of the encounter. The wall blocks line of sight and stops movement. No creature can enter a square containing the wall. The top of the wall is difficult terrain. The sides of the wall are an uneven surface, requiring a DC 15 Climb check to scale.



FANG OF THE WILD

My fang shall drink deep of your heartsblood!

Prerequisite: Witch doctor class

You have learned to pair your powerful magics with the brutal necessities of attack and defense, your medicine stick serving as the ultimate symbol of this fusion. It is the focus of your magics, but it is also your fang, and your enemies have learned to fear its bite.

FANG OF THE WILD

PATH FEATURES

Baring the Fang (11th level): When you make a melee basic attack, you can use your Charisma modifier instead of Strength to calculate your attack bonus and damage. When you are wearing light armor, you gain a class bonus to your AC equal to half your Charisma modifier.

Biting Deep (11th level): When you spend an action point to take an additional action, you may make a basic melee attack as a free action.

Strike and Withdraw (16th level): After you make a successful basic melee attack, you may shift up to 3 spaces as a free action.

Deep Bite

Fang of the Wild Attack 11

You drive your medicine stick deep into your foe.

Encounter ♦ **Spirit, Weapon**

Standard Action **Melee weapon**

Attack: Charisma vs. AC

Hit: 1[W] + Charisma modifier damage and ongoing 10 damage (save ends).

Defiant Retreat

Fang of the Wild Utility 12

Sometimes it is best to retreat, regroup, and revenge.

Daily ♦ **Spirit**

Immediate Reaction **Personal**

Trigger: You are hit by an attack.

Effect: Shift a number of spaces equal to your Charisma modifier. You may spend a healing surge.

One Fang, Many Bites

Fang of the Wild Attack 20

Powered by a feral spirit, you lash out with your spear against all who dare to face you.

Daily ♦ **Spirit, Weapon**

Standard Action **Close Burst 1**

Attack: Charisma vs. AC

Hit: 2[W] + Charisma modifier damage and ongoing 10 damage (save ends).

SPIRIT HUNTER

I have come to deliver you to your final rest.

Prerequisite: Witch Doctor Class

You have taken on the sacred duty of protecting the world of the living from the forces that corrupt the spirit world and those that live within it. You walk deeper into the realm of spirit than is safe, but you do so for the sake of those you protect.

SPIRIT HUNTER PATH FEATURES

Eyes of Spirit (11th Level): You receive a +10 bonus to Perception checks to spot invisible creatures. You receive a +4 bonus to Insight checks when dealing with elemental, immortal, or undead creatures.

Spirit Stride (11th Level): When you spend an action point to take an additional action, you are insubstantial and gain the phasing power until the end of your next turn.

Spirit's Refuge (16th Level): You gain resistance to psychic damage equal to your level, and you gain resist 5 necrotic and radiant. When you take the second wind or total defense actions, you gain the insubstantial quality until the beginning of your next turn.

Crucible of Spirit

Spirit Hunter Attack 11

You test the purity of an enemy's spirit with fire.

Encounter ♦ **Fire, Implement, Radiant, Spirit**

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

Attack: Charisma vs. Will

Hit: 2d6 + Charisma modifier radiant damage and ongoing 10 fire damage (save ends).

Special: Against insubstantial targets, this attack deals full damage, and ongoing damage increases to 15.



Spirit's Journey

Spirit Hunter Utility 12

You vanish into the spirit realm, only to return and strike down your enemies.

Encounter ♦ **Spirit**

Standard Action **Personal**

Effect: You vanish to the spirit world, removing yourself from the field of play until the beginning of your next turn. While you are out of play, you can perceive the surroundings of your previous location, but you may take no actions and suffer no effects from events that occur on the field of play. You still make a saving throw at the end of your turn, and anything that triggers as a result of the end of your turn still occurs, e.g., effects that end at the end of your turn. At the beginning of your next turn, you reappear in any unoccupied square within 5 squares of an ally (or within 5 squares of your departure square if no allies remain). You have combat advantage against all enemies on the turn you reappear.

Spirit's Charge

Spirit Hunter Attack 20

In spirit form, you pass through your enemy, shredding his spirit.

Daily ♦ **Implement, Spirit**

Standard Action **Melee**

Attack: Charisma vs. Fortitude

Hit: 4d6 + Charisma modifier damage, and the target is knocked prone and is dazed (save ends).

Miss: Half damage, and the target is knocked prone.

Effect: After the attack, you teleport to an empty square on the opposite side of the target.

Special: You may use this attack as part of a charge, and if so, you do not provoke opportunity attacks.

THUNDER CALLER

"North Winds blow! South Winds blow! Thunder! Hurricane!"

Prerequisite: Witch Doctor Class

You have become a master of storms, twisting lightning like rope and throwing thunder by the handful. Elemental forces bend to your will. You are the protector of those hallowed places where sea and stone meet, the wild places where the elements still run free.

THUNDER CALLER

PATH FEATURES

Call Down the Thunder (11th level): If you spend an action point to make an extra attack, add the thunder keyword to the attack, and one target hit by the attack is dazed until the end of your next turn.

Hammer of Lightning (11th level): Attacks you make that have the lightning keyword deal additional damage equal to your Wisdom modifier.

Cloaked in Storms (16th level): You gain resistance to thunder and lightning damage equal to your level. When you take the second wind or total defense action, any enemy who makes a melee attack against you takes 1d8 lightning damage.

Lightning Snap

Thunder Caller Attack 11

You snap your fingers and discharge a quick blast of lightning that interrupts a foe and shields you at the same time.

Encounter ♦ **Implement, Lightning, Spirit**

Immediate Interrupt **Close blast 10**

Trigger: You are hit by an attack

Effect: Make an attack against the creature that hit you.

Attack: Charisma vs. Reflex

Hit: 2d6 + Charisma modifier lightning damage, and you gain a number of temporary hit points equal to your damage roll.

Clap of Thunder, Stroke of Lightning

Thunder Caller Utility 12

You disappear in a flash of lightning, stunning those near you with the thunderclap as you vanish.

Encounter ♦ **Implement, Lightning, Spirit, Thunder**

Standard Action **Personal**

Effect: You teleport 8 squares. Anyone adjacent to the square you departed is dazed until the end of your next turn.

Calling The Storm

Thunder Caller Attack 20

You summon up a mighty storm to hammer your foes.

Daily ♦ **Implement, Lightning, Spirit, Zone**

Standard Action **Close burst 10**

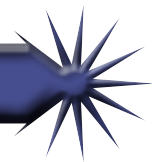
Target: One creature in burst

Attack: Charisma vs. Reflex

Hit: 3d10 + Charisma lightning damage.

Effect: The burst creates a zone filled with stormclouds that lasts until the end of your next turn. Allies in the zone have concealment.

Sustain Standard: The zone persists, and you repeat the attack against one creature in the zone. If you move from the square you were in when you used the power, you cannot sustain it.



HEROIC TIER FEATS

Some of the feats in this section are exclusively for witch doctors. Some are suitable for other classes.

WHY THE “LAUNDRY LIST”, GUYS?

You may be looking at the list of all of the “Command” feats and wondering why we’ve gone the route of listing out a feat for each damage keyword type—seems like a heck of a way to pad out our page-count, doesn’t it?

But really, it’s about more than that. Most other damage keyword boosting feats you’ll find affect two keywords, not one, and have prerequisites—often for 13+ ratings in stats a witch doctor or wizard or warlock wouldn’t have.

Our “Command” feats offer an alternative for the power-slinger who doesn’t have the prereqs and wants to just focus on one particular keyword. And each has a second feat that lets you get an “upgraded”, deeper effect.

The intent is to provide spell-slinger the same kind of flexibility that martial characters get from their choice of weapon. With this versatility, players should be freer to use these feats to create exactly the kind of spell-slinger they want!

BITTER TOXIN

Prerequisite: Command of Poison

Benefit: Ongoing poison damage you inflict increases by 1 point.

COMMAND OF ACID

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the acid keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

COMMAND OF COLD

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the cold keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

COMMAND OF FIRE

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the fire keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

COMMAND OF FORCE

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the force keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

COMMAND OF LIGHTNING

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the lightning keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

COMMAND OF DEATH

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the necrotic keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

COMMAND OF POISON

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the poison keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

COMMAND OF THE MIND

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the psychic keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

COMMAND OF RADIANCE

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the radiant keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.



COMMAND OF THUNDER

Benefit: You gain a +1 feat bonus to damage rolls when you use a power that has the thunder keyword.

At 11th level, this bonus increases to +2. At 21st level, it increases to +3.

DISTANT THUNDER

Prerequisite: Command of Thunder or Raging Storm

Benefit: Increase the range of any ranged powers that have the thunder keyword by 1 square.

HEART OF THE BEAST

Prerequisite: Witch Doctor, Mask of the Wild class feature

Benefit: Increase your healing surge value by 1, and you gain a +2 feat bonus to your initiative checks.

MANTLE OF ELEMENTS

Prerequisite: Witch Doctor, Mask of the Elements class feature

Benefit: You can invoke the fury of the elements to use *mantle of the elements*.

Mantle of Elements

Feat Power

You wrap yourself in a cloak of elements, granting some protection.

Encounter ♦ Spirit

Free Action Personal

Trigger: You use a power with the acid, cold, fire, lightning, or thunder keyword

Effect: You gain resist 5 to damage of the same type as triggered the power. The resistance lasts until you take damage of the appropriate type or until the end of the encounter.

Increase resistance to 10 at 11th level. Increase resistance to 15 at 21st level.

MIND LIKE A RAZOR

Prerequisite: Command of the Mind or Dark Fury

Benefit: Increase the range of any ranged powers that have the psychic keyword by 1 square.

PENETRATING SOLVENT

Prerequisite: Burning Blizzard or Command of Acid

Benefit: When rolling damage for a power that deals acid damage, reroll any die showing a 1 and continue to reroll until the value exceeds 1.

PROJECTED FORCE

Prerequisite: Command of Force

Benefit: Increase the range of any ranged or area powers that have the force keyword by 1 square.

RADIANT RESOLVE

Prerequisite: Astral Fire or Command of Radiance

Benefit: When you make an attack with the radiant keyword, you gain a +1 feat bonus to AC until the beginning of your next turn.

SCORCHING SPIRIT

Prerequisite: Astral Fire or Command of Fire

Benefit: When rolling damage for a power that deals fire damage, reroll any die showing a 1 and continue to reroll until the value exceeds 1.

SOUL ROT

Prerequisite: Command of Death or Dark Fury

Benefit: When using a power with the necrotic keyword, increase the damage bonus granted by the Command of Death or Dark Fury feat by +1.

SPIRIT-GUIDED SPEAR

Prerequisite: Witch Doctor, Mask of the Ancestors class feature

Benefit: When making a basic melee attack with your medicine stick, you may use your Wisdom modifier instead of your Strength modifier for your attack and damage bonus.

UNERRING BOLT

Prerequisite: Command of Lightning or Raging Storm

Benefit: You gain a +1 feat bonus to attack rolls for powers that have the lightning keyword.

THE WICKED EYE

Prerequisite: Witch Doctor, Evil Eye class power

Benefit: When you use your *evil eye* ability, the target takes a -1 penalty to the second saving throw.

MULTICLASS FEAT

HEXER [MULTICLASS WITCH DOCTOR]

Prerequisite: Cha 13

Benefit: You gain training in one skill from the witch doctor's skill list.

Once per day, you can use the witch doctor's *evil eye* power.

EQUIPMENT

The following items enhance the witch doctor's already fearsome abilities.

MEDICINE STICKS

If you are a member of a class that can use a medicine stick as an implement, you can apply the enhancement bonus of a medicine stick to the attack rolls and the damage rolls of any of your powers from that class that have the implement keyword or with any attacks using the medicine stick as a weapon. You can also use a medicine stick's properties and powers. Members of other classes gain no benefit from wielding a medicine stick as an implement, though they may still wield it as a normal spear.



Ironwood Medicine Stick

Level 7+

This hefty spear rings like steel when it hits ... or when its wielder is.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Medicine Stick)

Enhancement: Attack rolls and damage rolls

Critical: +1d8 per plus

Property: Gain a +2 armor bonus to AC while you are wearing no armor.

Level 12: +3 armor bonus.

Level 22: +4 armor bonus.

Power (Daily): Gain resist 5 to powers with the weapon keyword until the end of your next turn.

Level 12: Resist 10.

Level 22: Resist 15.

Special: A medicine stick can be used as a weapon and is treated as a spear. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to the attack roll when using a medicine stick as an implement.

Medicine Stick of Ancestral Warding

Level 5+

This pristine spear of cedarwood hums with the whispers of a thousand spirits.

Lvl 5	+1	840 gp	Lvl 20	+4	105,000 gp
Lvl 10	+2	4,200 gp	Lvl 25	+5	525,000 gp
Lvl 15	+3	21,000 gp	Lvl 30	+6	2,625,000 gp

Implement (Medicine Stick)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Power (Daily): Immediate Interrupt. Use this power when you are hit by a power with the necrotic keyword. You gain immune necrotic until the end of your next turn.

Special: A medicine stick can be used as a weapon and is treated as a spear. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to the attack roll when using a medicine stick as an implement.

Medicine Stick of Dark Certitude

Level 14+

This gnarled spear of ash quivers every time it is used.

Lvl 14	+3	21,000 gp	Lvl 24	+5	525,000 gp
Lvl 19	+4	105,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Medicine Stick)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Power (Daily): Free Action. A target under an effect caused by this medicine stick that requires a saving throw to end takes a -2 penalty to the saving throw.

Special: A medicine stick can be used as a weapon and is treated as a spear. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to the attack roll when using a medicine stick as an implement.

Medicine Stick of Healing Flames

Level 3+

This stick, fashioned of sandalwood, emits a soothing aroma.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Medicine Stick)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Property (Healing): When you spend a healing surge as part of your Elemental Vigor ability, you gain an additional 1d6 hit points, and you can make a saving throw.

Level 13: +2d6 hit points.

Level 23: +3d6 hit points.

Special: A medicine stick can be used as a weapon and is treated as a spear. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to the attack roll when using a medicine stick as an implement.

Medicine Stick of Lingering Doom Level 15+

This bamboo-shafted medicine stick emits a high-pitched whistle when the wind blows.

Lvl 15	+3	21,000 gp	Lvl 25	+5	525,000 gp
Lvl 20	+4	105,000 gp	Lvl 30	+6	2,625,000 gp

Implement (Medicine Stick)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Power (Daily): When you hit with an attack that causes a condition that a save can end, the target is also dazed (save ends).

Special: A medicine stick can be used as a weapon and is treated as a spear. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to the attack roll when using a medicine stick as an implement.

Medicine Stick of Thundering Oak Level 11+

This spear has a thick haft of oak that sends shockwaves through the ground.

Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp
Lvl 16	+4	4,500 gp			
Lvl 21	+5	225,000 gp			

Implement (Medicine Stick)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 thunder damage per plus

Power (Daily + Thunder): Standard Action. Strike the ground with the haft of the stick: Close burst 2; each creature in the burst makes a saving throw. Any creature that fails is knocked prone. The area of the burst becomes difficult terrain until the end of your next turn.

Level 21: Close burst 5.

Special: A medicine stick can be used as a weapon and is treated as a spear. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to the attack roll when using a medicine stick as an implement.

Medicine Stick of Wild Censure Level 3+

This acacia stick is covered in long thorns that make beasts yelp in fear.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3,400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Implement (Medicine Stick)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus, or +1d10 per plus if the target is a beast

Power (Daily): Immediate Interrupt. If you hit a beast when using this stick, you may make it a critical hit.

Special: A medicine stick can be used as a weapon and is treated as a spear. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to the attack roll when using a medicine stick as an implement.

Medicine Stick of the Wilting Lotus Level 7+

This slender spear saps the energy from its victims.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Implement (Medicine Stick)

Enhancement: Attack rolls and damage rolls

Critical: The target is immobilized (save ends)

Property: Whenever an attack with this weapon causes the slowed condition, the target is immobilized instead (save ends).

Special: A medicine stick can be used as a weapon and is treated as a spear. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to the attack roll when using a medicine stick as an implement.

Redwood Medicine Stick Level 5+

The haft of this medicine stick is longer and thicker than a typical spear.

Lvl 5	+1	840 gp	Lvl 20	+4	105,000 gp
Lvl 10	+2	4,200 gp	Lvl 25	+5	525,000 gp
Lvl 15	+3	21,000 gp	Lvl 30	+6	2,625,000 gp

Implement (Medicine Stick)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Property: Add 1 square to the number of squares to any wall you create with this stick, and add 1 square to the height of the wall.

Level 15: Add 2 squares to the length of the wall and 1 square to its height.

Level 25: Add 3 squares to the lengths of the wall and 1 square to its height.

Power (Daily): A wall that you create using this stick and that you can sustain lasts until the end of your next turn after you stop sustaining it.

Special: A medicine stick can be used as a weapon and is treated as a spear. It adds its enhancement bonus to attack rolls and damage rolls when used in this manner. You do not gain your weapon proficiency bonus to the attack roll when using a medicine stick as an implement.

MISCELLANEOUS ITEMS

Aremata Cloak

Level 12+

This blue cloak ripples like the waves and grants the blessing of the spirits of the sea.

Lvl 12	+3	13,000gp	Lvl 22	+5	325,000gp
Lvl 17	+4	65,000gp	Lvl 27	+6	1,625,000gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You swim at full speed and breathe water as easily as air, and any ship you are travelling on increases its over-land speed by 10%.

Bloodskin Drums

Level 24

Crafted from the skin of a powerful demon or devil, this small pair of drums bloodies the hands when they are played.

Wondrous Item 525,000 gp

Power (Daily ♦ Psychic, Zone): Standard Action. While you play the drums, a haunting rhythm fills a close burst 3 zone until the end of your next turn. The zone moves with you as long as you continue to play. Enemies that start their turn within the zone take 5 points of psychic damage and suffer a -1 penalty to saving throws. When an ally in the zone becomes bloodied, each ally that can see him may immediately spend a healing surge as a free action.

Sustain Standard: The zone persists.

Runestones

Level 17

These stones, carved with symbols of power, are often kept in a spirit cache. A skilled practitioner casts them to reveal fortunes and grant insight into upcoming challenges.

Wondrous Item 65,000 gp

Power (Daily): During a short rest, you may lose a healing surge to gain an extra action point in the next encounter. If you do not spend the action point by the end of the encounter, you lose it.

Spirit Ripper

Level 3+

The point and edges of this weapon are not sharpened, rather they are composed of razor sharp teeth taken from fierce creatures.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
Lvl 8	+2	3400 gp	Lvl 23	+5	425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Spear, Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls.

Critical: +1d10 damage per plus

Property: A spirit ripper ignores up to 5 points of damage resistance.

Level 13: Ignores up to 10 points of damage resistance

Level 23: Ignores up to 15 points of damage resistance.

RITUALS

The following rituals allow the witch doctor to create and maintain the trappings of their class.

BIND MEDICINE

You move the magic from a staff or spear onto your medicine stick.

Level: 1 **Component Cost:** 10 gp
Category: Creation **Market Price:** 50 gp
Time: 1 hour **Key Skill:** Arcana (no check)
Duration: Permanent

You transfer the magical qualities of an enchanted spear or staff onto your medicine stick. You must maintain physical contact with both items for the duration of the ritual. The ritual transfers the enhancement bonus and all properties and powers of the source item to the target stick, which may itself be mundane or magical. When the ritual is completed, the source item loses all of its magical qualities. Any magical qualities on the target stick prior to the ritual are lost.

CREATIONS OF SPIRIT

Your hands are guided by the spirits as you carve symbols into mask, stick or tokens of power.

Level: 1 **Component Cost:** Special
Category: Creation **Market Price:** Special
Time: 4 hours **Key Skill:** Arcana (no check)
Duration: Permanent

You create a medicine stick, spirit cache, or witch doctor's mask. You must have the raw materials necessary to create the item, and you use the ritual to prepare them, carving your story onto them. A stick or mask must be prepared with this ritual to benefit from the Bind Medicine and Feed Mask rituals, and this ritual is the only known way to create an empty spirit cache. The ritual is unique as it can only be transcribed onto a spirit cache, and never copied into a ritual book. The ritual's component cost is equal to the price of the item you create: medicine stick, 15 gp; spirit cache, 50 gp; witch doctor mask, 12 gp. This ritual is very rarely found for sale.

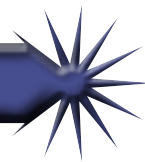
FEED MASK

You feed the enchantment of another piece of magical head-gear to your mask.

Level: 1 **Component Cost:** 10 gp
Category: Creation **Market Price:** 50 gp
Time: 1 hour **Key Skill:** Arcana (no check)
Duration: Permanent

You transfer the magical qualities of an enchanted head-slot item onto your witch doctor's mask. You must maintain physical contact with both items for the duration of the ritual. The ritual transfers the enhancement bonus and all properties and powers of the source item to the target mask, which may itself be mundane or magical. When the ritual is completed, the source item loses all of its magical qualities. Any magical qualities on the target mask prior to the ritual are lost.

Each time a mask is fed in this fashion, a new symbol is carved onto its surface to represent the consumption. Over time, a powerful witch doctor's mask might become quite ornate as a result of feeding his mask.



The following witch doctors offer an intriguing challenge to the heroes.

WITCH DOCTOR CLASS TEMPLATE

This template can be used to create Witch Doctor adversaries such as those you'll find here.

Power Source: Spirit.

Witch Doctor	Elite Artillery
Defenses +2 Will	
Saving Throws +2	
Action Point 1	
Hit Points +6 per level + Constitution score	
Weapon Proficiency Simple melee, simple ranged	
Armor Proficiency Cloth, leather	
Trained Skills Two skills from the witch doctor class list	
Class Features Evil eye, Medicine Stick, Ritual Caster, Witch Doctor's Mask	
Implement Medicine stick	

ENCOUNTER:

THE WINGED MENACE

Encounter level 7 (1,525 XP)

Generations ago, Anok the Mighty was a great hero of the various clans that fished the archipelago. He sought to ascend to the spirit-realm as a champion of his people, but he failed when the woman he loved chose another warrior. He was buried far from the fishing lanes, his tomb sealed without name and beset with dire warnings in every tongue.

Those warnings were so much nonsense to the leader of a small flock of harpies. Karthana was drawn to a spear, crusted in blackened blood that would not wash away. He freshened the blood when one of the harpies questioned his division of the spoils, unaware of what his action had awoken.

Anok began visiting Karthana in his dreams, and soon had the harpy entirely in his thrall. He would be the perfect pawn to allow Anok to return to the world of the living to seek his revenge.

Guided by Anok, Karthana began leading his flock against local fishermen, targeting smaller ships and spreading fear among the populace. A few whispered words spread among the fisher-folk suggesting that a certain symbol—Anok's long forgotten crest—would deter the mysterious raiders. Ships bearing the symbol have gone unmolested, though wise men and women of the village are leery of it. Still, they cannot argue with the results, and already people speak of Anok the Protector.

SETUP

The encounter takes place on the open water. The party might find themselves at odds with Karthana as they are on a small ship in a coastal area with an indigenous population—perhaps in transit between adventure sites.

More likely, a PC might recognize Anok's symbol (History, DC 20), or an NPC recognizes it and asks the party to help deal with the problem. In either case, the party takes to the water to confront the threat. Creatures not found in this product are from the **DUNGEONS & DRAGONS 4E MONSTER MANUAL**.

Karthana, the Death Wind

2 harpies

7 human lackeys, armed with slings (+10 vs AC, 5 damage, range 10/20)

When the harpies first appear, read:

The serene setting—calm water, still air—is broken by the rhythm of beating wings and the faint, haunting strains of some otherworldly melody. The forms of three half-man, half-bird creatures are silhouetted against the sky. The song grows louder as they approach.

FEATURES OF THE AREA

Illumination: The lighting depends on the time of day.

Open Water: The water the encounter takes place in is calm but deep. There is a very good chance that some or all of the characters will end up in the water, so it is important to review the swimming rules in the Athletics skill in the *Player's Handbook* and the rules for drowning in the *Dungeon Master's Guide*. Because the water is calm, Athletics checks for swimming are DC 10. Before running the encounter, DMs should



check the Athletics scores of the PCs. Plan ahead for where the risks will be; a fortuitous piece of flotsam might be in order.

Climbing back into a regular boat requires a DC 10 Athletics check. Climbing into the *Fury of Atok* is DC 15 due to its high sides.

TACTICS

Karthana is a nasty opponent in a fair fight, but he and his harpy allies are doubly nasty in their chosen environment. They have their own boat, the *Fury of Atok*, a fishing boat they've converted to their use. The craft is manned by a few deranged fishermen, who have begun worshipping Anok. The harpies scout for targets from the air. Upon finding suitable prey, they close and use their *alluring song* ability to draw the sailors into the water, where they can be picked off at leisure.

Karthana and the other two harpies prefer to stay behind cover while they sing. The sides of *Fury of Atok* have been built higher to provide that cover. They only take to the air if threatened or once the other boat is no longer occupied. If a hero boards their boat, at least one of them tries to lure him off it with his song.

It is important to remember that the harpies are clumsy fliers, and while they may be able to get a great positional advantage by flying (to draw enemies out into the water, for example), the -4 penalty to defenses and attacks makes them vulnerable and less effective. They do not stay airborne unless absolutely necessary.

If Karthana is bloodied and the situation seems to be going badly, he will likely take to the wing and try to flee towards Anok's tomb. If Karthana is still alive, the other harpies will fight to the death, but if he is dead or has retreated, then they might flee if things are going badly.

In a straight-up fight, the harpies and their minions would be easy to beat; three controllers plus some minions is a fragile, unbalanced mix of monsters. However, the situation is very much set up to their advantage, and they will be trying to maximize that advantage. Once the fight starts going against them, it will probably go downhill very fast.

Karthana, The Death Wind Level 6 Elite Controller		
Medium fey humanoid		XP 500
Initiative +5	Senses Perception +5	
HP 132; Bloodied 66		
AC 20; Fortitude 17, Reflex 17, Will 21		
Saving Throws +2		
Resist 10 thunder, 5 necrotic		
Speed 6, fly 8 (clumsy)		
Action Points 1		
Ⓢ Spear (standard; at-will) ♦ Weapon		
+11 vs. AC; 1d8 + 2 damage, and ongoing 5 damage (save ends).		
↩ Alluring Song (standard; sustain minor; at-will) ♦ Charm		
Close burst 10; deafened creatures are immune; +12 vs. Will; the target is pulled 3 squares and immobilized (save ends). When Karthana sustains the power, any target that has not yet saved against the effect is pulled 3 squares and immobilized (save ends).		
↩ Deadly Screech (standard; recharge ☞☞) ♦ Thunder		
Close burst 4; +12 vs. Fortitude; 1d6 + 4 thunder damage and the target is dazed (save ends)		
Evil Eye (immediate interrupt, when an enemy within 10 squares makes a successful saving throw; recharges when first bloodied)		
The enemy rerolls the saving throw.		
Alignment Evil	Languages Common, Primordial	
Skills Arcana +8, Intimidate +12, Stealth +10		
Str 15(+5)	Dex 15 (+5)	Wis 14 (+5)
Con 15 (+5)	Int 10 (+3)	Cha 19 (+7)
Equipment Mask of the Ancestors bearing the mark of Anok, blood-crusted spear		

PILI UNIHI, THE LICH DOCTOR

Hers is a name spoken in whispers among the thousand islands. Those who have seen her describe a skeletal figure, wearing the mask of a skeletal shark, wielding powerful magics, and accompanied by sharks, octopi, and other dark creatures, all sloughing rotting flesh as they swam. She lays claim to a half-dozen islands already, and a dark miasma spreads across them. It is said her ambitions are to one day claim the entire archipelago as her own.

USING PILI IN YOUR GAME

Pili can be introduced as a bogeyman early on in a campaign, and she provides a ready excuse for the place where bad things come from. Over time, her ambitions grow and so does her stature into a main villain. She seeks alliances with aquatic and amphibious creatures, whose plans the heroes naturally thwart, thus earning her unwanted attention. The quest to find her phylactery can begin several levels before the players are ready to face her and can culminate around 12th level—just as the characters are getting into their paragon paths, and the ideal time to face her down.

PILI TACTICS

Pili fights with wild abandon, confident in her immortality. She prefers to attack from range, using her *darkice ray* ability. She first uses her *frostwall* ability when she can isolate one or two members of the party.

PILI LORE

A character might know the following about Pili Unihi with a successful skill check.

History, DC 20: Generations ago, Pili controlled a dozen islands. She was defeated and thought slain by a group of heroes, but either she survived, or someone else is using the name.

Arcana, DC 25: When a Witch Doctor becomes a lich, some of the subtleties of their usage of ritual magic impact the final shape of things. Notably, their phylactery will look very different, usually taking the form of a fetish or a carved item.

History, DC 25: Pili considers herself the rightful ruler of her islands (and several more) and those who approach her respectful of that will find that she embraces the trappings of rulership in her own

Pili Unihi Level 14 Solo Controller (Human Witch Doctor Lich)

Medium natural humanoid (undead) XP 5,000

Initiative +8 **Senses** Perception +15; darkvision

Necrotic Aura (Necrotic) aura 5; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.

HP 436; **Bloodied** 218

Regeneration 10 (if Pili takes radiant damage, regeneration does not function on her next turn)

AC 28; **Fortitude** 24, **Reflex** 28, **Will** 28

Immune disease, poison; **Resist** 10 necrotic

Saving Throws +5

Speed 6

Action Points 2

⊕ **Poison Stick** (standard; at-will) ♦ **Poison**
+20 vs. AC; 1d6 + 1 damage and ongoing 10 poison damage (save ends).

⊗ **Darkice Ray** (standard; at-will) ♦ **Necrotic**
Ranged 20; +18 vs. Reflex, 1d8 + 6 Necrotic damage and ongoing 5 cold damage (save ends).

❄ **Frostwall** (standard; sustain minor; recharge ☞☞☞)
Area wall 10 within 10 squares that lasts until the end of Pili's next turn. Pili makes an attack against each creature within the wall; +18 vs. Fortitude; 3d8 + 6 cold and necrotic damage. Any creature that starts its turn within the wall takes 10 cold and necrotic damage. The wall is considered difficult terrain. Pili can sustain or dismiss the wall as a minor action.

Indestructible
When Pili is reduced to 0 hit points, her body and possessions crumble into dust but she is not destroyed. She reappears (along with her possessions) in 1d10 days within 1 square of her phylactery, unless the phylactery is also found and destroyed.

Second Wind (standard; encounter) ♦ **Healing**

Pili regains 109 hit points. She gains a +2 bonus to all defenses until the start of her next turn.

Evil Eye (immediate interrupt, when an enemy within 10 squares makes a successful saving throw; recharges when first bloodied)

The enemy rerolls the saving throw.

Alignment Evil **Languages** Abyssal, Common, Primordial

Skills Arcana +18, History +18, Insight +13, Intimidate +16, Nature +13, Perception +13

Str 11 (+7) **Dex** 12 (+8) **Wis** 13 (+8)

Con 14 (+9) **Int** 22 (+13) **Cha** 18 (+11)

macabre fashion, and a clever diplomat who can keep her charmed and avoid the many pitfalls of her palace may escape with his skin intact.

Religion, DC 25: Pili was born of a very religious family, almost three hundred years ago, and they were proud when she took up the mask of the Witch Doctor, though the totem of the shark was an ominous one. While she excelled, she lived in the shadow of her family, and her turn to lichdom was a rebellion against that status.

ENCOUNTER GROUP

When not conquering, she commits her time to experimentation, summoning or constructing new, interesting allies; it is hard to predict exactly what sort of creatures she will have by her side.

Level 18 Encounter (XP 10,400)

- ◆ Pili Unihi (level 14 solo controller)
- ◆ 1 shadow snake (level 16 skirmisher)
- ◆ 2 boneclaws (level 14 soldier)

ALAKEST, THE MASTER OF FLAME

The following NPC can be a scary opponent for epic characters.

Alakest is an efreet alchemist. Born into great power and wealth, he has risen high in efreet society, but it is not enough for him. He looks at the thrones of gods and the legacy of the primordials, and he knows they are his to claim.

His decision to study the spirit world was an odd one to those who knew him, but for such a talent, the occasional quirk is to be expected. For his part, through the understanding of spirits and elements, he hopes to achieve a greater degree of self-mastery and to unlock his true potential.



Alakest may occasionally play the role of villain as his interests and studies can result in thoughtless destruction. But he is a dispassionate villain, interested only in his own studies and pursuits; he is likely to simply ignore anything which does not impact them. More likely, he might be found in the service of those creatures or beings from whom he feels he still has something to learn. In such service, he is loyal and effective right up until he has found what he needs to know—at which point, his loyalty is worth little more than ash.

While he is a ruthless, remorseless killer when the occasion warrants (and sometimes when it doesn't), he is also a polite host who prides himself on his civility and the quality of his coffee.

USING ALAKEST IN YOUR GAME

In an epic game, Alakest is more useful as a menacing, untrustworthy NPC than an outright villain. Certainly, he can throw down if he has to, but he is far more interesting in his role as a being of power, seeking greater understanding and power and willing to go to great lengths in that pursuit. In early epic levels, he might well be a patron of sorts, offering jobs of a questionable nature. As the characters advance, his role will likely evolve into that of a seedy, mystical contact, someone with connections and knowledge, but who always charges a steep price for it—often not a price that can be measured in gold.

ALAKEST TACTICS

Tactically, Alakest will use flight and fire bolt to engage enemies from range, and uses *sheets of flame* whenever it comes up (he does not like to depend on his aura). He reserves *fiery chains* for potent melee opponents who consistently close with him, and he will reserve his *evil eye* for keeping that opponent chained.

If he is bloodied again or his *mask of the elements* ability does not trigger (which, one should note, allows him to potentially use *evil eye* 3 times per encounter) he will become more cautious, appearing to retreat but actually hoping to split his attackers.

It is only after he is bloodied again that he will truly seek to flee in earnest, provided that is possible. If it is not, he will simply use whatever powers have recharged as often as possible in hopes of creating an opportunity to flee.

Alakest		Level 25 Elite Controller
Large elemental humanoid (fire)		XP 14,000
Initiative +20	Senses Perception +16	
Fiery Soul (Fire) aura 1 ; a creature that enters or begins its turn in the aura takes 10 fire damage; any creature in the aura taking ongoing fire damage takes 5 extra ongoing fire damage.		
HP 383; Bloodied 191		
AC 40; Fortitude 37, Reflex 36, Will 38		
Immune fire		
Saving Throws +2; +4 vs. disease and poison		
Action Points 1		
Speed 6, fly 8 (hover)		
⚡ Flaming Mallet (standard; at-will) ♦ Fire, Weapon		
Reach 2; +30 vs. AC; 2d10 + 9 damage and ongoing 5 fire damage (save ends), or 6d10 + 29 damage and ongoing 5 fire damage (save ends) on a critical hit.		
⚡ Fire Bolt (standard; at-will) ♦ Fire, Weapon		
Ranged 10; +31 vs. AC; 3d6 + 8 fire damage, and ongoing 5 fire damage (save ends).		
⚡ Fiery Chains (standard; recharge ☞☞☞) ♦ Fire		
Ranged 10; +28 vs. Reflex; 2d8 + 7 fire damage, and the target takes ongoing 20 fire damage and is restrained (save ends both). As a move action, Alakest can slide a target wrapped in fiery chains 1 square.		
🔥 Sheets of Flame (standard; recharge ☞☞☞) ♦ Fire		
Area burst 3 within 20; Alakest fills the area with 20-foot high sheets of roaring flame. Any creatures that enters or begins its turn in the area or adjacent to it takes 10 fire damage. The sheets of flame block line of sight.		
Mask of the Elements (immediate interrupt, when bloodied by ice, lightning, or thunder damage; encounter) ♦ Healing		
Alakest regains 95 hit points.		
Evil Eye (immediate interrupt, when an enemy within 10 squares makes a successful saving throw; recharges when first bloodied)		
The enemy rerolls the saving throw.		
Alignment Evil	Languages Common, Primordial	
Skills Arcana +22, Bluff +25, Diplomacy +25, Insight +21, Intimidate +25, Nature +21, Religion +22		
Str 29 (+21)	Dex 26 (+20)	Wis 18 (+16)
Con 25 (+19)	Int 20 (+17)	Cha 26 (+20)
Equipment spear		

Evil Eye

Encounter • WD Feature

Immediate Interrupt

Close burst 10 ✦ Spirit

Trigger: An enemy within the burst makes a successful saving throw

Target: The enemy making the saving throw

Effect: The enemy must reroll the saving throw.

Special: You can use this power twice per encounter, but only once per round. At 16th level you can use this power three times per encounter.

Just when an enemy is about to shake off an effect, you lay a whammy on him.

Serpent Strike

At-Will • WD Attack 1

Standard Action

Ranged 10 ✦ Implement, Poison, Spirit

Target: One creature

Attack: Cha [] vs. Reflex

Hit: [] poison damage and ongoing [] poison damage (save ends).

A phantom snake launches from your medicine stick and sinks its fangs into an enemy.

Spirit Shout

At-Will • WD Attack 1

Standard Action

Close burst 1 ✦ Implement, Spirit

Target: Each enemy in burst

Attack: Cha [] + [] vs. Fortitude

Hit: []d6 + Cha mod [] lightning damage.

With a howl, you unleash angry spirits upon nearby enemies.

Swarm of Fire

At-Will • WD Attack 1

Standard Action

Ranged 10 ✦ Fire, Implement, Spirit

Target: One creature, or two creatures no more than one square away from each other

Mask of the Elements: Target one, two, three, or four creatures no more than two squares apart from each other.

Attack: Cha [] vs. Fortitude

Hit: []d6 + Cha mod [] fire damage.

With a wave of your stick, you unleash a swarm of fiery bugs upon your enemies.

Tremor Strike

At-Will • WD Attack 1

Standard Action

Close wall 5 ✦ Implement, Spirit

Target: Each creature in wall

Attack: Cha [] vs. Fortitude

Hit: []d6 + Cha mod [] damage

You strike the ground with your staff and send a twisting shockwave through your enemies.

The Earth's Fist

Encounter • WD Attack 1

Standard Action

Ranged 10 ✦ Implement, Spirit

Target: One enemy

Attack: Cha [] vs. Reflex

Hit: 1d10 + Cha mod [] damage, and the target is knocked prone.

You strike the ground with the end of your stick, and earth blasts up under the feet of an enemy.

Hex of Pain

Encounter • WD Attack 1

Standard Action

Close burst 5 ✦ Implement, Psychic, Spirit

Target: One enemy in burst

Attack: Cha [] vs. Will

Hit: 1d8 + Cha mod [] psychic damage, and you push the target 1 square.

Mask of the Ancestors: You push the target a number of squares equal to your Wis modifier [].

Nightmares from the spirit world wash over an enemy and drive him away from you.

Serpent of Fire

Encounter • WD Attack 1

Standard Action

Close wall 5 ✦ Fire, Implement, Spirit

Target: Each creature in wall

Attack: Cha [] vs. Fortitude

Hit: 1d6 + Cha mod [] fire damage and ongoing 5 fire damage (save ends).

You unleash a twisting spirit of fire into the ranks of your enemies.

Shadow Curtain

Encounter • WD Attack 1

Standard Action

Area wall 5 w/i 5 squares ✦ Cold, Implement, Spirit

Target: Each creature in wall

Attack: Cha [] vs. Fortitude

Hit: 1d8 + Cha mod [] cold damage, and the target is slowed (save ends).

You summon a wave of shadow, freezing your enemies.

Cage of Lightning

Daily • WD Attack 1

Standard Action

Ranged 10 ♦ Implement, Lightning, Spirit, Thunder

Target: One enemy

Attack: Cha [] vs. Fortitude

Hit: 1d8 + Cha mod [] thunder

Effect: You create a cage of lightning surrounding the square occupied by the target (save ends). The cage lasts until the target leaves the square or makes a saving throw against this effect. If the target leaves the square by any means other than teleportation or an effect with the arena keyword, it takes 2d8 + Cha mod [] lightning damage.

Chains of Spirit

Daily • WD Attack 1

Standard Action

Close burst 2 ♦ Implement, Spirit

Target: Each enemy in burst

Attack: Cha [] vs. Reflex

Hit: 1d8 + Cha mod [] damage, and the target is immobilized (save ends).

Special: You may immediately shift a number of squares equal to the number of targets hit.

Spirits swirl around you and your enemies. Your foes are bound tightly in place, while you are whisked away to safety.

Earthbite

Daily • WD Attack 1

Standard Action

Area burst 1 w/i 10 sq ♦ Implement, Spirit

Target: Each enemy in burst

Attack: Cha [] vs. Reflex

Hit: 2d6 + Cha mod [] damage, and the target is knocked prone.

Miss: Half damage.

Effect: Squares in the area of the burst become difficult terrain until the end of the encounter.

Jagged rocks jut up from under your enemy's feet.

Rolling Boulder

Daily • WD Attack 1

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One creature adjacent to the boulder

Attack: Cha [] vs. Reflex

Hit: 2d8 + Cha mod [] damage, and you push the target 1 square.

Miss: You push the target 1 square

Effect: Medium boulder appears in an unoccupied square and attacks adjacent creature. As a move action, you can move the boulder up to 6 squares.

Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, make another attack with boulder. If boulder moves more than 2 squares prior, receive +1 bonus.

Special: All push effects are measured from the boulder, not from you.

Illuminating Arc

Encounter • WD Utility 1

Minor Action

Personal ♦ Implement, Spirit

Effect: Until the end of the encounter, you cast bright light out to a radius of 10 squares. Any creature within the illuminated area takes a -5 penalty to Stealth checks.

Lightning arcs around your hand, illuminating the area and revealing hidden enemies.

Lightning Rod

Encounter • WD Utility 1

Minor Action

Personal ♦ Implement, Spirit

Effect: You gain resist 20 lightning until the end of your next turn. If you take lightning damage, you gain temporary hit points equal to 2d6 + half your level [], and the effect ends immediately.

Sustain Minor: The effect persists.

You hold forth your implement, channeling enemy lightning attacks into personal power.

Repel Earth

Daily • WD Utility 1

Move Action

Move Action

Personal ♦ Implement, Spirit

Effect: You shift 6 squares, ignoring difficult terrain. You do not fall for the duration of this move, so long as you end your move on solid ground.

You drive your staff into the ground and push, sliding away as you hover a few inches off the ground.

Words of Thunder

Daily • WD Utility 1

Minor Action

Personal ♦ Lightning, Spirit

Effect: You name a target and speak a message of up to 25 words. If the target is within [] miles, lightning will strike near them (doing no damage) and deliver the message in the boom of thunder that follows.

You speak, and lightning leaps from your mouth to deliver a message.

Hotfoot

Encounter • WD Attack 3

Standard Action

Close burst 5 ♦ Fire, Implement, Spirit

Target: One enemy in burst

Attack: Cha [] vs. Reflex

Hit: 1d10 + Cha mod [] fire damage, and the target moves 1 square away from you if possible, provoking opportunity attacks as normal.

Fire bursts under the feet of your enemy, forcing him to jump.

Spirit's Pursuit

Encounter • WD Attack 3

Standard Action

Ranged 10

♦ Implement, Psychic, Spirit

Target: One enemy

Attack: Cha [] vs. Will

Hit: 1d10 + Cha mod [] psychic damage. Make a secondary attack.

2nd Target: One target within 10 squares of the primary target. Determine line of sight and line of effect from the primary target

2nd Attack: Cha [] + [] vs. Will

2nd Hit: 2d6 + Cha mod [] psychic damage.

Spirit's Yoke

Encounter • WD Attack 3

Standard Action

Close burst 3

♦ Implement, Spirit

Target: One enemy in burst

Effect: Pull the target a number of squares to bring the target adjacent to you. You can then attack the target.

Attack: Cha [] vs. Reflex

Hit: 2d6 + Cha mod [] damage, and you push the target a number of squares equal to 3 + your Cha mod [].

Toad's Breath

Encounter • WD Attack 3

Standard Action

Close wall 10

♦ Implement, Poison, Spirit

Target: Each creature in wall

Mask of the Wild: You target only enemies in the wall.

Attack: Cha [] vs. Fortitude

Hit: 1d8 + Cha mod [] poison & ongoing 5 + Cha mod [] poison damage (save ends).

You take a deep breath and unleash a cloud of noxious green fog.

Hands of Earth

Daily • WD Attack 5

Standard Action

Area burst 2 within 10 squares

♦ Implement, Spirit, Zone

Target: Each enemy in burst

Attack: Cha [] vs. Reflex

Hit: 1d8 + Cha mod [] damage.

Effect: The burst creates a zone of grasping stone hands. Each enemy that starts its turn within the zone is slowed until the beginning of its next turn. The zone lasts until the end of your next turn.

Sustain Move: The zone persists.

Hands of stone reach up to harry your enemies.

Loan of Doom

Daily • WD Attack 5

Standard Action

Ranged 10

♦ Implement, Spirit

Target: One creature

Attack: Cha [] vs. Will

Hit: 1d8 + Cha mod [] damage. If the target has been marked by an ally, you deal 3d8 + Cha mod [] damage instead.

Special: If the attack reduces the target to 0 hit points, you may mark one enemy adjacent to the target, as if it had been marked by the same character that marked the original target.

You speed the doom of one enemy whose fate has taken a turn for the worse.

Scouring Hex

Daily • WD Attack 5

Standard Action

Ranged 10

♦ Implement, Lightning, Psychic, Spirit

Target: One creature

Attack: Cha [] vs. Reflex

Hit: 1d6 + Cha mod [] lightning

Special: If the attack reduces the target to 0 hit points, you may make a secondary attack.

2nd Target: Each enemy within 2 squares of the primary target

2nd Attack: Cha [] vs. Fortitude

2nd Hit: 2d6 + Cha mod [] psychic

Spirit Cascade

Daily • WD Attack 5

Standard Action

Close wall 10

♦ Implement, Spirit

Target: Each creature in wall

Attack: Cha [] vs. Fortitude

Hit: 3d8 + Cha mod [] damage.

Miss: Half damage.

Special: The wall cannot change direction. It must extend in a straight line.

Mask of the Ancestors: The wall can change directions once.

You unleash a thick stream of screaming spirits that scourge everything they touch.

Sympathetic Curse

Daily • WD Attack 5

Standard Action

Ranged 10

♦ Implement, Spirit

Target: One enemy

Attack: Cha [] vs. Reflex

Hit: 2d6 + Cha mod [] psychic damage. Choose one other enemy you can see that is currently suffering from a condition. The target gains that condition (save ends).

You reach out to seize the curse on one enemy and spread it to another.

Lightning & Thunder Charge

Daily • WD Utility 6

Standard Action

Close burst 5

♦ Implement, Lightning, Spirit, Thunder

Target: One ally in burst

Effect: If the target ally charges before the end of your next turn, he does not provoke opportunity attacks for moving, and may move diagonally past corners or between enemies or obstacles. If he hits with his attack, he inflicts an additional 2d6 thunder damage, and he may push the target 2 squares.

Mask of the Elements: As part of the charge, the target may move an additional number of squares equal to your Int modifier [].

Resounding Response

Encounter • WD Utility 6

Immediate Reaction

Personal ✦ Implement, Spirit, Thunder

Trigger: You are hit by a melee attack

Target: The creature that hit you

Effect: The target is dazed until the end of its next turn.

Mask of the Wild: You push the target 1 square.

As you are struck, the blow resounds like thunder upon your attacker.

Spirit Step

Encounter • WD Utility 6

Move Action

Personal ✦ Implement, Spirit

Effect: You gain the insubstantial and phasing qualities until the beginning of your next turn. You can shift up to your full speed.

Mask of the Ancestors: Your speed increases by 2 until the end of your turn.

You pass into the very edges of the spirit world to move like a ghost.

Taste of Mojo

Encounter • WD Utility 6

Immediate Reaction

Personal ✦ Implement, Spirit

Trigger: An enemy you can see makes a successful saving throw.

Effect: You gain a number of temporary hit points equal to the number the creature rolled for its saving throw, including any modifiers.

When an enemy shakes off an effect, you draw strength from its passing.

Burning Spirit

Encounter • WD Attack 7

Standard Action

Ranged 10 ✦ Fire, Implement, Spirit

Target: One creature

Attack: Cha [] vs. Reflex

Hit: 4d10 + Cha mod [] fire damage.

Miss: Half damage.

Special: You lose a healing surge.

A great creature of living flame leaps from your stick to consume your enemy.

Curse of the Mask

Encounter • WD Attack 7

Standard Action

Ranged 10 ✦ Implement, Spirit

Target: One creature

Attack: Cha [] vs. Will

Hit: 1d12 + Cha mod [] damage. The target is blinded, and you can establish line of sight and line of effect from the target (save ends both).

A ghostly version of your mask appears on the target's face. You steal his vision and channel spells through him.

Fearsome Mien

Encounter • WD Attack 7

Standard Action

Close burst 2 ✦ Fear, Psychic, Implement, Spirit, Thunder

Target: Each enemy in burst

Attack: Cha [] vs. Will

Hit: 2d6 + Cha mod [] psychic and thunder damage, and you push the target 1 square.

Mask of the Ancestors: You push the target a number of squares equal to your Wis mod [] (min 1).

Your mask takes on a fearsome appearance, scaring off enemies with a crack of thunder.

Walking Earthquake

Encounter • WD Attack 7

Standard Action

Ranged 10 ✦ Implement, Spirit

Target: One creature

Attack: Cha [] vs. Fortitude

Hit: 2d8 + Cha mod [] damage.

Effect: The square the target occupies and all adjacent squares are treated as difficult terrain until the end of your next turn. If the target moves, the effect moves with him.

Sustain Minor: The effect persists.

The earth shakes beneath the target's feet, and the quake follows him as he moves.

Disjuncting Strike

Daily • WD Attack 9

Standard Action

Ranged 10 ✦ Implement, Lightning, Spirit

Target: One enemy

Attack: Cha [] vs. Reflex

Hit: 2d8 + Cha mod [] lightning damage. The target can take no actions until the end of your next turn.

Miss: Half damage, and the target is slowed until the end of your next turn.

Lightning strikes the enemy, and a powerful curse disrupts their concentration.

Pillar of Stone

Daily • WD Attack 9

Standard Action

Area wall 3 within 10 squares ✦ Implement, Spirit

Target: Each creature in wall

Attack: Cha [] vs. Reflex

Hit: 2d10 + Cha mod [] damage. The target in the origin square takes 3d10 + Cha mod [] damage.

Effect: You push the target in the origin square 3 squares.

Special: The wall cannot change direction. It must be in a straight line.

A column of stone emerges from the ground, launching an enemy into the air and toppling over onto his nearby allies.

Scatter Like Stones

Daily • WD Attack 9

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One enemy

Attack: Cha [] vs. Fortitude

Hit: 3d8 + Cha mod [] damage, and you slide the target a number of squares up to 1 + your Cha mod [] (minimum 1 square). After you slide the target, you may slide each enemy adjacent to the target 1 square.

The earth knocks an enemy into his companions, scattering them.

Unwelcome Gift

Daily • WD Attack 9

Standard Action

Close burst 5 ♦ Implement, Spirit

Target: One enemy in burst

Attack: Cha [] vs. Will

Hit: 2d8 + Cha mod [] psychic damage. Remove a condition from one ally in burst and place that same condition on the target (save ends).

Miss: Half damage, and one ally in burst makes a saving throw.

You draw on the bad mojo of one of your allies to power your attack.

Haze of Uncertainty

Daily • WD Utility 10

Standard Action

Area burst 4 within 10 squares
♦ Spirit, Zone

Effect: The burst creates a zone until the end of your next turn. Enemies within the zone block each other's line of sight.

Sustain Minor: The zone persists.

You unleash a faint haze that makes your enemies uncertain of the position of their allies.

Mojo Bond

Daily • WD Utility 10

Standard Action

Ranged 10 ♦ Implement, Lightning, Spirit

Target: One creature

Effect: Until the end of your next turn or until the target is reduced to 0 hit points, any time you take damage, the target takes the same amount of lightning damage.

Sustain Standard: The effect persists.

A powerful hex binds your fate with the fate of one of your enemies, sharing your pain with bolts from the sky.

Pillars of Stone

Daily • WD Utility 10

Standard Action

Close burst 5 ♦ Implement, Lightning, Spirit

Target: Any two unocc. squares in burst.

Effect: Pillars of lightning occupy the squares, blocking line of sight and casting bright light out to a radius of 5 squares. Any creature entering a square occupied by a pillar takes 4d6 lightning. Each pillar lasts until the end of your next turn or until it deals damage.

Sustain Minor: The pillars persist until they deal damage.

Mask of the Elements: Create a number of pillars of lightning equal to your Int mod [].

Terror of the Mask

Daily • WD Utility 10

Standard Action

Close Burst 2 ♦ Fear, Spirit

Effect: The burst creates a zone of terrifying energy that lasts until the end of the encounter or until you dismiss the effect as a free action. The zone moves with you. Enemies within the zone suffer a -2 penalty to their Will defense against Intimidate checks. You and your allies gain a +1 power bonus to attack rolls and a +2 power bonus to damage rolls on all powers with the fear keyword against targets within the zone.

Your terrible presence drives enemies to tremble and run.

Dancing Flame

Encounter • WD Attack 13

Standard Action

Close wall 10 ♦ Fire, Implement, Spirit

Target: Each creature in wall

Attack: Cha [] vs. Reflex

Hit: 2d8 + Cha mod [] fire damage.

You unleash a flame to dash wildly across the battlefield.

Spirit Flash

Encounter • WD Attack 13

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One or two creatures

Attack: Cha [] vs. Will, one attack per target.

Hit: 2d8 + Cha psychic damage.

Special: If you hit both targets and they are the same size, they swap locations.

You wave your hand and momentarily dismiss enemies into the realm of the spirits before returning them painfully to the mortal realm.

Trebuchet Fist

Encounter • WD Attack 13

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One creature

Attack: Cha [] vs. Reflex

Hit: 3d8 + Cha mod [] damage, and the target is knocked prone.

You call a great stone up from the ground and strike it, sending it hurtling towards you foes.

Whitecap

Encounter • WD Attack 13

Standard Action

Close blast 3 ♦ Implement, Spirit

Target: Each enemy in blast

Attack: Cha [] vs. Fortitude

Hit: 2d6 + Cha mod [] damage, and the target is knocked prone.

With a wave of your hand, you unleash a wave of water at your enemies, scattering and soaking them.

Burrowing Bolt

Daily • WD Attack 15

Standard Action

Ranged 10

♦ Implement, Lightning, Spirit

Target: One creature

Attack: Cha [] vs. Fortitude

Hit: 3d6 + Cha mod [] lightning damage. Make a secondary attack.

2nd Target: One creature within 5 squares of the primary target

2nd Attack: Cha [] vs. Reflex

2nd Hit: 3d6 + Cha mod [] lightning damage.

Special: Each attack ignores cover (but not concealment) and only needs line of sight (not line of effect).

Caustic Blood

Daily • WD Attack 15

Standard Action

Ranged 10

♦ Acid, Implement, Poison, Spirit

Target: One creature

Attack: Cha [] vs. Fortitude

Hit: 2d8 + Cha mod [] poison damage and ongoing 10 poison damage (save ends). When the target successfully saves, make a secondary attack.

2nd Target: Each enemy adjacent to the primary target

2nd Attack: Cha [] vs. Reflex

Hit: 3d6 + Cha mod [] acid.

Inevitable Progress of Flame

Daily • WD Attack 15

Standard Action

Close Wall [] ♦ Fire, Implement, Spirit

Target: Each creature in wall

Attack: Cha [] vs. Reflex

Hit: 3d6 + Cha mod [] fire.

Effect: Wall of living flame lasts until the end of your next turn. If a creature moves into the wall's space or starts its turn there, it takes 2d6 fire. You may spend a move action to remove 1 square from one end of the wall and add it to the other end.

Sustain Minor: Wall persists. You must remove 1 square from one end of the wall and add it to the other end.

Spirit's Fury

Daily • WD Attack 15

Standard Action

Ranged 10

♦ Implement, Psychic, Spirit

Target: One creature

Effect: The target takes psychic damage equal to the number of temporary hit points it has. Then, make an attack.

Attack: Cha [] vs. Fortitude

Hit: 4d6 + Cha mod [] psychic damage.

Mask of the Ancestors: If the attack hits, you gain temporary hit points equal to 5 + your Wis mod [].

Carrying Stick

Encounter • WD Utility 16

Move Action

Personal ♦ Spirit, Teleportation

Effect: You can teleport [] squares.

Mask of the Elements: You can teleport a number of squares equal to 5 + your Int mod [].

Other Masks: 5 squares.

You throw your stick and vanish, flying alongside it, to reappear where it lands.

Clinging Smoke

Daily • WD Utility 16

Standard Action

Close burst 3 ♦ Conjuration, Spirit, Zone

Effect: The burst creates a zone of living smoke that lasts until the end of your next turn. The smoke blocks line of sight for enemies, except into adjacent squares. For enemies within the zone, the smoke negates the benefit of invisibility.

Sustain Move: The zone persists.

Mask of the Elements: You may sustain the zone as a minor action.

You slam your stick into the ground and a geyser of smoke bursts forth, clinging to enemies and obscuring their vision.

Feast of Mojo

Encounter • WD Utility 16

Immediate Reaction

Personal ♦ Spirit

Trigger: An enemy you can see successfully makes a saving throw.

Effect: You may spend a healing surge and make a saving throw.

Mask of the Wild: Allies adjacent to you may also spend a healing surge and make a saving throw.

Your enemy's victory gives you strength.

Spirit Anchor

Daily • WD Utility 16

Standard Action

Close burst 3 ♦ Conjuration, Spirit

Effect: The burst creates a zone of anchoring energy that lasts until the end of your next turn. Insubstantial creatures in the zone take full damage from attacks; phasing creatures in the zone are slowed.

Sustain Move: The zone persists.

Mask of the Ancestors: You may sustain the zone as a minor action.

You chant and scatter a handful of dust that binds spirits more fully within the world.

Harpoon of Earth

Encounter • WD Attack 17

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One enemy

Attack: Cha [] vs. Fortitude

Hit: 3d10 + Cha mod [] damage, and you pull the target a number of squares equal to your Con modifier. If the target is flying, you slide it to the nearest surface that can support it, and it cannot fly (save ends).

Special: If the target is flying, you gain a +2 bonus to the attack roll.

Living Lightning Charge

Encounter • WD Attack 17

Standard Action

Personal

♦ Implement, Lightning, Spirit

Effect: You may shift up to [] squares. You may pass through squares occupied by enemies, but you may not pass through the same square twice. You may attack each enemy whose space you pass through.

Attack: Cha [] vs. Reflex

Hit: 2d10 + Cha mod [] lightning damage, and you slide the target 1 square.

Rending Spirit

Encounter • WD Attack 17

Standard Action

Close burst []

♦ Implement, Spirit

Target: One enemy in burst

Attack: Cha [] vs. Reflex

Hit: 2d8 + Cha mod [] psychic damage. If the target is reduced to 0 hit points, you may make a secondary attack.

2nd Target: Each enemy in area burst 2 within 10 squares

2nd Attack: Cha [] vs. Reflex

2nd Hit: 3d10 + Cha mod [] psychic damage.

The Totem's Pounce

Encounter • WD Attack 17

Standard Action*

Melee weapon ♦ Spirit, Weapon

Special: You may use this attack to perform an opportunity attack.

Target: One enemy

Attack: Cha [] vs. Reflex

Hit: 4[W] + Cha mod [] damage.

Mask of the Wild: If you make an opportunity attack provoked by an enemy move, the enemy stops moving.

You call upon the spirits for strength and strike with the speed and ferocity of a beast.

Beneficent Whirlwind

Daily • WD Attack 19

Standard Action

Area burst 4 within 10 squares

♦ Implement, Lightning, Spirit

Target: Each enemy in burst

Hit: 3d8 + Cha mod [] damage, and you slide the target to any square within the burst.

Miss: Half damage, and you slide the target 1 square within the burst.

Effect: You may slide each ally within the burst to any other square within the burst.

You call up a great whirlwind that shields your allies and scatters your enemies.

Deadening Strike

Daily • WD Attack 19

Standard Action

Range 10

♦ Implement, Spirit

Target: One enemy in range

Attack: Cha [] vs. Will

Hit: 2d10 + Cha mod [] psychic damage.

Effect: The target may make no attacks other than basic attacks (save ends).

You strike directly at your enemy's spirit, draining his focus and will to fight.

Madness Strike

Daily • WD Attack 19

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One creature

Attack: Cha [] vs. Will

Hit: 3d8 + Cha mod [] damage. Every time the target completes a move action, you slide him a number of squares equal to your Wis mod [] (min. 1 square). Each enemy which begins its turn adjacent to the target is slowed until the beginning of the target's next turn. Save ends both effects.

Miss: Half damage, and you slide the target 1 square.

The Poison Pill

Daily • WD Attack 19

Standard Action

Ranged 10

♦ Implement, Poison, Spirit

Target: One enemy suffering from an effect that a save will end

Attack: Cha [] vs. Fortitude

Hit: 1d4 poison damage. The next time the target makes a successful save, he takes 3d8 + Cha mod [] poison damage and ongoing 10 poison damage (save ends).

Miss: 1d4 poison damage. The next time the target makes a successful save, he takes 2d6 + Cha mod [] poison damage plus ongoing 5 poison damage (save ends).

Spirit's Torrent

Daily • WD Attack 19

Standard Action

Close wall 10

♦ Implement, Psychic, Spirit

Target: Each enemy in the wall

Attack: Cha [] vs. Will

Hit: 3d10 + Cha mod [] damage, and the target is dazed.

Miss: Half damage, and the target is slowed instead of dazed.

Special: You lose a healing surge. The wall cannot change direction. It must extend in a straight line.

The Earth Reveals

Daily • WD Utility 22

Standard Action

Close burst 5 ♦ Spirit, Zone

Effect: The burst creates a zone of disruptive energy that lasts until the end of your next turn. Enemies within the zone gain no cover from inert or inanimate stone or earth (though they may still gain concealment from it).

Sustain Move: The zone persists.

Mask of the Elements: You may sustain the zone as a minor action.

You call upon the spirits of earth to withhold their protection from your enemies, allowing your allies to strike through walls.

Phantom Parade

Daily • WD Utility 22

Standard Action

Close burst 20 ♦ Spirit

Effect: You and each ally in the burst gain a +1 power bonus to speed and gain the insubstantial and phasing qualities until the end of your next turn.

You open the way into the realm of spirits for your allies.

The Rumbling Earth

Encounter • WD Utility 22

Move Action

Personal ♦ Spirit

Effect: Your next attack before the end of your next turn gains the following text:

“Special: Targets struck by this attack are on unstable footing, and treat all adjacent squares as rough terrain until the end of their next turn. If the target takes damage from another source before the end of its next turn, it is knocked prone.”

You stand and gather the strength of the earth to add its rumbling might to your next blow.

Stormwall

Encounter • WD Utility 22

Standard Action

Close wall 10 ♦ Conjunction, Lightning, Spirit, Thunder

Effect: You conjure a wall that consists of contiguous squares of living stormclouds. It can be up to 10 squares long and up to 4 squares high. You cannot create the wall in occupied squares. The wall lasts until the end of your next turn. The wall blocks line of sight, and moving into a wall square ends movement.

Sustain minor: The wall persists.

You unleash a wall of roiling stormclouds that blocks vision and impedes movement.

Doom Spiral

Encounter • WD Attack 23

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One creature

Attack: Cha [] vs. Will

Hit: 2d6 + Cha mod [] damage, and the target takes a -2 penalty to its saving throws and takes 5 points of damage every time it fails a saving throw (save ends both).

Your enemy's fate is sealed as he slips deeper and deeper into inescapable doom.

Haunting Curse

Encounter • WD Attack 23

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One creature

Attack: Cha [] vs. Will

Hit: 1d6 + Cha mod [] damage. Every time the target makes a saving throw, they take 1d8 damage (save ends).

Mask of the Ancestors: When making a saving throw, the target takes damage equal to 1d8 + your Wis mod [].

You cause your enemy's conditions to manifest and attack him.

Heart of Storms

Encounter • WD Attack 23

Standard Action

Close burst 10 ♦ Implement, Lightning, Spirit, Zone

Effect: You create two zones, perpendicular to each other, within the burst. Each zone is 10 squares long, one square wide, and two squares high. You may attack each creature in either zone.

Attack: Cha [] vs. Reflex

Hit: 3d6 + Cha mod [] lightning.

Special: Against the target in the square where the zones intersect, you gain a +2 power bonus to the attack roll, and the damage increases to 3d8 + Cha mod [] lightning.

Phantom Toad

Encounter • WD Attack 23

Standard Action

Ranged 10 ♦ Implement, Poison, Spirit

Target: One enemy

Attack: Cha [] vs. Fortitude

Hit: 2d8 + Cha mod [] damage + ongoing 10 poison (save ends).

2nd Target: One enemy within 5 squares of 1st target.

2nd Attack: Cha [] vs. Fortitude

2nd Hit: 2d8 + Cha mod [] and ongoing 10 poison (save ends).

3rd Target: Each enemy in area burst 2 within 10 squares of the 2nd target.

3rd Attack: Cha [] vs. Fortitude

3rd Hit: 2d6 + Cha mod [] and ongoing 5 poison (save ends).

Crushing Coils

Daily • WD Attack 25

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One enemy

Attack: Cha [] vs. Fortitude

Hit: 4d8 + Cha mod [] damage and ongoing 15 damage, and the target is immobilized (save ends both).

Special: Each time the target fails its save against this power, the ongoing damage increases by 5.

You summon a great spirit constrictor to crush your enemy.

Curse of the Spirit's Tread

Daily • WD Attack 25

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One enemy

Attack: Cha [] vs. Will

Hit: 4d10 + Cha mod [] damage, and the target is weakened (save ends).

Mask of the Ancestors: The target is also slowed (save ends both).

You curse the target to walk the earth like a forgotten spirit.

The Rising Storm

Daily • WD Attack 25

Standard Action

Ranged 10 ♦ Implement, Lightning, Spirit, Thunder

Effect: Until the end of your next turn, when you or any ally you can see causes damage to an enemy, it takes 1d8 additional thunder damage. The amount of additional damage increases by 1d8 each time this effect is triggered. If an attack causes damage to more than one enemy, the attacker chooses only one target to affect. Make an attack.

Target: One enemy

Attack: Cha [] vs. Reflex

Hit: 3d8 + Cha mod [] lightning.

Traveling Mask

Daily • WD Attack 25

Standard Action

Ranged 10 ♦ Conjuration, Implement, Spirit, Thunder

Effect: Mask occupies 1 square within range. Mask has 1 HP and resist 15 to all damage. Lasts until EOYNT. Enemies adjacent to the mask take a -2 penalty to attack rolls. You may use mask to establish line of sight. As move action, you can move the mask up to 5 squares. When the mask appears, you may make an attack.

Target: One creature adjacent to mask

Attack: Cha [] vs. Will

Hit: 3d8 + Cha mod [] damage.

Special: When the mask leaves play, make a 2nd attack as immediate reaction.

2nd Target: Each enemy in close burst 1 to the mask

2nd Attack: Cha [] vs. Will

2nd Hit: 3d8 + Cha mod [] damage.

Sustain minor: The mask persists.

Curse of Rage

Encounter • WD Attack 27

Standard Action

Ranged 10 ♦ Charm, Implement, Psychic, Spirit

Target: One enemy

Attack: Cha [] vs. Will

Hit: 2d8 + Cha mod [] psychic damage, and the target is dominated (save ends).

Mask of the Wild: All attacks the target makes while dominated gain a +2 power bonus to damage.

You curse your target, driving him to lash out at his allies.

Deferring Strike

Encounter • WD Attack 27

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One creature

Attack: Cha [] vs. Fortitude

Hit: 1d8 + Cha mod [] psychic damage, and the target does not make any saving throws at the end of its next turn.

Mask of the Ancestors: The target also does not roll to recharge powers at the start of its next turn.

You curse the target to suffer further under his current burden.

Theft of Fire

Encounter • WD Attack 27

Standard Action

Area burst 2 within 10 squares
♦ Implement, Cold, Spirit

Target: Each enemy in burst

Attack: Cha [] vs. Reflex

Hit: 4d8 + Cha mod [] cold.

Mask of the Elements: You and any allies in the burst may spend a healing surge as a free action.

You unleash a blue burst of thieving flame, sapping strength from its victims.

Universal Vision

Encounter • WD Attack 27

Standard Action

Area burst 1 within 10 squares
♦ Implement, Spirit

Target: Each enemy in burst

Attack: Cha [] vs. Will

Hit: The target cannot attack (save ends).

You open your enemy's eyes to the connection between all things, showing him that to attack a foe is to attack himself.

Born of Stone

Daily • WD Attack 29

Standard Action

Close blast 4 ♦ Implement, Spirit

Target: Each enemy in blast

Attack: Cha [] vs. Fortitude

Hit: 3d8 + Cha mod [] damage, and the target is immobilized (save ends).

First Failed Save: The target is restrained instead of immobilized (save ends).

Second Failed Save: The target is petrified (no save).

You scatter a handful of pebbles, and where they strike, flesh turns to stone.

Collision Cascade

Daily • WD Attack 29

Standard Action

Ranged 10 ♦ Implement, Spirit

Target: One enemy

Attack: Cha [] vs. Fortitude

Hit: 3d10 + Cha mod [], and you may slide the target a number of squares up to 4 + your Wis mod []. If target ends the slide in a square adjacent to an enemy who has not already been attacked with this power, then you may repeat the attack against the new enemy. Each successive attack slides the target one less square. If the target slides 1 square or less, you cannot repeat the attack.

Miss: Half damage, and you slide the target a number of squares equal to 1 + your Wis Wis mod [].

Reflected Destruction

Daily • WD Attack 29

Standard Action

Area burst 3 within 10 squares

♦ Implement, Spirit

Target: Each enemy within burst and one ally within the burst who is subject to a condition that a save can end.

Attack: Cha [] vs. Will

Hit: Enemies take $3d10 + \text{Cha mod []}$ damage and gain the same condition as the target ally (save ends). If the ally has more than one condition, select one condition to confer on enemy targets.

Miss: Half damage, and enemies do not gain the condition.

Effect: Your ally makes a saving throw against each ongoing effect with a power bonus equal to +1 per each enemy damaged by the attack.

The Spine of the World

Daily • WD Attack 29

Standard Action

Close wall 15 ♦ Implement, Spirit

Target: Each creature in wall

Attack: Cha [] vs. Reflex

Hit: $6d8 + \text{Cha mod []}$ damage.

Miss: Half damage.

Effect: Wall can be up to 15 squares long and up to 2 squares high. The wall lasts until the end of encounter. Wall blocks line of sight and stops movement. No creature can enter a square containing the wall. Top of the wall is diff. terrain. Sides of the wall are an uneven surface, requiring a DC 15 Climb check to scale.

Deep Bite

Encounter • Fang of the Wild Attack 11

Standard Action

Melee weapon ♦ Spirit, Weapon

Attack: Cha [] vs. AC

Hit: $1[W] + \text{Cha mod []}$ damage and ongoing 10 damage (save ends).

You drive your medicine stick deep into your foe.

Defiant Retreat

Daily • Fang of the Wild Utility 12

Immediate Reaction

Personal ♦ Spirit

Trigger: You are hit by an attack.

Effect: Shift a number of spaces equal to your Charisma mod []. You may spend a healing surge.

Sometimes it is best to retreat, regroup, and revenge.

One Fang, Many Bites

Daily • Fang of the Wild Utility 20

Standard Action

Close Burst 1 ♦ Spirit, Weapon

Attack: Cha [] vs. AC

Hit: $2[W] + \text{Cha mod []}$ damage and ongoing 10 damage (save ends).

Powered by a feral spirit, you lash out with your spear against all who dare to face you.

Crucible of Spirit

Encounter • Spirit Hunter Attack 11

Standard Action

Area burst 1 within 10 squares

♦ Fire, Implement, Radiant, Spirit

Attack: Cha [] vs. Will

Hit: $2d6 + \text{Cha mod []}$ radiant damage and ongoing 10 fire damage (save ends).

Special: Against insubstantial targets, this attack deals full damage, and ongoing damage increases to 15.

You test the purity of an enemy's spirit with fire.

Spirit's Journey

Encounter • Spirit Hunter Utility 12

Standard Action

Personal ♦ Spirit

Effect: You vanish, removing yourself from the field of play until the beginning of your next turn. While gone, you can perceive the surroundings of your previous location, but may take no actions and suffer no effects from events that occur on the field of play. You still make a saving throw, and anything that triggers as a result of the end of your turn still occurs, e.g., effects that end at the end of your turn. At the beginning of your next turn, you reappear in any unoccupied square within 5 squares of an ally (or within 5 squares of your departure square if no allies remain). You have combat advantage against all enemies on the turn you reappear.

Spirit's Charge

Daily • Spirit Hunter Attack 20

Standard Action

Melee ♦ Implement, Spirit

Attack: Cha [] vs. Fortitude

Hit: $4d6 + \text{Cha mod []}$ damage, and the target is knocked prone and is dazed (save ends).

Miss: Half damage, and the target is knocked prone.

Effect: After the attack, you teleport to an empty square on the opposite side of the target.

Special: You may use this attack as part of a charge, and if so, you do not provoke opportunity attacks.

Lightning Snap

Encounter • Thunder Caller Attack 11

Immediate Interrupt

Close blast 10 ♦ Implement, Lightning, Spirit

Trigger: You are hit by an attack

Effect: Make an attack against the creature that hit you.

Attack: Cha [] vs. Reflex

Hit: 2d6 + Cha mod [] lightning damage, and you gain a number of temporary hit points equal to your damage roll.

You snap your fingers and discharge a quick blast of lightning that interrupts a foe and shields you at the same time.

Clap of Thunder, Stroke of Lightning
Encounter • Thunder Caller Utility 12

Standard Action

Personal ♦ Implement, Lightning, Spirit, Thunder

Effect: You teleport 8 squares. Anyone adjacent to the square you departed is dazed until the end of your next turn.

You disappear in a flash of lightning, stunning those near you with the thunderclap as you vanish.

Calling the Storm

Daily • Thunder Caller Attack 20

Standard Action

Close burst 10 ♦ Implement, Lightning, Spirit, Zone

Target: One creature in burst

Attack: Cha [] vs. Reflex

Hit: 3d10 + Cha mod [] lightning.

Effect: The burst creates a zone filled with stormclouds that lasts until the end of your next turn. Allies in the zone have concealment.

Sustain Standard: The zone persists, and you repeat the attack against one creature in the zone. If you move from the square you were in when you used the power, you cannot sustain it.

Mantle of Elements

Encounter • Feat Power

Free Action

Personal ♦ Spirit

Trigger: You use a power with the acid, cold, fire, lightning, or thunder keyword

Effect: You gain resist [] to damage of the same type as triggered the power. The resistance lasts until you take damage of the appropriate type or until the end of the encounter.

You wrap yourself in a cloak of elements, granting some protection.

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.