

# The Art of War



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## One Hundred and Eleven More Combat Talents

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### Special Thanks

All our fantastic playtesters and contributors on the forums.

## **New Rules**

*Minor Actions* - You now get TWO actions on a turn - a standard action as you know and love it, as well as a minor action. Minor actions are used on smaller talents introduced in this expansion. They can also as well as minor things like pressing a button or opening a door, throwing a lever or picking something up, should the situation arise. Often you won't be using your minor action every turn, don't worry about that. It's just there if you need it. You can also downgrade your standard action for your turn into an extra minor action if you like, in case you need to do two small things in one turn.

*Dazed* - The creature doesn't get its normal complement of actions on its turn; it can take either a standard or a minor action. It cannot use free actions, reactions or interrupts. While it is dazed, a creature suffers vulnerability 2.

## **New Special Moves**

### **Be Prepared**

8: Deal 1d10 damage to target creature.

10: Target creature gains 2d12 hp.

12: Target creature gains Resist 3d8 until the end of your next turn. In addition, until the end of the encounter you and up to six allies may use any combat talent that you possess - even if you did not select it for this battle.

### **Form of the Juggernaut**

8: You gain resist 3 and regeneration 5. These effects end the next time that you take damage.

10: Make a saving throw. You regain hit points equal to half the roll result.

12: Remove any number of (save ends) conditions from yourself and you gain 2d8 hp.

### **Assassin's Gambit**

8: Choose target creature. That creature becomes your "Mark" until the end of the encounter or until you fall unconscious. Your mark has vulnerability 2 against your attacks.

10: Choose target creature. You deal double damage to that creature until the end of the encounter and that creature deals double damage to you until the end of the encounter.

12: Roll a d12. If the result is a 12, kill target creature.

## **Class Expansions**

### **Rogue [9]**

[+3] **Taunting Strike** - Standard Attack

Deal 1d4 damage to target creature. You suffer vulnerability 3 to that creature's attacks until the end of your next turn.

[+1] **Armor Pierce** - Standard Attack

Deal 1d6 damage to target creature, and that creature suffers vulnerability 1 (save ends).

[-1] **Whirling Blades** - Minor Attack

Deal 1d4 damage to target creature. If you roll a 3 or higher, the creature suffers vulnerability 1 to your attacks until the end of your next turn.

[-1] **Caltrops** - Minor Utility

Until the end of your next turn, any creature that attacks you suffers 1d4 damage.

[-2] **Below the Belt** - Reaction Utility

Trigger - You deal 5 or more damage to a creature

Effect - That creature is dazed until the end of your next turn.

[-2] **Smoke Bomb** - Standard Utility

Until the end of your next turn, creatures that attack you must flip a coin before it attacks. If it loses the flip, the attack does not affect you.

[-3] **Exploit Weakness** – Standard Attack

Deal 2d8 damage to target creature. If that creature is suffering from vulnerability, deal 3d8 damage to it instead.

[-6] **Daggerstorm** - Standard Attack

Roll d12s until you either get a result of 3 or lower or have rolled 5 times. Deal damage to target creature equal to the total die results you rolled this way.[\*]

[-X] **Payday** - Standard Attack

Roll Xd4. Deal that much damage to target creature. For each 4 you roll, you and target ally each gain 1 pip.

### **Wizard [7]**

[-2] **Blink** - Interrupt Utility

Trigger - An enemy targets you with an attack.

Effect - Flip a coin. If heads, you are not affected by the attack. If tails, gain 5 temporary hp.

[-3] **Blast From The Past** - Standard Utility

You cease to exist and can take no actions until the start of your next turn. While you do not exist, you cannot affect any creature and no creature can see or affect you in any way. At the start of your next turn, you reappear and deal 1d12 damage to target creature and all creatures adjacent to it.

[-7] **Hammer of Thunder** - Minor Utility

You conjure a Thunder Hammer in your hands.[\*] You can dismiss the Thunder Hammer as a free action. While you are wielding a Thunder Hammer, you cannot use your other combat talents. Instead you may use the combat talents below.

[+3] *Thunderous Blow* - Standard Attack

Deal 1d8 damage to target creature and you gain a *lightning shield* until the end of your next turn. Whenever a creature attacks you with an attack while you have a *lightning shield*, that creature suffers 2 damage.

[+1] *Ringing Blow* - Standard Attack

Deal 2d10 damage to target creature, and that creature is dazed until the end of your next turn.

[0] *Throw Lightning* - Standard Attack

Deal 2d12 damage to target creature and 1d12 to all creatures adjacent to it. The Thunder Hammer vanishes.

[-2] *Thunder Blast* - Standard Attack

Deal 1d12 damage to up to four enemies. Those creatures are dazed until the end of your next turn.

[-4] *Thundercrash* - Standard Attack

Deal 1d20 damage to up to six enemies, and those creatures are stunned until the end of your next turn. The Thunder Hammer vanishes.

[-7] **Flametongue** – Minor Utility

You conjure a Flametongue—a flaming sword—in your hands. You can dismiss the Flametongue as a free action. While you are wielding a Flametongue, you cannot use your other combat talents. Instead you may use the combat talents below.

*Searing Heat* - Trait

Whenever you trigger one of your Special Moves, target creature suffers 5 ongoing damage (save ends).

[+3] *Fireslash* – Standard Attack  
Deal 1d10 damage to target creature.

[+1] *Burning Wound* – Standard Attack  
Roll a d8. Deal that much damage to target creature, and it suffers that much ongoing damage (save ends).

[-1] *Scorched Earth* – Standard Utility  
Up to six enemies suffer 5 ongoing damage (save ends)

[-2] *Blazing Blade* - Standard Attack  
Deal 2d10 damage to up to six enemies.

[-4] *Cremate* – Standard Attack  
Deal 4d8 damage to target creature and your next attack single target attack can target up to 4 creatures instead. The Flametongue vanishes.

[-7] **Granite Axe** – Minor Utility  
You conjure a Granite Axe in your hands. You can dismiss the Granite Axe as a free action. While you are wielding a Granite Axe, you cannot use your other combat talents. Instead you may use the combat talents below.

*Stone Skin* - Trait  
You have resist 1. If you already have resistance, increase that resistance by 1.

[+3] *Earth's Embrace* – Standard Attack  
Target creature takes 3 damage and you gain resist 2 until the end of your next turn.

[+1] *Strength of Stone* – Standard Attack  
Deal 1d8+X damage to target creature, where X is the number of temporary hit points you have.

[-1] *Stone Strike* – Standard Attack  
Roll 2d4. Deal that much damage to target creature and you gain that many temporary hit points.

[-2] *Grasping Granite* - Reaction Attack  
Trigger - An enemy deals damage to an ally,  
Effect - Deal 2d8 damage to the triggering enemy and that enemy is weakened (save ends).

[-4] *Earthquake* - Standard Attack  
Deal 2d10 damage to up to six enemies. Those creatures cannot attack your allies until the end of your next turn. The Granite Axe vanishes.

**[-7] Hurricane Blade – Minor Utility**

You conjure a Wind Rapier in your hands. You can dismiss the Wind Rapier as a free action. While you are wielding a Wind Rapier, you cannot use your other combat talents. Instead you may use the combat talents below.

*Trait – Blessing of Wind*

When you conjure this blade, you immediately jump to the top of the initiative order.

**[+2] Blowback – Standard Utility**

Flip a coin for each enemy. If you win that flip, that enemy is dazed (save ends).

**[+1] Flash-Step – Minor Attack**

Deal 2 damage to target creature.

**[-2] Gale – Standard Attack**

Deal 3d8 damage to target creature and all creatures adjacent to it.

**[-2] Typhoon Parry – Interrupt Attack**

Trigger – An enemy damages you with an attack that only targets you.

Effect – The attack does not affect you. Deal 1d10 damage to the triggering enemy.

**[-4] Call the North Wind – Standard Attack**

Blow target creature and all creatures adjacent to it away from the battle, removing them from combat for one round (a creature removed from combat cannot affect any other creature in the battle with combat talents or be affected by any combat talents - though it may still use [+] abilities to gain PiPs). You may choose to deal 1d12 damage to a creature thrown this way. The Wind Rapier vanishes.

**[-9] Inferno - Standard Attack**

Deal 3d8 damage to up to six enemies.

## **Sorcerer [7]**

**[+6] Grab For Power - Standard Utility**

Lose 1d8 Pips.

**[+3] Critfisher – Standard Utility**

Choose one;

A) Roll two dice of your choice from amongst d8s, d10s and d12s (you could choose to roll both dice from one of these types, or a mix from amongst these types).

B) Pay 2 pips. If you do, roll five dice of your choice from amongst d8s, d10s and d12s (you could choose to roll all five from one of these types, or a mix from amongst these types).

[+2] **Arcing Bolt** - Standard Attack

Deal 1d6 damage to up to three target creatures.

[+1] **Wild Power** - Standard Utility

A random ally gains 2 pips.

[0] **Heads I Win, Tails You Lose** - Standard Utility [Created by Xel Unknown]

Flip a coin. If heads, you or target ally gains 2 pips. If tails, deal 1d8 damage to target creature and that creature is weakened (save ends).

[-2] **Lightning Pace** - Reaction Utility

Trigger - You roll initiative and dislike the result.

Effect - You gain a +7 bonus to your initiative check.

[-9] **Call Lightning** - Standard Attack

Deal 3d12 damage to target creature, and 1d12 damage to each creature adjacent to it.

## **Warlock [15]**

[+4] **Dark Bargain** - Standard Utility

You suffer 2 ongoing damage (save ends), vulnerability 2 (save ends), and a -2 penalty to damage (save ends).

[+3] **Blood Slash** - Standard Attack

Deal 2 damage to target creature. You suffer 2 ongoing damage (save ends)

[0] **Blood Weapon** - Minor Utility [Inspired by Chris Pauly]

Pay 10 hp. If you do, you conjure a Blood Weapon in your hands. You can dismiss the Blood Weapon as a free action. While you are wielding a Blood Weapon, you cannot use your other combat talents. Instead you may use the combat talents below.

[+2] *Crow Claw* - Standard Attack

Deal 1d10 damage to target creature.

[+1] *Douse in Blood* - Minor Utility

You lose 5 hp.

[-1] *Sanguine Cyclone* - Standard Utility

Deal 1d12 to target creature and all creatures adjacent to it.

[-5] *Eviscerate* - Standard Attack

Deal 3d8 damage to target creature. If you are bloodied, deal 5d8 damage to that creature instead.

**[-X] Drain Blood** - Minor Attack

Deal X damage to target creature. Target creature gains X+2 life. X cannot be less than 1.

**[-1] Blood Pact** - Minor Utility

For the rest of the battle, at the beginning of your turn, you gain 1 PiP and then lose 1 HP for each PiP you have.

**[-1] Barter in Blood** - Minor Utility

Target creature is subjected to your “Bloody Contract” (save ends). While the creature is subjected to your “Bloody Contract”, it suffers 1d6 damage whenever you are dealt damage.

**[-1] Implant Parasite** - Standard Utility

Target creature is subjected to your “Parasite” (save ends). In addition, you may use the following combat talent

**[-1] Suck Blood** - Minor Attack

Roll a d8. Target creature subjected to your “parasite” takes damage equal to the result and you gain life equal to the result.

**[-1] Mark of the Patron** - Minor Utility

Target creature is subject to your “Mark of the Patron” (save ends). A creature subjected to your “Mark of the Patron” takes an extra 1 damage from your attacks.

**[-1] Blood is Power** - Minor Utility

You and target creature each suffer 5 ongoing damage (save ends).

**[-3] Drink Pain** – Reaction Utility

Trigger - An enemy takes ongoing damage

Effect – You gain life equal to the damage

**[-3] Contagious Curse** - Standard Attack

Target creature and all creatures adjacent to it are subjected to your Contagious Curse (save ends). A creature that is suffering from your Contagious Curse suffers 5 ongoing damage.

**[-4] Curse Eater** - Standard Utility

Remove all (save ends) conditions from you or target ally. You gain 1d12 hp for each condition removed this way.

**[-5] Hellfire Rain** - Standard Attack

Up to six creatures suffer 6 ongoing damage (save ends)

**[-5] Hangman’s Noose** - Standard Attack



Deal Xd10 damage to target creature, where X is the number of (save ends) conditions you have.

[-9] **You Will Die** - Standard Utility

Target creature is weakened, blinded, dazed, suffers vulnerability 3, 5 ongoing damage and a -3 penalty to saving throws (save ends all)

## **Paladin [10]**

[+3] **Way Too Tough** - Standard Utility

You may make a saving throw.

[+2] **Defensive Fighting** - Standard Attack

Deal 2 damage to target creature and gain resist 2 until the end of your next turn.

[+1] **Demand Duel** - Standard Attack

Deal 1d8 damage to target creature. If that creature damages one of your allies on its next turn, that creature suffers 1d8 damage.

[+1] **Radiant Blade** - Standard Attack

Deal 1d8 damage to target creature. If you roll a 6 or higher, that creature is blinded until the end of your next turn.

[+1] **Guarded Stance** - Standard Utility

Until the end of your next turn, you take half damage.

[-2] **Roar of Challenge** - Minor Utility

Target creature and all creatures adjacent to it are subjected to your “Roar of Challenge” until the end of your next turn. A creature subjected to your, “Roar of Challenge” deals half damage on attacks that do not include you as a target.

[-2] **Martyr’s Blessing** - Minor Utility

Until the end of your next turn, whenever a creature would deal damage to target ally the damage is dealt to you instead.

[-2] **Guardian’s Shield** - Interrupt Utility

Trigger - You would take damage from an attack

Effect - You take half that damage instead.

[-6] **Never Stay Down** - Interrupt Utility

Trigger - You fall unconscious

Effect - At the beginning of your next turn, if you are still alive, you regain 2d8 hit points and may take an

extra standard action.

**[-7] Sunburst - Standard Attack**

Deal 3d8 damage to target creature. You and up to four allies can make a saving throw with a +5 bonus.

## **Cleric [8]**

**[+3] Peacekeeper's Vow - Standard Utility**

You are weakened (save ends). Until the end of your next turn, whenever one of your combat talents grants an ally hp - that ally gains 2 temporary hp as well.

**[+3] Sanctity of Faith - Standard Utility**

You gain regeneration 2 (save ends).[\*]

**[-1] Selfless Act - Interrupt Utility**

Trigger - An ally would be subjected a (save ends) condition.

Effect - You are subjected to the (save ends) condition instead.

**[-3] Brilliant Flare - Standard Attack**

Roll a d8. Deal that much damage to up to six enemies. You and up to three allies gain that much hp.[\*]

**[-3] Sunlance - Standard Attack**

Deal 1d10 damage to target creature. That creature and all enemies adjacent to it are blinded until the end of your next turn.

**[-4] Ward for the Fallen - Minor Utility [Created by Silent Belle]**

Until the end of the encounter, all allies gain resist 3 while they are unconscious or comatose.

**[-X] Faith Ward - Minor Utility**

You or target ally gains resist X+1 until the end of your next turn. X cannot be less than 1.

**[-X] Mend - Minor Utility**

Target ally gains regeneration X+2 until the target is dealt damage. X cannot be less than 1.

## **Warlord [6]**

**[-1] For Great Justice! - Standard Utility**

Up to four allies gain resist 1 a +1 bonus to damage until the end of your next turn.

**[-2] On My Mark! - Standard Utility**

Target ally may take a Standard Action.

**[-2] Support Me!** - Reaction Utility

Trigger - An enemy damages you with an attack that targets you only.

Effect - Target ally may immediately use the following combat talent against the triggering enemy.

**[0] No One Hits The Commander But Me** - Free Attack

Deal 1d10 damage to target creature. The creature that granted this attack gains hp equal to the damage dealt.

**[-3] Shield Up!** - Interrupt Utility

Trigger - Target ally would take damage.

Effect - That ally takes only half that damage instead.

**[-4] Go For The Eyes!** - Standard Utility

Target creature suffers vulnerability 2 until the end of your turn, and up to two allies can immediately use the following combat talent as a free action.

**[0] Shoot For The Eyes** - Free Attack

Deal 1d10 damage to target creature.

**[-6] Go Get The Bastard!** - Standard Utility

Target ally may immediately use the following combat talent.

**[0] Sir, Yes Sir!** - Free Attack

Deal 3d12 damage to target creature. For each 12 you roll, you may trigger your special attack twice instead of once.

## **Psylord [2]**

**[-1] Empathetic Mind** - Interrupt Utility

Trigger - An ally makes a saving throw

Effect - If that ally succeeds on the saving throw, you may remove one of your (save ends) conditions as well.[\*]

**[-2] Actions Speak Louder** - Standard Attack

Roll a d10. Deal that much damage to target creature, and an ally can make a saving throw with a bonus equal to the die result.

## **Psion [6]**

**[+4] Trance** - Standard Utility

You suffer vulnerability 4 until the end of your next turn.

**[-2] Betrayal** - Standard Utility

Two target enemies make attacks of their choice against each other (if able).

**[-3] Traitorous Confession** - Standard Utility

All of target creature's adjacent allies must make an attack of their choice against that creature (if able).

**[-5] Tragedy** – Standard Attack

Choose up to six target enemies. Each of those enemies makes an attack of its choice against itself (if able).

**[-5] Possession** - Standard Utility

Target creature is dominated (save ends). You are stunned while that creature is dominated.

**[-5] Puppeteer** - Standard Utility

Target enemy takes an extra turn after this one. You control it during that turn.

## **Monk [3]**

**[+3] Form of the Serene Armadillo** - Standard Utility

You gain 1d4 temporary hp.

**[+1] Monkey's Backfist** - Standard Attack

Deal 1d8 damage to target creature. Choose a second creature. Those two creatures are considered adjacent to each other until the end of the battle.

**[-6] Leopard's Fury** - Standard Attack

Deal 3d8 damage to up to 3 different creatures

## **Bard [3]**

**[+2] Mocking Melody** - Standard Utility

Target creature is subjected to your mocking melody (save ends). A creature subjected to your mocking melody suffers 1d8 damage whenever they roll a 4 or lower on a d8, d10 or d12.

**[-1] Haunting Melody** - Standard Attack

Roll a d10. Based on the roll, target creature suffers the following.

1-4 The target suffers 4 ongoing damage (save ends).

5-7 The target is dazed (save ends).

8-9 the target suffers vulnerability 2 (save ends).

10 the target is stunned (save ends).

[-10] **Crescendo** - Standard Attack  
Deal 1d4+1 damage to target creature.  
Deal 1d6+2 damage to target creature.  
Deal 1d8+3 damage to target creature.  
Deal 1d10+4 damage to target creature.  
Deal 1d12+5 damage to target creature.[\*]

## **Berserker [3]**

[+5] **All or Nothing** - Standard Utility  
At the end of your next turn you are reduced to -15 hp. You may use this talent only once per battle. [\*]

[-1] **Frenzy** - Minor Attack  
Deal 2d8 damage to a random creature.

[-2] **Lash Out** - Reaction Utility  
Trigger - You damage a creature with an attack that targets only one creature.  
Effect - Pay 4 life. If you do, deal 6 additional damage to that creature.

## **New Classes**

### **Ranger [9]**

[+3] **Take Aim** - Standard Utility  
You may reroll all 1s on your next attack.

[+2] **Survival Skills** - Standard Utility  
You regain 1d12 hp.

[+1] **Headshot** - Standard Attack  
Deal 1d6 damage to target creature. If you roll a 5 or a 6 - treat the die roll as though it were twice the result.[\*]

[+1] **Piercing Shot** - Standard Attack  
Deal 1d8 damage to target creature. This attack ignores resistance.

[-1] **Flaming Arrow** - Standard Attack  
Deal 1d8 damage to target creature. That creature suffers 1d6 ongoing damage (save ends).

[-1] **Force Bolt** - Standard Attack  
Deal 1d10 damage to target creature and that creature is dazed until the end of its next turn.

**[-2] Volley** - Standard Attack

Roll a d8. Deal 4 damage to up to X different creatures, where X is the die result.

**[-3] Explosive Arrow** - Standard Attack

Deal 1d8 damage to target creature. At the beginning of that creature's next turn, it and all creatures adjacent to it take 1d10 damage and are dazed (save ends).

**[-7] Shatter Armor** - Standard Attack

Deal 1d10 damage to target creature and that creature suffers that much vulnerability until the end of your next turn.

## **Necromancer [11]**

**[+3] Deathwatch** - Standard Utility

You learn target creature's current hp.

**[+1] Pull the Strings** - Standard Utility [Created by Silent Belle]

Target ally with 0 or fewer HP may use one of their [-] talents as a free action. They spend your PiPs instead of theirs to pay the talent's PiP cost.

**[0] Bone Splinters** - Minor Utility

Sacrifice a conjuration with more than 1 HP that you control. Deal 1d8 damage to up to six enemies.

**[-1] Animate Bone Mite** - Reaction Utility

Trigger - An enemy falls to 0 or fewer HP

Effect - You conjure a Bone Minion that has the following stat block.

***Bone Mite*** - 1 HP

*Trait* - Bloodhusk

When this creature dies, it deals 1d8 damage to target creature.

**[0] Burrow In Flesh** - Standard Attack

Target creature suffers 2 ongoing damage (save ends).

**[0] Bloodfeast** - Minor Utility

Sacrifice a Conjuration you or a willing ally controls. Target ally gains 4 hp. [\*]

**[-1] Preserve the Bodies** - Interrupt Utility [Created by Silent Belle]

Trigger - An ally with 0 or fewer HP would take damage from an attack

Effect - Grant the triggering ally 1d10 temporary hp.

[-2] **Deathly Vigor** - Minor Utility [Created by Silent Belle]

Target unconscious ally gains 2d10 temporary hp. The target may act as though it was conscious as long as it has temporary hp.

[-4] **Rise for Me!** - Reaction Utility [Created by Silent Belle and Sunbeam]

Trigger - An enemy falls to 0 or fewer HP.

Effect - You conjure a Blood Skeleton with the following stat block.

***Blood Skeleton*** - 10 HP

*Trait - Open Grave*

When this creature reaches 0 HP or less, it deals 1d10 damage to target creature and all creatures adjacent to it.

[+X] *Cannibalism* - Standard Attack

The Blood Skeleton deals Xd12 damage to target ally. X cannot be greater than 5.

[+1] *Bloodwrench* - Standard Attack

The Blood Skeleton deals 3 damage to target creature. Target ally gains 3 hp.

[-2] *Protect The Master* - Interrupt

Trigger - You or an ally would take damage from an attack

Effect - The Blood Skeleton takes the damage from the triggering attack instead.

[-4] **Death Is Power** - Reaction Utility

Trigger - An enemy is reduced to 0 hp or less.

Effect - You may immediately take a standard action.

[-5] **Conjure Spectre** - Standard Utility

Conjure an allied Dark Spectre. It has the following stat block.

***Dark Spectre*** - 10 HP

*Trait - Midnight Haunting*

All enemies suffer a -1 penalty to saving throws.

*Trait - Spectral Possession*

When the Dark Spectre is destroyed, target creature is dominated by you until the end of

its next turn.

[+1] *Spook* – Standard Attack

Target creature suffers a -2 penalty on its damage rolls (save ends).

[-1] *Deathwish* - Standard Attack

Target creature must attack the Dark Spectre on its next turn if able.

[-7] **Death's Scythe** – Minor Utility

You conjure a Necro Scythe in your hands. You can dismiss the Necro Scythe as a free action. While you are wielding a Necro Scythe, you cannot use your other combat talents. Instead you may use the combat talents below.

*Death's Shadow* - Trait

All enemies suffer a -1 penalty to saving throws

[+3] *Death Cyclone* – Standard Attack

Roll a d6. Gain that much life and deal that much damage to target creature and all creatures adjacent to it

[+1] *Grievous Wound* – Standard Attack

Choose one;

A) Target creature suffers 1d8 ongoing damage (save ends).

B) Roll a d8. If target creature is suffering from ongoing damage, increase that damage by half the result..

[-1] *Soul Claimer* – Reaction Utility

Trigger – You reduce a creature to 0hp or less.

Effect - You gain 1d8 hp.

[-3] *Wither* - Minor Utility

Up to six target creatures suffering from (save ends) effects are weakened (save ends).

[-4] *Death Stalks You* – Standard Attack

Target Creature is subjected to your “Mark of the Reaper” (save ends). While the target is subjected to your “Mark of the Reaper,” it suffers vulnerability equal to the amount of ongoing damage its taking, and whenever the creature takes damage, you gain that much life. When this effect ends, the Necro Scythe vanishes.



**[-10] Form of the Reaper** - Immediate Interrupt

Trigger - You would be reduced to 0 hp or less.

Effect - Your hp total becomes 13 instead. You may use Death's Scythe immediately without spending the pip cost, even if you do not know that talent.

## **Alchemist [11]**

**[+2] Muddle the Mixture** - Standard Utility

You and target enemy are weakened until the end of your next turn. When you use this ability flip a coin. If you win the flip, you gain an additional 2 PiPs. If you lose the flip, you are blinded (save ends).

**[+2] Crazy Concoction** - Standard Utility

You suffer vulnerability 2, a -5 penalty to saving throws and gain a +2 bonus to damage (save ends all).

**[+1] Craft Acidic Addendum** - Standard Utility

You craft one vial of, "Acidic Addendum". You may expend a vial of, "Acidic Addendum" to use the combat talent below.

**[0] Acidic Addendum** - Free Utility

Trigger - You make an attack that has only one target.

Effect - The attack causes the target to suffer 5 ongoing damage (save ends), in addition to its other effects.

**[+1] Noxious Mixture** - Standard Attack

Deal 2d4 damage to target creature. If the creature is suffering from a (save ends) condition, deal 1d12 damage to the creature instead.

**[-2] Ye Broke Me Flask!** - Reaction Attack

Trigger - An enemy deals damage to you with an attack

Effect - Roll 1d4 and use the indicated effect

- 1) Deal 1d10 damage to the triggering creature
- 2) The triggering creature suffers 5 ongoing damage (save ends)
- 3) The triggering creature is weakened (save ends)
- 4) The triggering creature is blinded (save ends)

**[-2] Splash it in Their Eyes** - Standard Attack

Deal 5 damage to target creature each creature adjacent to it, and those creatures suffer a -3 penalty to damage (save ends).

**[-2] Craft Emergency Provisions** - Standard Utility

You craft one vial of, "Emergency Provisions". You may expend a vial of "Emergency Provisions" to use

the talent below.

[0] **Emergency Provisions** - Immediate Interrupt

Trigger - You or or target ally would take damage that reduces you or that ally to 0 hp or less.

Effect - The target gains 1d12+5 temporary hp.

[-3] **Expunge** - Standard Attack

Remove all (save ends) conditions from target creature. Deal 2d8 damage to that creature for each effect removed this way.

[-3] **Everlasting Misery** - Interrupt Utility

Trigger – An enemy makes a saving throw and you dislike the result.

Effect - The triggering creature rerolls the saving throw.

[-7] **Acid Rain** - Standard Attack

Deal 1d12 acid damage to up to seven creatures. Deal an additional 1d12 damage to creatures suffering from (save ends) effects.

[-8] **Family Recipe** - Standard Attack

Target creature is dazed (save ends), weakened (save ends), suffers a -2 penalty to saving throws (save ends) and suffers vulnerability 5 (save ends).

## Conjurer [6]

[+3] **Conjure Rabbit** - Standard Utility

You conjure an allied Rabbit. It has the following stat block

**Rabbit** - 1 HP

[0] **Nibble** - Standard Attack

The Rabbit deals 1 damage to target creature.

[+2] **Conjure Energy Spark**- Standard Utility

You conjure an allied Energy Spark. It has the following stat block

**Energy Spark** - 1 HP

*Trait - Conjurer's Trick*

When the Energy Spark is destroyed, you may grant a conjuration that you control 1 pip.

[0] **Bzzt!** - Standard Attack

The Energy Spark deals 1 damage to target creature.

**[-3] Conjure Shadow Archer** - Standard Utility

Conjure an allied Shadow Archer. It has the following stat-block.

**Shadow Archer** - 10 hp

**[0] Arrow of Decay** - Standard Attack

Target creature suffers 3 ongoing damage (save ends). If that target is already suffering from ongoing damage, you may increase the amount of ongoing damage that creature is suffering from by 2 instead.

**[0] Shadow Bleed** - Reaction Utility

Trigger: An ally attacks a target suffering from a save ends effect.

Effect: The triggering attack deals 1d12 extra damage. Sacrifice the Shadow Archer.

**[-3] Conjure Celestial Commander** - Standard Utility

Conjure an allied Celestial Commander. It has the following stat-block.

**Celestial Commander**- 1 HP

**[0] Knight's Move** - Standard Utility

Target ally gains 3 temporary hit points and may take a minor action

**[0] Divine Command** - Standard Utility

Target ally may take a standard action. Sacrifice Celestial Commander.

**[-3] Conjure Celestial Avenger** - Standard Utility

Conjure an allied Celestial Avenger. It has the following stat-block.

**Celestial Avenger** - 1 HP

Trait - *Celestial Shield*

Celestial Avenger has resist 3

**[+1] Avenger's Challenge** - Standard Attack

The Celestial Avenger deals 1d8 damage to target creature.

**[-1] Divine Retribution** - Interrupt Attack

Trigger – An enemy attacks an ally

Effect – Deal 1d12 damage to the triggering enemy.

**[-5] Conjure Spectral Swordsman** - Standard Utility

You conjure a Spectral Swordsman. It has the following stat block.

**Spectral Swordsman** - 20 hp

[+1] ***Vicious Strike*** - Standard Attack

1d10 damage to target creature

[-1] ***Bladesting*** - Minor Attack

Deal 1 damage to target creature.

[-2] ***Crack the Shell*** - Minor Utility

Target creature gains vulnerability 1 until the end of your next turn.