

Sorcerer's Apprentice

Encounter – No Action

Effect: Spend one or three healing surges.

-If you spend one healing surge, choose a Wizard encounter attack power up to 4 levels higher than you are.

-If you spend three healing surges, choose a Wizard daily attack power up to 4 levels higher than you are.

You may use the encounter or daily power before the end of your next turn. When you roll the attack for the power, roll 1d12 with it, and consult the following chart for possible adverse effects.

Special: If you do not have enough healing surges, you may instead spend a number of hit points equal to your surge value times the number of surges you need to spend. You cannot regain these hit points by any means until you have taken an extended rest.

Encounter Power	
D12	Adverse Effect
1	Automatic critical hit on all targets. Your character dies at the end of the turn. This cannot be prevented in any way.
2	Automatic critical hit on all targets. Your character dies at the end of the turn. This cannot be prevented in any way.
3	Your implement is destroyed after your attack roll is resolved. You are prone and dazed (save ends). If you are not using an implement, you are prone and dazed (save ends), and re-roll on this chart with a -2 to the roll (minimum 1).
4	Attack does half damage. You are dazed (save ends)
5	Target takes half damage, and the ally nearest the target also takes half damage. Any effects are applied to both target and ally.
6	You are the only target of the spell. Attacks that target more than one creature do double damage, or normal damage on a miss.
7	-4 to all Int, Wis, and Cha based skills until you take an extended rest. You are Stunned (save ends)
8	Single target attack: Attack the ally nearest you instead of the target Multiple target attack: The attack targets allies only
9	-2 to all d20 rolls until you take an extended rest. You are slowed until you take an extended rest.
10	-2 to all defenses until you take an extended rest. You have vulnerable 5 all.
11	No adverse effects
12	No adverse effects

Daily Power	
D12	Adverse Effect
1	Automatic critical hit on all targets. Your character dies at the end of the turn. This cannot be prevented in any way.
2	Automatic critical hit on all targets. Your character dies at the end of the turn. This cannot be prevented in any way.
3	Automatic critical hit on all targets. Your character dies at the end of the turn. This cannot be prevented in any way.
4	Attack does half damage. You are dazed (save ends)
5	Target takes half damage, and the ally nearest the target also takes half damage. Any effects are applied to both target and ally.
6	You are the only target of the spell. Attacks that target more than one creature do double damage, or normal damage on a miss.
7	-4 to all Int, Wis, and Cha based skills until you take an extended rest. You are Stunned (save ends)
8	Single target attack: Attack the ally nearest you instead of the target Multiple target attack: The attack targets allies only
9	-2 to all d20 rolls until you take an extended rest. You are slowed until you take an extended rest.
10	-2 to all defenses until you take an extended rest. You have vulnerable 5 all.
11	Your implement is destroyed after your attack roll is resolved. You are prone and dazed (save ends). If you are not using an implement, you are prone and dazed (save ends), and re-roll on this chart with a -2 to the roll (minimum 1)
12	No adverse effects