

Coiling
Tentacles

level
2/2

<p>Induce Mutation Sorcerer Attack 1</p> <p>You create an aberrant field around your target, causing him to temporarily feel the physical distortion you constantly endure.</p> <p>At-Will ♦ Arcane, Implement Standard Action Ranged 10 Target: One creature Attack: Charisma [] vs. Fortitude Hit: 1d10 + Charisma modifier [] damage.</p> <p>Coiling Tentacles: If you are manifesting this aspect, uncontrollable tentacles erupt from the target, causing it to deal damage equal to your Constitution modifier [] to each of your enemies adjacent to it the next time it attacks on its turn.</p>	<p>Induce Mutation Sorcerer Attack 1</p> <p>You create an aberrant field around your target, causing him to temporarily feel the physical distortion you constantly endure.</p> <p>At-Will ♦ Arcane, Implement Standard Action Ranged 10 Target: One creature Attack: Charisma [] vs. Fortitude Hit: 2d10 + Charisma modifier [] damage.</p> <p>Coiling Tentacles: If you are manifesting this aspect, uncontrollable tentacles erupt from the target, causing it to deal damage equal to your Constitution modifier [] to each of your enemies adjacent to it the next time it attacks on its turn.</p>	
<p>Thrash of Tentacles Sorcerer Attack 3</p> <p>Your tentacles have bound several of your enemies, and as they struggle to break free you toss them away from you.</p> <p>Encounter ♦ Arcane, Implement Standard Action Close burst 2 Targets: Each creature in the burst that is grabbed by your <i>coiling tentacles</i> Attack: Charisma [] vs. Fortitude Hit: 1d8 + Charisma modifier [] damage, and you slide the target 3 squares.</p>	<p>Thrash of Tentacles Sorcerer Attack 13</p> <p>Your tentacles have bound several of your enemies, and as they struggle to break free you toss them away from you.</p> <p>Encounter ♦ Arcane, Implement Standard Action Close burst 2 Targets: Each creature in the burst that is grabbed by your <i>coiling tentacles</i> Attack: Charisma [] vs. Fortitude Hit: 2d8 + Charisma modifier [] damage, and you slide the target 3 squares and knock it prone.</p>	<p>Thrash of Tentacles Sorcerer Attack 23</p> <p>Your tentacles have bound several of your enemies, and as they struggle to break free you toss them away from you.</p> <p>Encounter ♦ Arcane, Implement Standard Action Close burst 2 Targets: Each creature in the burst that is grabbed by your <i>coiling tentacles</i> Attack: Charisma [] vs. Fortitude Hit: 3d8 + Charisma modifier [] damage, and you slide the target a number of squares equal to 1 + your Constitution modifier [] and knock it prone.</p>

↑ U P A R A D E S ↗

Gibbering
Mouths

level
2/2

<p>Induce Mutation Sorcerer Attack 1</p> <p>You create an aberrant field around your target, causing him to temporarily feel the physical distortion you constantly endure.</p> <p>At-Will ♦ Arcane, Implement Standard Action Ranged 10 Target: One creature Attack: Charisma [] vs. Fortitude Hit: 1d10 + Charisma modifier [] damage.</p> <p>Gibbering Mouths: If you are manifesting this aspect, disharmonic chanting from mouths that open across the target's flesh cause creatures in an aura 2 around and including the target to grant combat advantage until the start of your next turn.</p>	<p>Induce Mutation Sorcerer Attack 1</p> <p>You create an aberrant field around your target, causing him to temporarily feel the physical distortion you constantly endure.</p> <p>At-Will ♦ Arcane, Implement Standard Action Ranged 10 Target: One creature Attack: Charisma [] vs. Fortitude Hit: 2d10 + Charisma modifier [] damage.</p> <p>Gibbering Mouths: If you are manifesting this aspect, disharmonic chanting from mouths that open across the target's flesh cause creatures in an aura 2 around and including the target to grant combat advantage until the start of your next turn.</p>	
<p>Brainwash Chant Sorcerer Attack 3</p> <p>Unable to resist the mysterious rhythm of your mouths' chanting, your foe is susceptible to your maddening command.</p> <p>Encounter ♦ Arcane, Charm, Implement, Psychic Standard Action Ranged 5 Targets: One creature that is dazed by your <i>gibbering mouths</i> Attack: Charisma [] vs. Will Hit: 1d4 psychic damage, and the target immediately makes a melee or ranged attack (your choice) against one of its allies, though you cannot force it to use any limited-use powers in this way.</p>	<p>Brainwash Chant Sorcerer Attack 13</p> <p>Unable to resist the mysterious rhythm of your mouths' chanting, your foe is susceptible to your maddening command.</p> <p>Encounter ♦ Arcane, Charm, Implement, Psychic Standard Action Ranged 5 Targets: One creature that is dazed by your <i>gibbering mouths</i> Attack: Charisma [] vs. Will Hit: 1d8 psychic damage, and the target immediately makes a melee or ranged attack (your choice) against one of its allies, though you cannot force it to use any limited-use powers in this way. It gains a bonus to its attack roll equal to your Constitution modifier [].</p>	<p>Brainwash Chant Sorcerer Attack 23</p> <p>Unable to resist the mysterious rhythm of your mouths' chanting, your foe is susceptible to your maddening command.</p> <p>Encounter ♦ Arcane, Charm, Implement, Psychic Standard Action Ranged 5 Targets: One creature that is dazed by your <i>gibbering mouths</i> Attack: Charisma [] vs. Will Hit: 1d12 psychic damage, and the target immediately makes a melee or ranged attack (your choice) against one of its allies, though you cannot force it to use any limited-use powers in this way. It gains a bonus to its attack roll equal to your Constitution modifier [], and is dominated on its next turn.</p>

UPGRADES ↗

One
Thousand
Eyes

level
212

<p>Induce Mutation Sorcerer Attack 1</p> <p>You create an aberrant field around your target, causing him to temporarily feel the physical distortion you constantly endure.</p> <p>At-Will ♦ Arcane, Implement Standard Action Ranged 10 Target: One creature Attack: Charisma [] vs. Fortitude Hit: 1d10 + Charisma modifier [] damage.</p> <p>One Thousand Eyes: If you are manifesting this aspect, the target is disoriented by the expanse of vision granted by the eyes that pop open across its body. It takes a -2 penalty to its attack rolls until the end of your next turn.</p>	<p>Induce Mutation Sorcerer Attack 1</p> <p>You create an aberrant field around your target, causing him to temporarily feel the physical distortion you constantly endure.</p> <p>At-Will ♦ Arcane, Implement Standard Action Ranged 10 Target: One creature Attack: Charisma [] vs. Fortitude Hit: 2d10 + Charisma modifier [] damage.</p> <p>One Thousand Eyes: If you are manifesting this aspect, the target is disoriented by the expanse of vision granted by the eyes that pop open across its body. It takes a -2 penalty to its attack rolls until the end of your next turn.</p>	
<p>Piercing Vision Sorcerer Attack 3</p> <p>The eyes covering your body blink open, and stare directly at your enemy who thought he was imperceptible, allowing you to fire a straight shot of acid at him.</p> <p>Encounter ♦ Acid, Arcane, Implement Standard Action Close burst 5 Requirement: You must be manifesting or possess the one thousand eyes aspect Target: One creature in burst that you know is there Attack: Charisma [] vs. Reflex, with no sight-based penalties Hit: 1d12 + Charisma modifier [] acid damage. If you weren't already manifesting your one thousand eyes, that aspect can't trigger this encounter.</p>	<p>Piercing Vision Sorcerer Attack 13</p> <p>The eyes covering your body blink open, and stare directly at your enemy who thought he was imperceptible, allowing you to fire a straight shot of acid at him.</p> <p>Encounter ♦ Acid, Arcane, Implement Standard Action Close burst 5 Requirement: You must be manifesting or possess the one thousand eyes aspect Target: One creature in burst that you know is there Attack: Charisma [] vs. Reflex, with no sight-based penalties Hit: 1d12 + Charisma modifier [] acid damage, and the target's invisibility ends and/or it is no longer hidden. If you weren't already manifesting your one thousand eyes, that aspect can't trigger this encounter.</p>	<p>Piercing Vision Sorcerer Attack 23</p> <p>The eyes covering your body blink open, and stare directly at your enemy who thought he was imperceptible, allowing you to fire a straight shot of acid at him.</p> <p>Encounter ♦ Acid, Arcane, Implement Standard Action Close burst 5 Requirement: You must be manifesting or possess the one thousand eyes aspect Target: One creature in burst that you know is there Attack: Charisma [] vs. Reflex, with no sight-based penalties Hit: 2d12 + Charisma modifier [] acid damage, and the target's invisibility ends and/or it is no longer hidden, and it can't turn invisible or be hidden (save ends). If you weren't already manifesting your one thousand eyes, that aspect can't trigger this encounter.</p>

UPGRADES

Slimeskin

level
2/2

Induce Mutation Sorcerer Attack 1

You create an aberrant field around your target, causing him to temporarily feel the physical distortion you constantly endure.

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma [] vs. Fortitude

Hit: 1d10 + Charisma modifier [] damage.

Slimeskin: If you are manifesting this aspect, the slick slime that emerges across the target's skin causes it to fall prone if it misses with the first attack it makes on its next turn.

Induce Mutation Sorcerer Attack 1

You create an aberrant field around your target, causing him to temporarily feel the physical distortion you constantly endure.

At-Will ♦ Arcane, Implement

Standard Action Ranged 10

Target: One creature

Attack: Charisma [] vs. Fortitude

Hit: 2d10 + Charisma modifier [] damage.

Slimeskin: If you are manifesting this aspect, the slick slime that emerges across the target's skin causes it to fall prone if it misses with the first attack it makes on its next turn.

Oozing Acid Sorcerer Attack 3

The aberrant acid in your skin viscerally leaks from your pores, dripping and threatening to contaminate any foe who comes into contact with you.

Encounter ♦ Acid, Arcane, Stance

Minor Action Personal

Requirement: You must be manifesting the *slimeskin* aspect

Effect: Each enemy that hits you with or you hit with a melee attack is coated in the catalyzing slime from your *slimeskin* (save ends; no save on the same turn it attacked you). In addition to triggering when an affected creature hits you, the penalties of the slime are also triggered when you hit an affected creature with a melee attack. This stance and the manifestation end when no creature is affected by your slime.

Oozing Acid Sorcerer Attack 13

The aberrant acid in your skin viscerally leaks from your pores, dripping and threatening to contaminate any foe who comes into contact with you.

Encounter ♦ Acid, Arcane, Stance

Minor Action Personal

Requirement: You must be manifesting the *slimeskin* aspect

Effect: Each enemy that hits you with or you hit with a melee attack is coated in the catalyzing slime from your *slimeskin* (save ends; no save on the same turn it attacked you), and affected targets take a -2 penalty to their saving throws to remove the catalyzing slime. In addition to triggering when an affected creature hits you, the penalties of the slime are also triggered when you hit an affected creature with a melee attack. This stance and the manifestation end when no creature is affected by your slime.

Oozing Acid Sorcerer Attack 23

The aberrant acid in your skin viscerally leaks from your pores, dripping and threatening to contaminate any foe who comes into contact with you.

Encounter ♦ Acid, Arcane, Stance

Minor Action Personal

Requirement: You must be manifesting the *slimeskin* aspect

Effect: Each enemy that hits you with or you hit with a melee attack is coated in the catalyzing slime from your *slimeskin* (save ends; no save on the same turn it attacked you), and affected targets take a -2 penalty to their saving throws to remove the catalyzing slime. In addition, the penalties of the slime are an ongoing affect rather than triggering on attacks. This stance and the manifestation end when no creature is affected by your slime.

UPGRADES ↗

Reality Yaw

non aberrant versions

<p>Reality Yaw Sorcerer Attack 5</p> <p>You suck reality around you into a small void, disorienting your enemies.</p> <p>Daily ♦ Arcane, Implement, Teleportation Standard Action Close burst 2 Targets: Each enemy in burst Attack: Charisma [] vs. Will</p> <p>Hit: 1d8 + Charisma modifier [] psychic damage and the target is dazed (save ends).</p> <p>Miss: The target is dazed until the end of its next turn.</p> <p>Effect: You teleport 10 squares and you are invisible until the end of your next turn, or until you take a standard action.</p>	<p>Reality Yaw Sorcerer Attack 15</p> <p>You suck reality around you into a small void, disorienting your enemies.</p> <p>Daily ♦ Arcane, Implement, Teleportation Standard Action Close burst 2 Targets: Each enemy in burst Attack: Charisma [] vs. Will</p> <p>Hit: 3d8 + Charisma modifier [] psychic damage and the target is dazed (save ends).</p> <p>Miss: Half damage, and the target is dazed until the end of its next turn.</p> <p>Effect: You teleport 10 squares and you are invisible until the end of your next turn, or until you take a standard action.</p>	<p>Reality Yaw Sorcerer Attack 25</p> <p>You suck reality around you into a small void, disorienting your enemies.</p> <p>Daily ♦ Arcane, Implement, Teleportation Standard Action Close burst 2 Targets: Each enemy in burst Attack: Charisma [] vs. Will</p> <p>Hit: 3d8 + Charisma modifier [] psychic damage and the target is stunned (save ends).</p> <p>Miss: Half damage, and the target is dazed (save ends).</p> <p>Effect: You teleport 10 squares and you are invisible until the end of your next turn, or until you take a standard action.</p>
<p>Reality Yaw Sorcerer (Aberrant Blood) Attack 5</p> <p>You suck reality around you into a small void, disorienting your enemies.</p> <p>Daily ♦ Arcane, Implement, Teleportation Standard Action Close burst 2 Targets: Each enemy in burst Attack: Charisma [] vs. Will</p> <p>Hit: 1d8 + Charisma modifier [] psychic damage and the target is dazed (save ends).</p> <p>Miss: The target is dazed until the end of its next turn.</p> <p>Effect: You teleport 10 squares and you are invisible until the end of your next turn, or until you take a standard action. You may manifest one of your aspects. (This does not count as your one trigger per encounter.)</p>	<p>Reality Yaw Sorcerer (Aberrant Blood) Attack 15</p> <p>You suck reality around you into a small void, disorienting your enemies.</p> <p>Daily ♦ Arcane, Implement, Teleportation Standard Action Close burst 2 Targets: Each enemy in burst Attack: Charisma [] vs. Will</p> <p>Hit: 3d8 + Charisma modifier [] psychic damage and the target is dazed (save ends).</p> <p>Miss: Half damage, and the target is dazed until the end of its next turn.</p> <p>Effect: You teleport 10 squares and you are invisible until the end of your next turn, or until you take a standard action. You may manifest one of your aspects. (This does not count as your one trigger per encounter.)</p>	<p>Reality Yaw Sorcerer (Aberrant Blood) Attack 25</p> <p>You suck reality around you into a small void, disorienting your enemies.</p> <p>Daily ♦ Arcane, Implement, Teleportation Standard Action Close burst 2 Targets: Each enemy in burst Attack: Charisma [] vs. Will</p> <p>Hit: 3d8 + Charisma modifier [] psychic damage and the target is stunned (save ends).</p> <p>Miss: Half damage, and the target is dazed (save ends).</p> <p>Effect: You teleport 10 squares and you are invisible until the end of your next turn, or until you take a standard action. You may manifest one of your aspects. (This does not count as your one trigger per encounter.)</p>

Aberrant Versions

Sorcerous Rays

Dragon Magic

Sorcerous Rays Sorcerer (Wild Magic) Attack 9

Using your innate arcane power, you shape energy into the forms you need to best defeat your foes.

Daily ♦ Arcane, Implement; Varies
Standard Action Ranged 10

Targets: One, two, or three creatures

Effect: For each target, roll a d8 to randomly determine one of the following rays.

- 1—**Dazzling Ray (Radiant):** The target is blinded until the end of its next turn.
- 2—**Burning Ray (Fire):** Deal additional fire damage equal to your Charisma modifier to the target and each creature adjacent to it.
- 3—**Ray of Venom (Poison):** Ongoing 5 poison damage (save ends).
- 4—**Lightning Ray (Lightning):** Slide the target 4 squares.
- 5—**Chill Ray (Cold):** The target is immobilized (save ends).
- 6—**Ray of Fear (Charm, Psychic):** The target moves its speed away from you by the safest route possible.
- 7—**Withering Ray (Necrotic):** The target is weakened (save ends).
- 8—**Pulse Ray (Force):** The target is knocked prone.

Attack: Charisma [] vs. Reflex

Hit: 1d10 + Charisma modifier [] damage of the damage type determined by the selected ray, and apply the effect of that ray.

Miss: Apply the effect of the selected ray to the target.

Sorcerous Rays Sorcerer (Dragon Magic) Attack 9

Using your innate arcane power, you shape energy into the forms you need to best defeat your foes.

Daily ♦ Arcane, Implement; Varies
Standard Action Ranged 10

Targets: One or two creatures

Effect: For each target, choose a different one of the following rays.

- 1—**Dazzling Ray (Radiant):** The target is blinded until the end of its next turn.
- 2—**Burning Ray (Fire):** Deal additional fire damage equal to your Charisma modifier to the target and each creature adjacent to it.
- 3—**Ray of Venom (Poison):** Ongoing 5 poison damage (save ends).
- 4—**Lightning Ray (Lightning):** Slide the target 4 squares.
- 5—**Chill Ray (Cold):** The target is immobilized (save ends).
- 6—**Ray of Fear (Charm, Psychic):** The target moves its speed away from you by the safest route possible.
- 7—**Withering Ray (Necrotic):** The target is weakened (save ends).
- 8—**Pulse Ray (Force):** The target is knocked prone.

Attack: Charisma [] vs. Reflex; you gain a +3 bonus to the attack roll of a ray that matches the resistance granted by your Dragon Soul class feature.

Hit: 1d10 + Charisma modifier [] damage of the damage type determined by the selected ray, and apply the effect of that ray.

Miss: Apply the effect of the selected ray to the target.

Sorcerous Rays Sorcerer (Aberrant Blood) Attack 9

Using your innate arcane power, you shape energy into the forms you need to best defeat your foes.

Daily ♦ Arcane, Implement; Varies
Standard Action Ranged 10

Targets: One or two creatures

Effect: For each target, choose a different one of the following rays.

- 1—**Dazzling Ray (Radiant):** The target is blinded until the end of its next turn.
- 2—**Burning Ray (Fire):** Deal additional fire damage equal to your Charisma modifier to the target and each creature adjacent to it.
- 3—**Ray of Venom (Poison):** Ongoing 5 poison damage (save ends).
- 4—**Lightning Ray (Lightning):** Slide the target 4 squares.
- 5—**Chill Ray (Cold):** The target is immobilized (save ends).
- 6—**Ray of Fear (Charm, Psychic):** The target moves its speed away from you by the safest route possible.
- 7—**Withering Ray (Necrotic):** The target is weakened (save ends).
- 8—**Pulse Ray (Force):** The target is knocked prone.

Attack: Charisma [] vs. Reflex

Hit: 1d10 + Charisma modifier [] damage of the damage type determined by the selected ray, and apply the effect of that ray.

Miss: Apply the effect of the selected ray to the target.

Effect: You grow a pair of eye stalks, each of which can fire one of the selected rays. You can use each of your selected rays as a standard action once before the end of the encounter, when the stalks wither away.

Wild Magic

Aberrant Blood

Twisted
 Descendant
 paragon
 path (plus plasma
 sorcerous
 rays)

Sorcerous Rays Sorcerer Attack 9

Using your innate arcane power, you shape energy into the forms you need to best defeat your foes.

Daily ♦ Arcane, Implement; Varies
 Standard Action Ranged 10

Targets: One or two creatures

Effect: For each target, choose a different one of the following rays.

- 1—**Dazzling Ray (Radiant):** The target is blinded until the end of its next turn.
- 2—**Burning Ray (Fire):** Deal additional fire damage equal to your Charisma modifier to the target and each creature adjacent to it.
- 3—**Ray of Venom (Poison):** Ongoing 5 poison damage (save ends).
- 4—**Lightning Ray (Lightning):** Slide the target 4 squares.
- 5—**Chill Ray (Cold):** The target is immobilized (save ends).
- 6—**Ray of Fear (Charm, Psychic):** The target moves its speed away from you by the safest route possible.
- 7—**Withering Ray (Necrotic):** The target is weakened (save ends).
- 8—**Pulse Ray (Force):** The target is knocked prone.

Attack: Charisma [] vs. Reflex

Hit: 1d10 + Charisma modifier [] damage of the damage type determined by the selected ray, and apply the effect of that ray.

Miss: Apply the effect of the selected ray to the target.

Corrosive Bolt Twisted Descendant Attack 11

A thick, congealed orb of acid takes form in your hands, which you hurl toward your enemy to melt his flesh.

Encounter ♦ Acid, Arcane, Implement
 Standard Action Ranged 10

Target: One creature

Attack: Charisma [] vs. Reflex

Hit: 2d8 + Charisma modifier [] acid damage, and ongoing 10 acid damage and the target takes a -2 penalty to its defenses and attack rolls (save ends both).
Failed save: The penalty gets 1 worse; this effect stacks until the target saves against the effect.

Distortion Field Twisted Descendant Utility 16

You unleash a rippling field of energy. Emanations from the farthest realm cause distortions in reality.

Encounter ♦ Arcane, Teleportation
 Move Action Personal

Effect: You teleport up to 5 squares. You push 1 square any large or smaller creature you start or end adjacent to.

Warp Pulse Twisted Descendant Attack 20

A pulse of energy you channel from the farthest realm warps reality nearby and damages minds.

Daily ♦ Arcane, Implement, Psychic, Teleportation
 Standard Action Close burst 3

Targets: Each enemy in burst

Attack: Charisma [] vs. Fortitude and Will (one roll per target)

Hit Fortitude: Teleport the target 2 squares to a surface that can support it.

Hit Will: 3d12 + Charisma modifier psychic damage.

Effect: You can teleport to anywhere in the burst. In addition, you gain a teleport speed of 3 until the end of the encounter.