

FEATHERED LIES
FOR ADVANCED PLAYERS

AIENDRA

11th level Genasi Wizard

SKILLS

- +16 Arcana
- +12 Dungeoneering
- +10 Endurance
- +16 History
- +14 Nature
- +16 Religion

Languages: You know all languages in the PHB and Rules Compendium.

Decipher: You can attempt an Arcana check (DC 27) to decipher a message written in code or protected by magical disguise.



ABILITY SCORES

- 14 Strength (+7)
- 12 Constitution (+6)
- 14 Dexterity (+7)
- 23 Intelligence (+11)
- 14 Wisdom (+7)
- 9 Charisma (+4)

DEFENSES

- 25 AC
- 23 Fortitude
- 26 Reflex
- 24 Will
- Resist lightning 10

*SPELLBOOK

After an extended rest you can prepare 3 daily spells and 3 utility spells from your spellbook, though you can't prepare the same spell twice on the same day.

HIT POINTS

62

Healing Surges (15 HP)



Death saves □ □ □

COMBAT

+11 Initiative

6 Speed

+3d8 lightning Critical

THE CHARACTER

Aiendra was smuggled out of the City of Brass as an infant and raised by a foster wizard, but she always felt the Elemental Chaos in her blood. As one **chaos-bound**, she constantly fought her stormy nature, but eventually it drove her to seek an adventuring life on the planes. As a planewalker, her idiosyncrasies and frenetic behavior weren't so strange, and she found a party who accepted her. Intrigued by life on the planes, Aiendra dedicated herself to the life of a **scholar**. During a climactic dragon fight in which she gained her prized dragontooth wand, Aiendra was nearly consumed by elemental magic which she'd unleashed beyond her control. When the lightning and smoke cleared, she had become more: a **spellstorm mage**, at last having come to terms with her tempestuous nature.

A+-WILL SPELLS

Thunderwave Standard Action ⚡ 3

Target: Each creature in blast **Attack:** +16 vs. Fortitude
Hit: 1d6 +15 thunder damage, and push target 2 squares.

Storm Pillar Standard Action ⚡ 10

Effect: You conjure a pillar of crackling energy in an unoccupied square within range until the end of your next turn. Each enemy that moves into a square adjacent to the pillar on its turn takes 1d6 +16 lightning damage.

CANTRIPS

Light Minor Action ⚡ 5

Effect: An object or unoccupied square sheds bright light in a 4 square radius until the end of the encounter or until you use this cantrip again. Putting the light out is a free action.

Mage Hand Minor Action ⚡ 5

Effect: Conjure a spectral hand in an unoccupied square within range that lasts until end of your next turn or until you use this cantrip again. As a **move action**, move the hand 5 squares. As a **minor action**, the hand picks up or manipulates an object.
Sustain Minor: The hand persists until end of your next turn.

Ghost Sound Standard Action ⚡ 10

Effect: Cause a sound (from a whisper to a yell) to emanate from an object or unoccupied square within range.

SPECIAL ABILITIES

Extra Damage Action: When you spend an action point to take an extra action, you gain a +5 power bonus to damage on your standard action attacks this turn.

Wand Expertise: Ignore all cover when attacking with a wand.

FEATS

- Armor Proficiency, Leather
- Elemental Empowerment
- Improved Defenses
- Implement Focus
- Improved Initiative
- Superior Implement Training
- Wand Expertise

MAGIC ITEMS

- Lightning Dragontooth Wand +3
- Amulet of Protection +3
- Genasi Soul Leather +2
- Boots of Eagerness
- Bracers of Escape
- Potion of Cure Moderate Wounds
- 800 gold

ENCOUNTER SPELLS

Empowering Lightning **Standard Action** ⚡20

Primary Target: One creature **Attack:** +17 vs. Reflex
Hit: 2d8 +16 lightning damage, and push target 1 square.
Special: This improves Wand of Accuracy, so always cast this spell before using Wand of Accuracy.

Shock Sphere **Standard Action** ⚡2 within 10

Target: Each creature in burst **Attack:** +17 vs. Reflex
Hit: 2d6 +16 lightning damage. **Miss:** Half damage.

Lightning Bolt **Standard Action** ⚡10

Target: 1, 2, or 3 creatures **Attack:** +17 vs. Reflex
Hit: 2d6 +16 lightning damage. **Miss:** Half damage.

Storm Cage **Standard Action** ⚡2 within 20

Target: Each creature in burst **Attack:** +17 vs. Reflex
Hit: 4d6 +16 lightning and thunder damage.
Effect: Conjure a cage of difficult terrain in the 16 outer squares of the burst (the cage is 1 square high) that lasts until the end of your next turn. Any creature entering the cage or starting its turn adjacent to it takes 10 lightning damage (a creature can take this damage once per turn).

MISC. POWERS

Wand of Accuracy **Free Action**

Effect: Gain +2 bonus to your next attack roll. If you've cast Empowering Lightning during this encounter already, you also gain a +6 bonus to damage for that attack.

Use Vulnerability **Free Action**

Trigger: When you succeed on a monster knowledge check
Effect: If your check meets or exceeds the hard DC for the monster's level, you gain +4 to all defenses against the monster's attacks, and you deal +6 damage against the monster, until the end of your next turn. However, if you don't reach the hard DC, your attacks deal half damage against the monster until the end of your next turn.

Promise of Storm **Minor Action**

Effect: Until the end of your next turn, you deal +2d8 extra damage with thunder and lightning attacks.

Second Wind **Standard Action**

Effect: Spend a healing surge, and gain +2 defenses until start of your next turn.

Storm Spell **No Action**

Effect: Recover an expended spell, making a Wisdom check to determine what kind of spell you recover:

- 1-10: Encounter utility spell
- 11-15: Encounter attack spell
- 16-20: Daily utility spell
- 21+: Daily attack spell

DAILY POWERS*

Flaming Sphere **Standard Action** ⚡10

Effect: Conjure a flaming sphere in an unoccupied square within range until the end of your next turn. As a **move action** you can move it 6 squares, or as a **standard action** make it attack (see below). Any creature that starts its turn next to the sphere takes 1d4 +15 fire damage. When conjured the sphere makes the following attack:

Target: One creature adjacent to the sphere
Attack: +17 vs. Reflex **Hit:** 2d6 +15 fire damage.

Sustain Minor: The sphere persists until end of your next turn.

Watery Sphere **Standard Action** ⚡1 within 10

Target: Each creature in burst **Attack:** +17 vs. Reflex
Hit: Immobilized and grants combat advantage (save ends).
Miss: Slide target up to 3 squares to space adjacent to burst.
Effect: The burst creates a zone of difficult terrain & partial cover to creatures on opposite sides of it that lasts until the end of your next turn. As a **move action**, move the zone 3 squares, sliding any creatures immobilized by this spell so they stay within the zone. When a creature enters the zone or starts its turn there, repeat the attack.

Sustain Minor: The zone persists until end of your next turn.

Bigby's Icy Grasp **Standard Action** ⚡20

Effect: Conjure a 5-foot tall hand of ice in an unoccupied square within range until the end of your next turn. The hand immediately makes the following attack. While the hand doesn't have a creature grabbed you can make to attack as a **standard action**, and move 6 squares as a **move action**.

Target: One creature adjacent to the hand
Attack: +17 vs. Reflex
Hit: 2d8 +15 cold damage and grabbed (the hand uses your Fortitude or Reflex if the target attempts to escape).

Sustain Minor: The hand persists until the end of your next turn and the grabbed creature takes 1d8 +15 cold damage.

Scattering Shock **Standard Action** ⚡3 within 10

Target: Each creature in burst **Attack:** +16 vs. Fortitude
Hit: Slide target 2 squares. **Effect:** Make secondary attack:
Secondary Target: One enemy in the burst and each creature adjacent
Attack: +16 vs. Reflex
Hit: 2d8 +16 lightning damage. **Miss:** Half damage.

Ice Storm **Standard Action** ⚡3 within 20

Target: Each creature in burst **Attack:** +16 vs. Fortitude
Hit: 2d8 +15 cold damage and immobilized (save ends).
Miss: Half damage and slowed (save ends).
Effect: The burst creates a zone of difficult terrain which lasts until the end of the encounter.

Melf's Minute Meteors **Standard Action**

Effect: Five fiery meteors appear in the air around you until they're expended or the encounter ends. While at least one meteor remains, any adjacent enemy that hits you takes 3 fire damage for each remaining meteor, and you can make the following **minor action** attack once per round by expending a meteor.

Range: 20; **Target:** One enemy; **Attack:** +17 vs. Reflex
Hit: 2d4 +15 fire damage and ongoing 5 fire damage (save ends).
If target is already taking ongoing fire damage, increase it by 5.

RI+UALS

Amanuensis 10 minutes; 10 gp

Effect: Copy up to 250 words (about 1 page) from a source onto a specially prepared paper, parchment, or book. A copied illustration counts as the amount of the page it takes up. This can be used to copy a ritual scroll, but you still must pay cost.

Endure Elements 10 minutes; 20 gp

Effect: Designate five ritual participants, including yourself. For the next 24 hours these participants ignore penalties associated with extremes of nonmagical weather. A participant suffers no ill effects from ambient temperatures between -50 and 140 degrees Fahrenheit, and their equipment is likewise protected from temperature and precipitation.

Affect Normal Fires 1 minute; 25 gp

Effect: For the next 8 hours (or until you take an extended rest) you gain mastery over nonmagical fire within 10 squares. As a minor action you can double the radius of bright light or make dim light into bright light. Likewise, you can reduce bright light to dim light, or reduce dim light to darkness. You can extinguish a square of nonmagical fire as a minor action.

Hallucinatory Item 10 minutes; 25 gp

Effect: Create the illusion of a single inanimate object that appear, to all intents and purposes, to be real. Your Arcana check determines the illusion's maximum size, as well as the Insight DC for creatures viewing or interacting with the item to see thru the illusion. You cannot move the item.

19 or lower: Small **30-39:** Large
20-29: Medium **40+:** Huge

Change Self 1 minute; 35 gp; healing surge

Effect: Assume the appearance of a humanoid of your same size for one hour, disguising your equipment to suit. Creature viewing or interacting with you can make an Insight check (DC 26) to detect the deception.

Sending 10 minutes; 50 gp

Effect: Convey a message of up to 25 words to a person you know, with range determined by an Arcana check. They receive the message mentally and can respond likewise.

10-19: 100 miles **30-39:** 1,000 miles
20-29: 500 miles **40+:** Anywhere on the same plane

Analyze Portal 1 hour; 250 gp

Effect: Make an Arcana check to determine what you learn:

29 or lower: Name of the portal's destination.
30 or higher: Origin and type of last creature to use it.
30 + one-half creator's level: Identity of portal's creator.

Detect Object 10 minutes; 400 gp

Effect: For 5 minutes you detect the direction and distance to the nearest example of that object, making an Arcana check to determine the range. Use modifiers if it's a specific object.

10-19: 10 squares (50') **Specific object is...**
20-29: 30 squares (150') **Very familiar to you:** 0
30-39: 60 squares (300') **Seen once by you:** -5
40+: 100 squares (500') **Described to you:** -10

U+ILITY SPELLS*

Shield Interrupt

Trigger: You are hit by an attack

Effect: Gain +4 AC and Reflex until the end of your next turn.

Memory to Mist Minor Action ↗ 2

Target: A creature of lower level not involved in combat

Effect: The creature forgets everything that happened in the past 10 minutes and for the next 1 minute.

Fire Shield Minor Action

Effect: Gain resist 10 cold and resist 10 fire until the end of the encounter. Whenever a creature makes a melee attack against you, it takes 2d6 +6 fire damage. A creature can only take this damage once per turn.

Levitate Move Action

Effect: Move 4 squares vertically and hover there until the end of your next turn. While levitating you take -2 AC and Reflex.

Sustain Move: Move 3 squares up or down or 1 square horizontally and hover until the end of your next turn. You cannot levitate higher than 4 squares off the ground.

Arcane Gate Minor Action ↗ 20

Effect: Create a dimensional gate connecting 2 unoccupied squares within range until the end of your next turn; the 2 squares are effectively adjacent, but only for movement.

Sustain Minor: The gate persists until end of your next turn.

Illusory Wall Standard Action Wall 8 within 20

Effect: Create an illusory wall that lasts until the end of your next turn; it may be up to 8 squares long and 4 squares high. It blocks line of sight for your enemies only, and when an enemy moves adjacent to it, make this attack: **Attack:** +16 vs. Will

Hit: The target cannot pass the wall on its current turn.

Sustain Minor: You can sustain the wall until end of encounter.

MAGIC I+EM POWERS

Genasi Soul Armor Minor Action

Effect: Until the end of the encounter, you can use Promise of Storm a second time even if you've already expended it.

Bracers of Escape Interrupt

Effect: When you are the target of a melee attack, teleport 2 squares.

Lightning Wand Standard Action ↗ 20

Target: 1 or 2 creatures **Attack:** +17 vs. Reflex

Hit: 1d6 +16 lightning damage.

Boots of Eagerness Minor Action

Effect: Take a move action.

C+ONSUMABLE I+EM S

Potion of Cure Wounds Minor Action

Effect: When you drink the potion, if you have a healing surge you must spend one. Instead of the hit points you'd normally regain, you heal 2d8+10 HP. If you are bloodied and don't have any healing surges, you still regain the hit points.