

## Lamothi, the Eastern Gate Level 5

### Elf Wizard

(Control, Controller)

Medium female; Fey; XP 5,500  
144yrs, 4'8", 83lbs.

*As an elf, you are wild and free, with deeply felt but short-lived passions.. As a wizard, you tap the arcane power that permeates the universe to control your enemies.*

**HP** 49 **Surges per Day** 9  
**Bloodied** 24 **Surge Value** 12  
**AC** 17 **Fortitude** 13 **Reflex** 15 **Will** 15  
**Saving Throws** **Speed** 7  
**Initiative** +8  
**Senses** Low-light vision **Action Points** 1  
 Passive Perception 17; Passive Insight 20  
**Alignment** **Deity** Corellon **Languages**  
 Unaligned Common, Elven  
**Str** 10 (+0) **Dex** 15 (+2) **Wis** 17 (+3)  
**Con** 12 (+1) **Int** 17 (+3) **Cha** 11 (+0)

### Racial Traits

**Elven Weapon Proficiency:** You gain proficiency with the longbow and the shortbow.

**Fey Origin:** You are considered a fey creature for the purpose of effects that relate to creature origin.

**Group Awareness:** You grant non-elf allies within 5 squares of you a +1 racial bonus to Perception checks.

**Wild Step:** You ignore difficult terrain when you shift (even if you have a power that allows you to shift multiple squares).

**Elven Accuracy:** You can use *Elven Accuracy* as an encounter power.

### Class Features

**Armor Proficiencies:** cloth

**Weapon Proficiencies:** dagger, quarterstaff

**Arcane Implement Mastery—Orb of Imposition:**

Once per encounter as a free action, you can use your orb to gain one of the following two effects (you must wield an orb to use this ability):

Designate one creature you have cast a wizard spell upon that has an effect that lasts until the subject succeeds on a saving throw. That creature takes a -3 penalty to its saving throws against that effect.

Choose to extend the duration of an effect created by a wizard at-will spell that would otherwise end at the end of your current turn. The effect instead ends at the end of your next turn.

**Cantrips:** You can use the *Ghost Sound*, *Light*, *Mage Hand*, and *Prestidigitation* cantrips as at-will powers.

**Ritual Casting:** You gain the Ritual Caster feat as a bonus feat.

**Spellbook:** You possess a spellbook, in which you store your rituals and daily and utility spells.

**Player Name:**

**Party Name:**

Skills	(Ability)	Trained	Modifier
Acrobatics	(Dex)		+4
Arcana	(Int)	Yes	+10
Athletics	(Str)		+2
Bluff	(Cha)		+2
Diplomacy	(Cha)	Yes	+7
Dungeoneering	(Wis)		+5
Endurance	(Con)		+3
Heal	(Wis)		+5
History	(Int)		+5
Insight	(Wis)	Yes	+10
Intimidate	(Cha)		+2
Nature	(Wis)	Yes	+12
Perception	(Wis)		+7
Religion	(Int)		+5
Stealth	(Dex)		+4
Streetwise	(Cha)		+2
Thievery	(Dex)		+4

### Feats

**Elven Precision:** When you use the *Elven Accuracy* power, you gain a +2 bonus to the new attack roll.

**Toughness:** You gain an additional 5 hit points at each tier of play (at 1<sup>st</sup>, 11<sup>th</sup>, and 21<sup>st</sup> level).

**Improved Initiative:** You gain a +4 feat bonus to initiative checks.

**Ritual Caster:** You can master and perform rituals of your level or lower.

### Gear

**Armor:** Magic Cloth +2

**Weapons:** Thunderburst Longbow +1

**Treasure:** 840g

**Other:**

Backpack	Orb of Sanguinary
Bedroll	Repercussions +1
Flint and Steel	
Belt Pouch	
Hemp Rope (50 ft)	
Sunrod (2)	
Waterskin	

## Magic Cloth +2

*A set of basic yet effective enchanted armor.*

**Armor:** light

**Enhancement:** AC

## Thunderburst Longbow +1

*Suddenly, the projectile explodes in a burst of violent sound..*

**Weapon:** bow

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 thunder damage

**Power** (minor; daily) – **Thunder**

The next ranged basic attack you make with this weapon before the end of your turn becomes a burst 1 centered on the target. Use your normal attack bonus for the basic attack, but against Fortitude. Each target hit takes 1d10 thunder damage.

## Orb of Sanguinary Repercussions +1

*A sphere of brilliant crimson.*

**Implement (Orb)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage

**Power** (minor; daily)

Until the end of your next turn, your attacks treat any resistance possessed by a target as vulnerable 5 to the same damage type.

## Basic Attacks

⊕ **Thunderburst Longbow +1** (standard; at-will) – **Weapon**

*You resort to the simple attack you learned when you first picked up a ranged weapon.*

Ranged 20/40; +7 vs. AC; 1d10 + 3 damage

## At-Will Spells

✦ **Cloud of Daggers** (standard; at-will) – **Arcane, Force, Implement**

*You create a small cloud of whirling daggers of force that relentlessly attack creatures in the area*

Area 1 square within 10 squares; +5 vs. Reflex; 1d6 + 3 force damage. *Effect:* Any creature that enters the area or starts its turn there takes 3 force damage. The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

⬅ **Thunderwave** (standard; at-will) – **Arcane, Implement, Thunder**

*You create a whip-crack of sonic power that lashes up from the ground..*

Close blast 3; +5 vs. Fortitude; 1d6 + 3 thunder damage to each creature in the blast, and you push the targets 3 squares. You must be wielding a crossbow, light blade, or sling.

## Encounter Spells

✦ **Elven Accuracy** (free; encounter) – **Personal**

*With an instant of focus, you take careful aim at your foe and strike with the legendary accuracy of the elves.*

Reroll an attack roll. Use the second roll, even if it's lower.

You gain a +2 bonus to the new attack roll

✦ **Icy Rays** (standard; encounter) – **Arcane, Cold, Implement**

*You fire two bolts of brilliant blue-white energy. A thin path of frost appears on the ground below each one before fading away.*

Ranged 10; +5 vs. Reflex, one attack per target; 1d10 + 3 cold damage. You may target one or two creatures. The targets are immobilized until the end of your next turn.

✦ **Icy Terrain** (standard; encounter) – **Arcane, Cold, Implement**

*With frosty breath, you utter a single arcane word that creates a treacherous patch of ice on the ground, hampering your foes..*

Area burst 1 within 10 squares; +5 vs. Reflex; 1d6 + 3 cold damage, and each creature in the burst is knocked prone. The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

## Daily Spells

✦ **Bigby's Icy Grasp** (standard; daily) – **Arcane, Cold, Conjuration, Implement**

*You conjure a giant floating hand made of chiseled ice that clutches foes and freezes them.*

Ranged 20; You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks an adjacent creature. As a move action, you can move the hand up to 6 squares.

+5 vs. Reflex; 2d8 + 3 cold damage, and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defense. *Sustain Minor:* A target grabbed by the hand takes 1d8 + 3 cold damage when you sustain this power. As a standard action, you can attack another target with the hand, but it must release a target it has grabbed.

✦ **Freezing Cloud** (standard; daily) – **Arcane, Cold, Implement**

*A pellet shoots from your hand and explodes into a cloud of icy mist at the point of impact.*

Area burst 2 within 10 squares; +5 vs. Fortitude; 1d8 + 3 cold damage to each creature in burst. The cloud lasts until the end of your next turn. Any creature that enters the cloud or starts its turn there is subject to another attack. You can dismiss the cloud as a minor action.

✦ **Sleep** (standard; daily) – **Arcane, Implement, Sleep**

*You exert your will against your foes, seeking to overwhelm them with a tide of magical weariness.*

Area burst 2 within 20 squares; +5 vs. Will; Each creature in burst is slowed (save ends). If the target fails its first saving throw against this power, the target becomes unconscious (save ends). *Miss:* The target is slowed (save ends).

✦ **Web** (standard; daily) – **Arcane, Implement, Zone**

*You call into being a giant web made of thick magical*

*strands that hang in midair, trapping those within it.*  
Area burst 2 within 20 squares; +5 vs. Reflex; Each creature in burst is immobilized. The burst creates a zone of webs that fills the area until the end of the encounter or for 5 minutes. The zone is considered difficult terrain. Any creature that ends its move in the web is immobilized (save ends).

## Utility Spells

### **Expeditious Retreat** (move; daily) – **Arcane**

*Your form blurs as you hastily withdraw from the battlefield.*  
Personal; Shift up to twice your speed.

### **Feather Fall** (free; daily) – **Arcane**

*You or a creature you choose falls gently, like a feather.*  
Ranged 10; When you or one creature in range falls, the target takes no damage from the fall, regardless of its distance, and does not fall prone at the end of its fall.

## Cantrips

### **Ghost Sound** (standard; at-will) – **Arcane, Illusion**

*With a wink, you create an illusory sound that emanates from somewhere close by.*

Ranged 10; You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce nonvocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.

### **Light** (minor; at-will) – **Arcane**

*With a wave of your hand, you cause a bright light to appear on the tip of your staff, upon some other object, or in a nearby space.*

Ranged 5; You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action. *Special:* You can have only one *Light* cantrip active at a time. If you create a new light, your previously cast light winks out.

### **Mage Hand** (minor, at-will) – **Arcane, Conjuration**

*You gesture toward an object nearby, and a spectral floating hand lifts the object into the air and moves it where you wish.*

Ranged 5; You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand.

As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object. *Sustain Minor:* You can sustain the hand indefinitely.

*Special:* You can create only one hand at a time.

### **Prestidigitation** (standard; at-will) – **Arcane**

*You perform an amusing magical trick, such as creating a dancing wisp of light, freshening a wilting flower, making a coin invisible, or warming a cold drink.*

Ranged 2; Use this cantrip to accomplish one of the effects given below:

Move up to one pound of material.

Create a harmless sensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.

Color, clean, or soil items in 1 cubic foot for up to 1 hour.

Instantly light (or snuff out) a candle, a torch, or a small campfire.

Chill, warm, or flavor up to one pound of nonliving material for up to one hour.

Make a small mark or symbol appear on a surface for up to one hour.

Produce out of nothingness a small item or image that exists until the end of your next turn.

Make a small, handheld item invisible until the end of your next turn.

Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power. *Special:* You can have as many as three prestidigitation effects active at one time.

## Rituals

### **Comprehend Language** (10 minutes; 24 hours) – **Exploration (Arcana)**

*As you finish the ritual, the guttural language of the creatures before you clarifies into something you understand.*

When beginning the ritual, choose a language you have heard or a piece of writing you have seen within the past 24 hours.

Using this ritual on a language you have heard allows you to understand it when spoken for the next 24 hours and, if your Arcana check result is 35 or higher, to speak the language fluently for the duration.

Using this ritual on a language you have seen as a piece of writing allows you to read the language for the next 24 hours and, if your Arcana check result is 35 or higher, to write the language in its native script or in any other script you know for the duration.

Using this ritual on a language you have both heard and seen as a piece of writing within the past 24 hours allows you to understand it in both forms for the next 24 hours, and an Arcana check result of 35 or higher allows you to speak and write the language.

### **Detect Secret Doors** (10 minutes; instantaneous) –

#### **Exploration (Arcana)**

*With a smile and a wink, you show the rogue the outline of the trapdoor he missed.*

Make an Arcana check. Use the result as a bonus to a Perception check you immediately make to find any secret or hidden doors in your line of sight. If anyone aided you while performing this ritual, they can't help you make the resulting Perception check.

### **Knock** (10 minutes; instantaneous) – **Exploration (Arcana)**

*A blue, glowing key appears in front of the door and disappears into it. The door glows amber for a moment and then unlocks.*

You open a single locked door, chest, gate, or other object. You must defeat all the closures on a locked object

to unlock it; you make one Arcana check per lock, bar, Arcane Lock, or similar closure. The object you unlock does not open automatically; you still must open it yourself after the ritual unlocks it.

Make an Arcana check with a +5 bonus in place of a Thievery check to open each lock or closure. To undo bolts or bars you normally couldn't reach, you must succeed on a DC 20 Arcana check.

If you use this ritual successfully against a portal protected by Arcane Lock, you destroy the Arcane Lock and its effects end.

**Silence** (10 minutes; 24 hours) – **Warding (Arcana)**

*Straining both your patience and your keen ears, you hear nothing in the duke's private chamber. That's why you're so surprised to see the duke when you boldly enter.*

You ward a single room (or a burst 4 area), against eavesdropping. Creatures attempting to listen to something in the warded area from outside the area take a -10 penalty to their Perception checks.

**Tenser's Floating Disk** (10 minutes; 24 hours) –

**Exploration (Arcana)**

*"Oh, this? It follows me everywhere, like a porter that never needs to rest."*

You create a slightly concave, circular plane of force that floats a foot off the ground and can carry what you lay upon it. The disk is 3 feet in diameter and 1 inch deep at its center. It remains stationary unless you move more than 5 squares away from it, in which case it moves with your base speed once per round until it is within 5 squares of you. You can command the disk to move up to your speed as a move action. If you are more than 5 squares from the disk for 2 consecutive rounds, the disk disappears, dropping whatever it was carrying.

<b>Arcana Check Result</b>	<b>Maximum Load</b>
9 or lower	250 pounds
10-24	500 pounds
25-39	1,000 pounds
40 or higher	2,000 pounds