



# LORAEN, MAGE GUARDIAN

## MALE ELADRIN WIZARD/DIVINE ORACLE

LEVEL 11 UNALIGNED

"Your steel shall fail before my magic does."



Ability Score	Value	Modifier	Check		
STRENGTH	14	+2	+7	ARMOR CLASS	22
CONSTITUTION	11	+0	+5	FORTITUDE DEFENSE	19
DEXTERITY	11	+0	+5	REFLEX DEFENSE	22
INTELLIGENCE	21	+5	+10	WILL DEFENSE	24
WISDOM	19	+4	+9	INITIATIVE	+9
CHARISMA	12	+1	+6	SPEED (SQUARES)	6
				ACTION POINTS	1

HIT POINTS	71	HEALING SURGE HP HEALED	17	SECOND WIND	<input type="checkbox"/>
BLOODIED	35	HEALING SURGES/DAY	6	(Use second wind up to 1/encounter)	

Current Hit Points

Current Surge Uses

Basic Attack Name	Attack Bonus	Damage	Range/Properties
Longsword	+10 vs. AC	1d8+2	Versatile
Dagger	+8 vs. AC	1d4	5/10, Light thrown

## FEATS

**Acolyte Power:** Gain cleric utility power Bastion of Faith (Cleric Utility 6)

**Burning Blizzard:** +2 damage with acid or cold power

**Improved Initiative** (already included)

**Initiate of the Faith:** 1/day healing word

**Lasting Frost:** Targets hit with a cold power gain vulnerable cold 5 until the end of your next turn.

**Ritual Caster**

**Toughness**

**Wintertouched:** Gain combat advantage against foe vulnerable to cold.

## SKILLS

Passive Perception	+24
Passive Insight	+24
Acrobatics (Dex)	+5
Arcana (Int)*	+17
Athletics (Str)	+7
Bluff (Cha)	+6
Diplomacy (Cha)	+6
Dungeoneering (Wis)	+9
Endurance (Con)	+7
Heal (Wis)	+9
History (Int)*	+17
Insight (Wis)*	+14
Intimidate (Cha)	+6
Nature (Wis)*	+14
Perception (Wis)*	+14
Religion (Int)*	+15
Stealth (Dex)	+5
Streetwise (Cha)	+6
Thievery (Dex)	+5

\* Indicates trained skill

## RACE AND CLASS FEATURES

**Arcane Implement Mastery:** Orb of Imposition

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

**Foresight:** You and each ally within 5 squares can't be surprised. Roll twice for initiative checks, taking the better result.

**Prophetic Action:** Gain a move action when you spend an action point that you can use during another turn later in this encounter.

**Eladrin Will:** You gain a +5 racial bonus on saving throws against charm effects.

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

**Trance:** Rather than sleep, eladrin enter a meditative state known as trance. You need to spend 4 hours in this state to gain the same benefits other races gain from taking a 6-hour extended rest.

**Languages:** Common, Elven

**Vision:** Low-light

## MUNDANE EQUIPMENT

Standard Adventurer's Kit

Everburning Torch

Longsword                      Dagger (2)

Spellbook                      858 gold pieces

## MAGICAL EQUIPMENT

Bloodthread Cloth Armor +2 (+2 AC & saves when bloodied)

Cloak of Survival +2 (Resist Cold 5 & Fire 5)

Orb of Drastic Resolutions +3

Orb of Inevitable Continuation +1

Holy Symbol of Hope +1

Shadowfell Gauntlets

Wavestrider Boots (can walk on liquid as long as you start and end on solid ground)

Potions of Healing ☐ ☐ ☐ ☐

Residium 300gp worth

## At-Will Powers

### Ghost Sound Wizard Cantrip

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

**At-Will \* Arcane, Illusion**

**Standard Action Ranged 10**

**Target:** One object or unoccupied square

**Effect:** 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 Wizard Cantrip

*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.*

**At-Will \* Arcane**

**Minor Action Ranged 5**

**Target:** One object or unoccupied square

**Effect:** 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 Wizard Cantrip

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

**At-Will \* Arcane, Conjuration**

**Minor Action Ranged 5**

**Effect:** 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 Wizard Cantrip

*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.*

**At-Will \* Arcane**

**Standard Action Ranged 2**

**Effect:** Use this cantrip to accomplish one of the effects given below.

- \* Move up to 1 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 1 pound of nonliving material for up to 1 hour.
- \* Make a small mark or symbol appear on a surface for up to 1 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 prestidigitatation effects active at one time.

### Cloud of Daggers Wizard Attack 1

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

**At-Will \* Arcane, Force, Implement**

**Standard Action Area 1 square within 10 squares**

**Target:** Each creature in square

**Attack:** +13 vs. Reflex

**Hit:** 1d6+8 force damage.

**Effect:** The power's area is filled with sharp daggers of force. Any creature that enters the area or starts its turn there takes force damage equal to your Wisdom modifier (4). The cloud remains in place until the end of your next turn. You can dispel it earlier as a minor action.

### Thunderwave Wizard Attack 1

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

**At-Will \* Arcane, Implement, Thunder**

**Standard Action Close blast 3**

**Target:** Each creature in blast

**Attack:** +13 vs. Fortitude

**Hit:** 1d6+8 thunder damage and you push the target a number of squares equal to your Wisdom modifier (4).

## Encounter Powers

### Fey Step Eladrin Racial Power

*With a step, you vanish from one place and appear in another.*

**Encounter \* Teleportation**

**Move Action Personal**

**Effect:** Teleport up to 5 squares.

### Icy Terrain Wizard Attack 1

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

**Encounter \* Arcane, Cold, Implement**

**Standard Action Area burst 1 within 10 squares**

**Target:** Each creature in burst

**Attack:** +13 vs. Reflex

**Hit:** 1d6+10 cold damage and the target is knocked prone.

**Effect:** The power's area is difficult terrain until the end of your next turn. You can end this effect as a minor action.

### Color Spray Wizard Attack 3

*A brilliant blast of flashing colors springs from your outstretched fingers, knocking nearby enemies senseless.*

**Encounter \* Arcane, Implement, Radiant**

**Standard Action Close blast 5**

**Target:** Each creature in blast

**Attack:** +13 vs. Will

**Hit:** 1d6+8 radiant damage and the target is dazed until the end of your next turn.

### Bastion of Health Cleric Utility 6

*You invoke a prayer that instantly fortifies one of your allies.*

**Encounter \* Divine, Healing**

**Minor Action Ranged 10**

**Target:** You or one ally

**Effect:** The target can spend a healing surge. Add your Charisma modifier (1) to the hit points regained.

### **Winter's Wrath** Wizard Attack 7

*You raise your hand, and an icy blizzard rains down mercilessly upon an area you designate.*

**Encounter \* Arcane, Cold, Implement**

**Standard Action Area** burst 2 within 10 squares

**Target:** Each creature in burst

**Attack:** +13 vs. Fortitude

**Hit:** 2d8+10 cold damage.

**Effect:** A blizzard erupts in the designated area and continues until the end of your next turn. It grants concealment, and any creature that starts its turn in the storm takes cold damage equal to your Intelligence modifier (5). You can end this effect as a minor action.

### **Prophecy of Doom** Divine Oracle Attack 11

*You predict dire results for your enemy.*

**Encounter \* Divine**

**Standard Action Ranged 5**

**Target:** One creature

**Effect:** You or an ally who hits the target with an attack can choose to make the attack a critical hit. This power lasts until the end of your next turn or until you or an ally uses it to make an attack a critical hit.

### **Daily Power**

#### **Healing Word** Cleric Feature

*You whisper a brief prayer as divine light washes over your target, helping to mend its wounds.*

**Daily (Special) \* Divine, Healing**

**Special:** You can use this power twice per encounter, but only once per round.

**Minor Action Close** burst 10

**Target:** You or one ally

**Effect:** The target can spend a healing surge and regain an additional 3d6 hit points.

#### **Sleep** Wizard Attack 1

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

**Daily \* Arcane, Implement, Sleep**

**Standard Action Area** burst 2 within 20 squares

**Target:** Each creature in burst

**Attack:** +13 vs. Will

**Hit:** The target 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).

#### **Expeditious Retreat** Wizard Utility 2

*Your form blurs as you hastily withdraw from the battlefield.*

**Daily \* Arcane**

**Move Action Personal**

**Effect:** Shift up to twice your speed.

#### **Bigby's Icy Grasp** Wizard Attack 5

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

**Daily \* Arcane, Cold, Conjunction, Implement**

**Standard Action Ranged 20**

**Effect:** You conjure a 5-foot-tall hand of ice in an unoccupied square within range, and the hand attacks. As a move action, you can move the hand up to 6 squares.

**Target:** One creature adjacent to the hand

**Attack:** +13 vs. Reflex

**Hit:** 2d8+10 cold damage and the hand grabs the target. If the target attempts to escape, the hand uses your Fortitude or Reflex defence.

**Sustain Minor:** A target grabbed by the hand takes 1d8+10 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.

#### **Ice Storm** Wizard Attack 9

*A shower of bitterly cold hailstones pummels a wide swath of ground and covers the area in ice.*

**Daily \* Arcane, Cold, Implement, Zone**

**Standard Action Area** burst 3 within 20 squares

**Target:** Each creature in burst

**Attack:** +13 vs. Fortitude

**Hit:** 2d8+10 cold damage and the target is immobilized (save ends).

**Miss:** Half damage and the target is slowed (save ends).

**Effect:** The burst creates a zone of ice. The zone is difficult terrain until the end of the encounter or for 5 minutes.

#### **Resistance** Wizard Utility 10

*You make yourself or another creature in range resistant to a particular kind of damage.*

**Daily \* Arcane**

**Minor Action Ranged 10**

**Target:** You or one creature

**Effect:** Against a particular damage type chosen by you, the target gains resistance equal to 16 until the end of the encounter or for 5 minutes. Choose the damage type from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Note: You may only use two magic item Daily powers per day and they must be different items. You gain a third use when you milestone, but it must come from an item who's Daily power you have not used today.

#### **Drastic Resolutions** Orb Power

*A sphere of brilliant purple glass, alight with ribbons of crimson dancing beneath its smooth surface.*

**Daily**

**Free Action**

**Effect:** You can use this power when an enemy within 10 squares of you drops to 0 hit points or fewer. Immobilize (save ends) or weaken (save ends) a different enemy within 10 squares of you.

#### **Hope** Symbol Power

*The power of your faith makes it easier for allies to recover from debilitating effects.*

**Daily**

**Immediate Reaction**

**Effect:** You can use this power when you or an ally within 5 squares of you is hit by an effect that a save can end. You or the ally gains a +5 power bonus to saving throws against the effect.

#### **Inevitable Continuance** Orb Power

*A sphere of gray crystal that appears as a ball of solid mist.*

**Daily**

**Minor Action**

**Effect:** One of your powers that is due to end this turn instead lasts until the end of your next turn.

#### **Shadowfell** Gloves Power

*These supple black gloves, woven with Shadowfell thread, are highly prized by wizards and warlocks.*

**Daily \* Necrotic**

### **Minor Action**

**Effect:** Change the damage type dealt by the next arcane power you use to necrotic. Add 1d6 to the damage dealt by that power (if any).

### **Wavestrider** Boots Power

*These enchanted boots allow you to walk across liquid as if it were solid land.*

#### **Daily**

### **Minor Action**

**Effect:** You can move across liquid surfaces as if they were normal terrain until the end of the encounter.

## **SpellBook**

**Acid Arrow (Wizard Attack 1)**

**Shield (Wizard Utility 2)**

**Fireball (Wizard Attack 5)**

**Levitate (Wizard Utility 6)**

**Wall of Fire (Wizard Attack 9)**

**Arcane Gate (Wizard Utility 10)**

**Comprehend Languages (Ritual 1)**

**Make Whole (Ritual 1)**

**Tenser's Floating Disk (Ritual 1)**

**Hallucinatory Item (Ritual 5)**

**Magic Circle (Ritual 5)**

**Phantom Steed (Ritual 6)**

**Remove Affliction (Ritual 8)**

**Water Breathing (Ritual 8)**

## **Background**

Loraen is a Mage Guardian of a temple of Corellon in the eastern reaches of Aeris. He is no longer welcome in the feywild courts of his original home due to a lover's quarrel, so he spends most of his time at the temple, teaching the fundamentals of magic. He found solace in the teachings of Corellon and has received training as a cleric which complements his wizardly abilities well. Most recently, his superiors in the temple asked him to venture out into the wider world and travel to various sites of power and make observations.

He sought the aid of his one-time adventuring partner, Reynard, whom he hasn't seen in over a decade. He was slightly shocked at the difference ten years can bring to a human, but Reynard seemed willing, even eager to explore various ruins, and thereby further Loraen's mission.

Traits: Aloof, Mysterious, Perceptive

Distinguishing Characteristics: Loraen often gives advice in the form of parables. Having grown up in the Feywild, he tends to forget that not everyone is an Eladrin or has access to magic ("What do you mean you cannot pierce the veil of the world to travel up this cliff?").