

# LARAE STARFLOWER

## Attack Powers

### Magic Missile Wizard Attack 1

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

**Standard Action** Ranged 20

**Target:** One creature

**Attack:** +16 vs. Reflex

**Hit:** 2d4+13 force damage. Crit: 21+3d6 thunder or lightning damage.

**Special:** This power can be used as a ranged basic attack.

### Thunderwave Wizard Attack 1

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

**Standard Action** Close blast 3 or blast 4

**Target:** Each creature in blast

**Attack:** +16 vs. Fortitude

**Hit:** 1d6+11 thunder damage, and you push the target 4 squares. Crit: 17+3d6 lightning or thunder damage.

### Lightning Bolt Wizard Attack 7

**Encounter ♦ Arcane, Implement, Lightning**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** +16 vs. Reflex

**Hit:** 2d6+11 lightning damage. Crit: 23+3d6 lightning or thunder damage.

**Effect:** Make a secondary attack.

**Secondary Targets:** Two creatures within 10 squares of the primary target.

**Secondary Attack:** +16 vs. Reflex

**Hit:** 1d6+11 lightning damage. Crit: 17+3d6 lightning or thunder damage.

### Shock Sphere Wizard Attack 3

**Encounter ♦ Arcane, Implement, Lightning**

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

**Target:** Each creature in burst

**Attack:** +16 vs. Reflex

**Hit:** 2d6+11 lightning damage. Crit: 23+3d6 lightning or thunder damage.

### Storm Cage Spellstorm Mage Attack 11

**Encounter ♦ Arcane, Conjuration, Implement, Lightning, Thunder**

**Standard Action** Area burst 2 or burst 3 within 20 squares

**Target:** Each creature in burst

**Attack:** +16 vs. Reflex

**Hit:** 4d6+11 lightning and thunder damage. Crit: 35+3d6 lightning or thunder damage.

**Effect:** You conjure a wall in the 16 or 24 outer squares of the burst (forming a square enclosure). Any creature that starts its turn adjacent to the wall or moves into a wall square takes 10 lightning damage. Moving into a wall square costs 1 extra square of movement. The wall does not grant cover or concealment. It lasts until the end of your next turn.

### Thunderlance Wizard Attack 13

**Encounter ♦ Arcane, Implement, Thunder**

**Standard Action** Close blast 5 or blast 6

**Target:** Each creature in blast

**Attack:** +16 vs. Reflex

**Hit:** 4d6+11 thunder damage, and you push the target 5 squares. Crit: 35+3d6 lightning or thunder damage.

### Lightning Serpent Wizard Attack 9

**Daily ♦ Arcane, Implement, Lightning, Poison**

**Standard Action** Ranged 10

**Target:** One creature

**Attack:** +16 vs. Reflex

**Hit:** 2d12+11 lightning damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). Crit: 35+3d6 lightning or thunder damage.

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

### Sleep Wizard Attack 1

**Daily ♦ Arcane, Implement, Sleep**

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

**Attack:** +16 vs. Will

**Hit:** 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).

### Stinking Cloud Wizard Attack 5

**Daily ♦ Arcane, Implement, Poison, Zone**

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

**Attack:** +16 vs. Fortitude

**Hit:** 1d10+9 poison damage. Crit: 19+3d6 lightning or thunder damage.

**Effect:** The burst creates a zone of poisonous vapor that blocks line of sight until the end of your next turn. Creatures that enter the zone or start their turns there take 1d10+6 poison damage. As a move action, you can move the zone up to 6 squares.

**Sustain Minor:** The zone persists.

## Utility and Item Powers

### Ghost Sound Wizard Cantrip

**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

**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

### 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

### 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 prestidigitations effects active at one time.

## Fey Step Eladrin Racial Power

### Encounter ♦ Teleportation

#### Move Personal

**Effect:** Teleport up to 5 squares. You gain a +2 to all defenses until the end of your next turn.

## Shield Wizard Utility 2

### Encounter ♦ Arcane, Force

#### Immediate Interrupt Personal

**Trigger:** You are hit by an attack

**Effect:** You gain a +4 power bonus to AC and Reflex defense until the end of your next turn.

## Invisibility Wizard Utility 6

### Encounter ♦ Arcane, Illusion

#### Standard Ranged 5

**Target:** You or one creature

**Effect:** The target is invisible until the end of your next turn. If the target attacks, the effect ends.

**Sustain Standard:** If the target is within range, you can sustain the effect.

## Mirror Image Wizard Utility 10

### Encounter ♦ Arcane, Illusion

#### Minor Personal

**Effect:** Three duplicate images of you appear in your space, and you gain a +6 power bonus to AC. Each time an attack misses you, one of your duplicate images disappears and the bonus granted by this power decreases by 2. When the bonus reaches 0, all your images are gone and the power ends. Otherwise, the effect lasts for 1 hour.

## Sudden Storm Spellstorm Mage Utility 12

### Encounter ♦ Arcane, Zone

#### Standard Area burst 2 within 20 squares

**Effect:** The burst creates a zone of wind and rain that lasts until the end of your next turn. Squares in the zone are difficult terrain and lightly obscured. As a move action, you can move the zone up to 5 squares.

**Sustain Minor:** The zone persists.

## Bracers of the Perfect Shot Level 13

**Property:** When you hit with a ranged basic attack, gain a +4 item bonus to the damage roll.

## Circlet of Authority Level 7

**Property:** You gain a +2 item bonus to Diplomacy and Intimidate checks.

## Cloak of Survival +2 Level 9

**Property:** Gain a +2 item bonus to Endurance checks. Gain resist 5 cold and resist 5 fire.

## Gauntlets of the Ram Level 8

**Property:** Add 1 square to the distance of any push effect you create.

## Ghostphase Cloth +3 Level 14

**Property:** Gain resist 5 necrotic

**Power (Daily):** Minor Action. Become insubstantial until the end of your next turn.

## Potion of Vitality Level 15

**Power (Consumable ♦ Healing):** Minor Action. Drink the potion and spend a healing surge. Instead of the hp you would normally regain, you regain 25 hp and make one saving throw against an effect on you that a save can end.

## Staff of Storms +3 Level 15

**Power (Daily ♦ Lightning, Thunder):** Free Action. Use this power when using a power with the lightning or thunder keyword. After resolving the power, deal 2d8 lightning and thunder damage to every creature in a close blast 3 or blast 4.

## Class Features

**Extra Damage Action:** When you spend an action point to take an extra action, you also add one-half your level to the damage dealt by any of your standard action attacks this turn.

**Staff of Defense:** You gain a +1 bonus to AC. Once per encounter, as an immediate interrupt, you can gain a +3 bonus to one defense. You can declare the bonus after the GM has already told you the damage total. You must be wielding your staff to gain either benefit.

**Storm Spell:** Once per day, make a Wisdom check. The result indicates the kind of spell you can recall. If you choose, you can recall a spell using a lower result.

- 1-10: *Encounter utility spell*
- 11-15: *Encounter attack spell*
- 16-20: *Daily utility spell*
- 21 or higher: *Daily attack spell*

Rituals

Comprehend Languages

Time: 10 minutes  
Duration: 24 hours  
Component Cost: 10 gp

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 Object

Time: 10 minutes  
Duration: 5 minutes  
Component Cost: 400 gp

Name an object. For the duration of the ritual’s effect, you can detect the direction and distance to the nearest example of that object, as long as one is within the range defined by your Arcana check result. When attempting to locate a specific object, apply the modifiers below.

Specific Object Is . . .	Modifier
Very familiar to you	0
Seen once by you	–5
Described to you	–10

Arcana Check Result	Range
9 or lower	5 squares
10-19	10 squares
20-29	30 squares
30-39	60 squares
40 or higher	100 squares

Floating Disk (Scroll)

Time: 5 minutes  
Duration: 24 hours  
Component Cost: 10 gp

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. Your Arcana check result determines the maximum load the disk can carry.

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

Hallucinatory Creature

Time: 10 minutes  
Duration: 24 hours  
Component Cost: 500 gp

You create the illusion of a single creature, of any size from Small to Large. It looks and smells like the creature in question. If the creature can speak or emit sounds, the illusion can do so as well, but on a limited basis (subject to the DM’s judgment)—it’s not possible, for instance, for the illusion to engage in an extended conversation. You can give the illusion simple instructions, such as having it wander a set area, appear to chew on local plants, and the like. Your Arcana check determines the number of actions you can instruct the illusion to take.

Arcana Check Result	Actions
19 or lower	1 minor, 1 move
20-29	1 minor, 1 move, 1 standard
30-39	2 minor, 2 move, 1 standard
40 or higher	2 minor, 2 move, 2 standard

The illusion can perform these actions in a specific sequence, such as moving, taking a standard action, and then moving again, either in an endless loop or starting in response to a specific trigger, such as a door opening. You can also match each action to a specific trigger. An illusion might move when a creature moves next to it or cower and scream when it is attacked. Creatures that view or interact with the illusion are entitled to Insight checks to detect the fact that it is false. This check’s DC equals your Arcana check result. A creature is allowed a check the first time it sees the illusion and each time it interacts with it. A creature that touches an illusion automatically determines that the image is a fake. The illusion cannot travel more than 20 squares from the spot where it first appeared.

Hallucinatory Item

Time: 10 minutes  
Duration: 24 hours  
Component Cost: 25 gp

You create the illusion of a single inanimate object that appears, to all intents and purposes, to be real. You can use

this ritual to create an illusory wall, door, weapon, or other object.  
Your Arcana check result determines the illusion’s maximum size.

Arcana Check Result	Maximum Size
19 or lower	Small
20-29	Medium
30-39	Large
40 or higher	Huge

Once you create the illusion, you cannot move it, and it can’t include moving parts.  
Creatures that view or interact with the illusion are entitled to Insight checks to detect the fact that it is false. This check’s DC equals your Arcana check result. A creature is allowed a check the first time it sees the illusion and each time it interacts with it. A creature that touches an illusion automatically determines that the image is a fake.

**Make Whole**  
Time: 10 minutes  
Duration: Permanent  
Component Cost: Special

A single object that can fit in a 10-foot cube is completely repaired. The component cost is 20 percent of the item’s cost. In cases where you attempt to repair an item not on any price list, the DM determines the cost.

**Magic Mouth**  
Time: 10 minutes  
Duration: 24 hours  
Component Cost: 10 gp

You bind a message into a surface you touch. When conditions you set are met, the surface manifests a mouth and conveys your message, discharging the ritual. The mouth appears to be made out of the same material as the surface, but you otherwise decide the mouth’s appearance.

**Wizard’s Sight**  
Time: 10 minutes  
Duration: Special  
Component Cost: 270 gp

When you perform a Wizard’s Sight ritual, choose a square within 20 squares of you, even a square that you can’t see or don’t have line of effect to. You create a magical sensor in that square. You can see and hear as if you were standing there, and you have darkvision through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.  
Your Arcana check determines how long the sensor lasts.

Arcana Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds

40 or higher	5 rounds
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The ritual creates a scrying sensor—a shimmer in the air—that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. They can’t disrupt or interact with the sensor in any way.  
Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Wizard’s Sight. If the location is warded in such a manner, you learn that as soon as you begin the ritual, so you can interrupt the ritual and not expend any components.

**Focus:** A mirror that conveys what you see and hear.