

# Yasgur Boulderbottom, Good dwarf 10th level wizard

<b>Strength</b>	10	—	+5	<b>Armor Class</b>	23
<b>Constitution</b>	13	+1	+6	<b>Fortitude</b>	17
<b>Dexterity</b>	15	+2	+7	<b>Reflex</b>	20
<b>Intelligence</b>	18	+4	+9	<b>Will</b>	22
<b>Wisdom</b>	16	+3	+8	<b>Initiative</b>	+7
<b>Charisma</b>	12	+1	+6	<b>Speed</b>	5

<b>Hit Points</b>	59
<b>Bloodied</b>	29
<b>Healing Surge</b>	14
<b>Surges/Day</b>	9
<b>Second Wind</b>	<input type="checkbox"/>
<b>Resist</b>	10 force 5 necrotic

## Skills

Acrobatics	+9
Arcana	+17
Athletics	+7
Bluff	+8
Diplomacy	+8
Dungeoneering	+12
Endurance	+10
Heal	+10
History	+14
Insight	+13
Intimidate	+8
Nature	+13
Perception	+10
Religion	+11
Stealth	+9
Streetwise	+8
Thievery	+9

## Race and Class Features

- ◆ Low-light vision
- ◆ Languages: Common, Dwarven
- ◆ +5 racial bonus to saving throws against poison.
- ◆ **Dwarven Resilience:** You can use your second wind as a minor action instead of a standard action.
- ◆ **Dwarven Weapon Proficiency:** You gain proficiency with the throwing hammer and the warhammer.
- ◆ **Encumbered Speed:** You move at your normal speed even when it would normally be reduced by armor or a heavy load.
- ◆ **Stand Your Ground:** When an effect forces you to move—through a pull, a push, or a slide—you can move 1 square less than the effect specifies. This means an effect that normally pulls, pushes, or slides a target 1 square does not force you to move unless you want to. In addition, when an attack would knock you prone, you can immediately make a saving throw to avoid falling prone.
- ◆ **Staff of Defense:** A staff of defense grants you a +1 bonus to AC. In addition, once per encounter as an immediate interrupt, you gain a bonus to defense against one attack equal to your Constitution modifier. You can declare the bonus after the Dungeon Master has already told you the damage total.
- ◆ **Cantrips** are minor spells you gain at 1st level. You can use the *ghost sound*, *light*, *mage hand*, and *prestidigitation* cantrips as at-will powers.

## Feats

- ◆ AP: Leather, Durable, Jack of All Trades, Ritual Caster, SF: Arcana
- ◆ Dark Fury (+1 damage with necrotic or psychic power)
- ◆ Raging Storm (+1 damage with lightning or thunder power)

## Equipment

- ◆ +2 laughing death leather (Power (Encounter; Necrotic): Immediate Reaction. Use this power when struck by a melee attack. The attacker takes 2d6 necrotic damage and also takes a –2 penalty to Fortitude defense until the end of your next turn.)
- ◆ Cirlet of Mental Onslaught (Power (Daily): Minor Action. Gain a +1 power bonus to attack rolls and damage rolls when making Wisdom, Intelligence, and Charisma attacks until the end of the encounter.)
- ◆ +2 Staff of Storms (Power (Daily; Lightning, Thunder): Free Action. Use this power when using a power that has the lightning or the thunder keyword. After resolving the power, deal 1d8 lightning and thunder damage to every creature in a close blast 3.)
- ◆ +1 Brooch of Shielding (Power (Daily): Immediate Interrupt. Use this power when you are hit by an area, close, or ranged attack. Gain resist to all damage equal to the brooch's resist force value against that attack.)
- ◆ Polyglot gem (Speak, read, and write elven fluently.)
- ◆ 3 Potions of Healing, Dagger, Standard Adventurer's Kit, Ritual Book, Ritual Components, Spell Book

## At-Will Powers

Lvl	Name	Action	Target	Type	Attack	Effect
	Dagger	Standard	One creature	Melee	+10 vs AC	1d4 damage
1	Illusory Ambush Arcane, Illusion, Implement, Psychic	Standard	One creature	Ranged 10	+11 vs Will	1d6 + 5 psychic damage, crit 11+2d6, and the target takes a -2 penalty to attack rolls until the end of your next turn.
1	Thunderwave Arcane, Implement, Thunder	Standard	Each creature in blast	Close blast 3	+11 vs Fort	1d6 + 5 thunder damage, crit 11+2d6 and you push the target 3 squares.

## Encounter Powers

Lvl	Name	Action	Target	Type	Attack	Effect
7	Enemies Abound Arcane, Illusion, Implement, Psychic	Standard	Each enemy in burst	Area burst 1 within 20 squares	+11 vs Will	2d8 + 5 psychic damage, 21+2d6 crit, and you and your allies can treat the target as an ally for the purposes of flanking until the end of your next turn.
3	Shock Sphere Arcane, Implement, Lightning	Standard	Each creature in burst	Area burst 2 within 10 squares	+11 vs Reflex	2d6 + 5 lightning damage, 17+2d6 crit.
1	Ray of Enfeeblement Arcane, Implement, Necrotic	Standard	One creature	Ranged 10	+11 vs Fort	1d10 + 5 modifier necrotic damage, 15+2d6 crit, and the target is weakened until the end of your next turn.

## Daily Powers

Lvl	Name	Action	Target	Type	Attack	Effect
9	Lightning Serpent Arcane, Implement, Lightning, Poison	Standard	One creature	Ranged 10	+11 vs Reflex	2d12 + 5 lightning damage, 29+2d6 crit,, and the target takes ongoing 5 poison damage and is slowed (save ends both). Miss: Half damage, and the target is slowed (save ends).
5	Phantasmal Assailant Arcane, Illusion, Implement, Psychic	Standard	One creature	Ranged 20	+11 vs Will	2d10 + 5 psychic damage, 25+2d6 crit. The target takes ongoing 5 psychic damage and grants combat advantage to all your allies (save ends both).
1	Phantom Chasm Arcane, Illusion, Implement, Psychic	Standard	Each creature in burst	Area burst 1 within 20 squares	+11 vs Will	2d6 + 5 psychic damage, 17 +2d6 crit, and the target is prone and immobilized until the end of its next turn. Miss: The target is immobilized until the end of your next turn.

## Utility Powers

Lvl	Name	Action	Target	Type	Attack	Effect
10	Arcane Gate Arcane, Teleportation	Minor	Two unoccupied squares	Ranged 20		You create a dimensional rift between the two target squares that lasts until the end of your next turn. Any creature that enters one of the target squares can move to the other target square as if it were adjacent to that square. A creature cannot pass through the rift if either square is occupied by another creature. Sustain Minor: The rift persists.
6	Spectral Hound Arcane, Illusion, Implement	Standard		Ranged 10		You create the illusion a spectral hound, which appears in a square you designate within range. The spectral hound does not occupy that square but does count as an ally for the purposes of flanking. Additionally, as long as the hound remains within 10 squares of you, you gain a +1 power bonus to AC and all defenses, along with a +5 power bonus to Perception checks, since the spectral hound warns you of approaching danger. Sustain Minor: You can sustain this power until the end of the encounter. Each round you can move the hound up to 5 squares as a free action; the spectral hound ignores difficult terrain but the effect ends if the hound leaves your line of sight.
2	Phantasmal Terrain Arcane, Illusion, Implement, Zone	Standard		Area burst 2 within 10 squares		Until the end of the encounter, difficult terrain in the designated area costs 2 extra squares of movement instead of the normal 1 extra square for your enemies. Additionally, hazards and traps within the area gain a bonus to attack rolls equal to your Intelligence modifier against your enemies.

## Rituals

Knock  
 Magic Circle  
 Make Whole  
 Silence  
 Tenser's Floating Disc