

Malstaph Empel (fully reborn)

24 th level Deva Invoker (Covenant of Preservation), Divine Philosopher and Sage of Ages

Stats	
Str	12 (+13)
Con	13 (+13)
Dex	10 (+12)
Int	23 (+18)
Wis	27 (+20)
Cha	12 (+13)

Skills (+4 when aiding another)			
Acrobatics	+11	Endurance	+12
Arcana	+37 (39)	Heal	+20 (22)
Athletics	+12	History	+38
Bluff	+13	Insight	+25
Diplomacy	+23 (27)	Intimidate	+13
Dungeoneering	+31	Nature	+31 (33)
		Perception	+25
		Religion	+36 (38)
		Stealth	+11
		Streetwise	+13
		Thievery	+11

Combat			
Initiative	+17	Bloodied Value:	57
		Move	7
AC	37	Surge Value:	28
		Surges Left:	(7)
Fort	29	Action Pts:	1
Ref	34	Milestone	
Will	40	Saving Throws	10 (8 vs dazing & stunning effects)
Defence	+1 vs bloodied attacker		save vs dazed or stun at SoT
Resistance		Fire	12
		Psychic	15
		Necrotic	17
		Radiant	17

Hit Points

115

Languages Common, Deep Speech, Draconic, Dwarven, Giant, Goblin, Primordial, Supernal

Items 3 daily item powers per day, 1 additional per milestone
Crit 5d6, 5d10 vs Elemental creatures

Standard Actions

Basic (M)	Sceptre of Erathis	Melee 1	Str	+20 vs AC	2 d8 + 6	
At Will	Hand of Radiance	Ranged 10 vs 1 to 4 creatures	Wis	+25 vs Ref	1 d4 + 13	radiant*
At Will	Mantle of the Infidel	Ranged 20 vs 1 creature	Wis	+25 vs Will	2 d6 + 13	radiant* If target is marked, its penalty to attack is -4 rather than -2
Enc 1 (Paragon)	Sacred Flame (S)	Ranged 5 vs 1 creature	Wis	+25 vs Ref	2 d6 + 13	radiant* One ally you can see chooses either to make a saving throw or to gain 13 temp hp
Enc 11 (Paragon)	Hit the Weak Spot (S)	Ranged 10 vs 1 creature	Wis	+25 vs Ref	2 d8 + 13	radiant* Until E Malstaph's NT, the target's resistances are reduced by 11 and its vulnerabilities increased by 6
Daily 19, reliable	Forced Submission (S) [Charm]	Ranged 10 vs 1 creature	Wis	+25 Vs Will	2 d10 + 13	psychic Target is dominated (SE); until this domination ends you grant combat advantage
Enc 7	Tide of the First Storm (S)	Enemies in area burst 2 (3) in 10	Wis	+25 vs Ref	1 d6 + 13	Target is slowed until E Malstaph's NT; and as an effect, slide each ally in the burst up to 7 sq
Enc 17	Glyph of Radiance (S)	Creatures in area burst 1(2) in 10	Wis	+25 vs Will	2 d6 + 13	radiant* Target is blinded until E Malstaph's NT
Daily 5	Searing Orb (S)	Creatures in area burst 1(2) in 10	Wis	+25 vs Fort	1 d8 + 13	radiant* Target is dazed until E Malstaph's NT, and blinded (save ends); miss does half damage and blinds target until E Malstaph's NT
Daily 9	Twist of Fate (S) [Charm]	Enemies in area burst 1 (2) in 10	Wis	+25 vs Will	2 d6 + 13	psychic Target takes a -6 penalty to attack rolls until E Malstaph's NT, and during its NT the only attacks it can make are basic attacks; if you hit only one target, then during its turn the only attacks it can make are basic attacks (SE); miss does half damage only
Enc 13	Deadly Doubt (S)	Enemies in close blast 5(6)	Wis	+25 vs Will	2 d8 + 13	psychic If target is hit again before E Malstaph's NT, it is dazed until E its NT
Daily 20 (Paragon)	Word of Anathema (S) [Fear]	Enemies in close burst 5(6)	Wis	+25 vs Will	1 d10 + 13	Target is weakened and gains vul 11 to all damage (SE both); on a miss target is slowed and gains vul 5 to all damage until E Malstaph's NT
Enc 1 (Wizard)	Thunderwave	Creatures in close blast 3	Int	+23 vs Fort	2 d6 + 11	thunder Target is pushed up to 8 sq
Daily item	Gust of Wind	Creatures in close blast 5	Wis	+25 vs Fort	1 d10 + 13	Target is pushed up to 3 sq
Enc (Ch Div)	Rebuke Undead (S)	Undead in close blast 5(6)	Wis	+25 vs Will	5 d10 13	radiant* Target is pushed up to 2 sq, and is dazed until E Malstaph's NT; miss does half damage only
(S) as an effect, slide an ally within 10 squares of you 1 square						* Clinging Radiance: on a hit, the target also loses any concealment or total concealment it has and cannot gain concealment or total concealment until E Malstaph's NT

Effects

Enc	Second Wind	Personal	Spend a HS, +2 to defences until SoT
Daily Item	Crystal Ball	Personal	Scry on a creature, object or location within 100 squares

Move Actions

Enc Item	Fly	Personal	Fly up to your speed
Daily 6	Astral Step	Close burst 5(6)	Teleport yourself and each ally in burst up to 9 sq

Minor Actions

Daily 10	Arcane Gate	Ranged 20	Creates a dimensional rift between two unoccupied squares within range that lasts until E Malstaph's NT (sustain minor); until the rift ends, the two squares are effectively adjacent to each other, but for movement only
Daily 2	Wall of Light	Area wall 5 within 10	Conjure a wall, 1 sq high, that consists of contiguous squares and lasts until E Malstaph's NT (sustain minor; ends immediately if Malstaph dies); any ally within the wall gains a +1 power bonus to AC; any ally starting turn within the wall gains 5 temporary hit points
Enc Imp	Hellfire and Brimstone	Creatures in close burst 2 about Book Imp	10 fire Burst creates a zone that lasts until E Malstaph's NT, and enemies in the zone take a -2 penalty to attack rolls and to all defences
Enc Imp	Invisibility	Personal	Your active book imp becomes invisible until E Malstaph's NT
Daily Item	Ring of Wizardry	Personal	Regain an encounter power (may not be Channel Divinity; may be attack power only if reached at least 1 milestone)
Daily Item	Timeless Locket	Personal	Take a standard action that may not be used to make an attack
Daily Item	Erathis's Beacon	Close burst 5	Ally in burst may spend a HS+1d6 hp, and gains +2 to next attack

Immediate Actions

Enc React (Ch Div)	Preserver's Rebuke	Personal	If an enemy creature within 10 squares of you hits an ally, gain a +6 bonus to next attack roll against triggering creature before E Malstaph's NT
Enc Interrupt 6	Demand Justice	Ranged 10	If a creature within 10 squares of you makes a saving throw, the triggering creature rerolls the saving throw and must use the new result
Enc Interrupt 6	Prescient Manoeuvre	Personal	If an enemy within 5 squares of you moves willingly, you shift half your speed (3 sq)
Daily Int 12 (Paragon)	Uncanny Insight	Personal	If an enemy within your line of sight takes a standard action, you take may take a standard action
Daily Int Item	Ectoplasmic Armour	Personal	If an enemy hits you, you become insubstantial until E Malstaph's NT

Free/No Action

At will (ED feature)	Keeper's Prescience		At S Malstaph's T, roll d20: you can use the result of that roll as the result of any one d20 roll you would otherwise make before S Malstaph's NT
Enc Free 16	Insightful Riposte	Personal	If you miss with an attack, gain a +3 bonus to the attack roll
Enc Item	Circlet of Continuity	Personal	If you are dazed or stunned at start of your turn, you may sustain a power that normally requires a minor action to sustain
Enc Deva	Memory of 1000 Lifetimes	Personal	If you make an attack roll, a saving throw, a skill check or an ability check and dislike the result you may add 1d8 to the triggering roll (if the triggering roll still fails, this power is not expended, but you may not use it again until the start of your next turn)
Daily Paragon	Knowledge is Power	Personal	If you succeed on a monster knowledge check in respect of a particular creature, gain a bonus to hit and damage against the creature until EoE
AP Paragon	Insight of the Ancients	Personal	Reroll one attack roll made as part of attack with action point, and use the second result