

Malstaph Empel (fully reborn)

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

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

Skills (+4 when aiding another)	
Acrobatics	+11
Arcana	+37 (39)
Athletics	+12
Bluff	+13
Diplomacy	+23 (27)
Dungeoneering	+31
Endurance	+12
Heal	+20 (22)
History	+38
Insight	+25
Intimidate	+13
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)
Aid Attack	+4
Aid Defence	+4
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*
Enc 1 (Paragon)	Sacred Flame (S)	Ranged 5 vs 1 creature	Wis	+25	vs Ref	2 d6 + 13	radiant*
Enc 11 (Paragon)	Hit the Weak Spot (S)	Ranged 10 vs 1 creature	Wis	+25	vs Ref	2 d8 + 13	radiant*
Daily 19, reliable	Forced Submission (S) [Charm]	Ranged 10 vs 1 creature	Wis	+25	Vs Will	2 d10 + 13	psychic
Enc 7	Tide of the First Storm (S)	Enemies in area burst 2 (3) in 10	Wis	+25	vs Ref	1 d6 + 13	
Enc 17	Glyph of Radiance (S)	Creatures in area burst 1(2) in 10	Wis	+25	vs Will	2 d6 + 13	radiant*
Daily 5	Searing Orb (S)	Creatures in area burst 1(2) in 10	Wis	+25	vs Fort	1 d8 + 13	radiant*
Daily 9	Twist of Fate (S) [Charm]	Enemies in area burst 1 (2) in 10	Wis	+25	vs Will	2 d6 + 13	psychic
Enc 13	Deadly Doubt (S)	Enemies in close blast 5(6)	Wis	+25	vs Will	2 d8 + 13	psychic
Daily 20 (Paragon)	Word of Anathema (S) [Fear]	Enemies in close burst 5(6)	Wis	+25	vs Will	1 d10 + 13	
Enc 1 (Wizard)	Thunderwave	Creatures in close blast 3	Int	+23	vs Fort	2 d6 + 11	thunder
Daily item	Gust of Wind	Creatures in close blast 5	Wis	+25	vs Fort	1 d10 + 13	
Enc (Ch Div)	Rebuke Undead (S)	Undead in close blast 5(6)	Wis	+25	vs Will	5 d10 13	radiant*
(S) as an effect, slide an ally within 10 squares of you 1 square							

Effects

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
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
Enc Imp	Invisibility	Personal					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
Daily Item	Ring of Wizardry	Personal					Your active book imp becomes invisible until E Malstaph's NT
Daily Item	Timeless Locket	Personal					Regain an encounter power (may not be Channel Divinity; may be attack power only if reached at least 1 milestone)
Daily Item	Erathis's Beacon	Close burst 5					Take a standard action that may not be used to make an attack
							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