

**Initiative** +17**Senses Perception** +15**HP** 233; **Bloodied** 116**AC** 44; **Fortitude** 41, **Reflex** 40, **Will** 36**Resist** 10 fire, 15 poison**Speed** 6**☞ Eldritch Blast** (Standard; at-will) ♦ **Arcane, Implement**

Ranged 10. +31 vs. Reflex; 2d10+7 damage.

**☞ Hellish Rebuke** (Standard; at-will) ♦ **Arcane, Fire, Implement**

Ranged 10. +31 vs. Reflex. 2d6+7 fire damage. If Churtle takes damage before the start of her turn, the target takes an additional 2d6+7 fire damage.

**☞ Warlock's Bargain** (Standard; encounter) ♦ **Arcane, Implement**

+31 vs. Fortitude. Churtle takes 21 damage and the target takes 3d10+20 damage.

**☞ Thirteen Baleful Stars** (Standard; daily) ♦ **Arcane, Fear, Fire, Implement, Psychic**

Ranged 10. +31 vs. Will. Hit: 5d10+7 fire and psychic damage and the target is stunned until the end of Churtle's next turn. Miss: Half damage, and the target is dazed until the end of Churtle's next turn.

**☞ Spiteful Darts** (Standard; encounter) ♦ **Arcane, Fire, Implement**

Close blast 5; targets each creature in blast. +31 vs. Reflex. 4d8+7 fire damage and the target is pushed 8 squares.

**Wings of the Fiend** (Minor; daily) ♦ **Arcane, Polymorph**

Churtle grows wings and gains a fly speed of 6 until the end of the encounter or 5 minutes.

**Infuriating Elusiveness** (Move; encounter) ♦ **Arcane, Illusion, Teleportation**

Churtle becomes invisible and teleports 4 squares. The invisibility lasts until the start of Churtle's next turn.

**Channel Hellfire** (Minor; recharge [1]) ♦ **Arcane**

Churtle's next attack before the end of her turn gains the Fire keyword and the attack ignores resistance or immunity to fire. In addition, each target affected is placed under the effect of Churtle's Warlock's Curse and takes the subsequent damage (even if this allows Churtle to do damage to more than one target in a round). For each target affected, Churtle takes 7 damage.

**Prime Shot**

If none of Churtle's allies are nearer to her target than she is, she gets a +1 to ranged attack rolls against that target.

**Warlock's Curse**

Once per turn, Churtle can place a Warlock's Curse on the enemy nearest to her she can see. A cursed enemy takes +3d6 extra damage when attacked by Churtle; this extra damage can only be dealt once per round. The Curse remains in effect until the end of the encounter of the target drops to 0 hit points; multiple targets can be Cursed. The target also takes 5 damage.

**Dark One's Blessing** ♦ **Arcane**

When an enemy under Churtle's Warlock's Curse is reduced to 0 hit points or fewer, she gains 26 temporary hit points.

**Alignment** Unaligned**Languages** Abyssal, Common, Draconic, Supernal**Skills** Arcana +23, Intimidate +19**Str** 10 (+13)**Dex** 18 (+17)**Wis** 14 (+15)**Con** 25 (+20)**Int** 21 (+18)**Cha** 13 (+14)**Equipment** Starleather +6, Amulet of Health +5, Rod of Reaving +5