

**Initiative** +38      **Senses** Perception +36; truesight  
**Charisma Aura** aura 10; All allies within the aura gain +3 to attack rolls and +10 to damage rolls.  
**Opportunity Aura** aura 5; Each enemy within the aura grants a +1 to all defenses.  
**HP** 550; **Bloodied** 275  
**AC** 47; **Fortitude** 46; **Reflex** 42; **Will** 50  
**Immune** fear; gaze; **Vulnerable** 20 charm  
**Saving Throws** +5  
**Speed** 10 Forced movement is negated.  
**Action Points** 2

✧ **Geaskai Blightsight** (minor; at-will) • **Gaze**

Automatic hit. You must have direct eye contact within 175 squares. This power does not work twice on the same enemy. The enemy can perform only one action. You issue a command (must be heard in some way) to the enemy and they must follow it. You have telepathy with this power. Any conditons included in the command (i.e. limit movement, etc.) are in effect until the end of the encounter. Because it is the enemy's nature to attack hostiles, you may not command that they cannot attack you or your allies. Commanding to attack their allies is permitted, but they can only attack once. Commands to attack or harm self can only work once. Conditions that include status aliments, such as stun, sleep, etc., are only in effect for one round of initiative, starting on your turn. Blinding in any way is prohibited, but hallucinations are permitted.

**Immortal Assistant** (immediate reaction; at-will) • **Teleportation**

Your assistant comes and takes the damage for an attack that would normally kill you. She has 300 HP and it replenishes every round of initiative, starting on your turn. When her HP has been exhausted, she may not block for you until after her HP is replenished.

✧ **Checkmate** (minor; encounter) • **Illusion**

Make a Bluff check vs. enemy insight. Any enemy that cannot see past your bluff believes that there are 10 of you in the room, within 20 squares of you. These illusions can only move, and only on your initiative. Forced movement is negated. They cannot attack except through the use of Illusion's Retribution. You can gain flanking by the use of any number of these illusions, but only by those who can see them. They cannot occupy the same space as enemies, even if they cannot be seen.

‡ **Illusion's Retribution** (standard; at-will) • **Arcane**

You are able to make an attack through one illusion that you have created. The illusion can only target an enemy that has been fooled by your bluff.  
Reach 5; +44 vs Will; 4d10 + 20 Any target hit by this attack is vulnerable 10 to all attacks by illusions. Vulnerability to illusions does not stack.

**Birthright** (free; encounter) • **Illusion, Summoning**

You summon look-alikes of an opponent's items. You gain access to all of the item abilities, but none of the additions to attack and defense granted by enhancment bonuses.

**Zero Requiem** (standard; recharge 3)

+47 vs AC; 8d10 + 25 Target is dominated (save ends). Add 1d6 per illusion adjacent to the target if the target has been fooled by your bluff. Count an reroll any dice that max, reroll any d10 dice that hit 2 or lower.

‡ **Radiant Judgement** (standard; at-will)

+45 vs AC; 2d8 + 10

**Identity Discovered** (no action; at-will)

The Exiled Prince must keep his identity a secret. If any multiple of 4 comes up during an attack roll, his identity is potentially compromised and he must call off his attack. The attack fails, but he does not lose the use of any ability used in the attack. If the Exiled Prince would have missed anyway, this skill takes precedence. The only exception is a critical hit.

**Alignment** Unaligned

**Languages** Common

**Skills** Bluff +36, Diplomacy +36, Dungeoneering +36, History +41, Streetwise +36

**Str** 27 (+28)      **Dex** 30 (+30)      **Wis** 33 (+31)

**Con** 30 (+30)      **Int** 42 (+36)      **Cha** 33 (+31)