

Initiative +38 **Senses** Perception +36; truesight, darkvision
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 716; **Bloodied** 358
AC 56; **Fortitude** 51; **Reflex** 53; **Will** 52
Immune fear; gaze; **Vulnerable** 20 charm
Saving Throws +7
Speed 10 Forced movement is negated.
Action Points 3

⬇ **Judgement** (standard; at-will)

+47 vs AC; 4d10 + 10

⬅ **Radiant Wave** (minor; at-will) • **Radiant**

Close Burst 5; Automatic Hit; 4d10 + 10 Divide the total damage incurred equally among the targets within the burst.

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

Range 50 (range 30 with telepathy). Automatic hit. The target must be in your line of sight and you can use telepathy. This power does not work twice on the same enemy. The target is now dominated (save ends). If this power is used outside of battle, you can compel the target to do one action and they must do it. Harming of allies or target is prohibited.

✂ **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. They are considered your allies. 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. All attacks that include the aid of illusions have the brutal 1 property. They cannot occupy the same space as enemies, even if they cannot be seen. The effects of this power end when those affected fall unconscious due to HP loss.

⬇ **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; +45 vs Will; 4d12 + 10 Any target hit by this attack is vulnerable 10 to all attacks by illusions until the end of the encounter or until his HP reaches 0 and loses consciousness. Vulnerability to illusions does not stack.

Escape Tactics (minor; at-will)

Switch places with an illusion.

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

Reach 4; +45 vs Will; 8d10 + 25 Target is dominated (save ends). Add 1d6 per illusion adjacent to the target if the target has been fooled by your bluff.

Identity Discovered (immediate interrupt; at-will)

You may only use this skill if an enemy targets you with an attack and rolls any multiple of 4 on an attack roll (excluding 20). The Prince's identity is secret, but the enemy has potentially compromised it and the Prince can make an attack against the target. He is given a move action and a standard action to use. He may only use a basic attack.

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

You summon a list of one enemy's items. The list appears from a random enemy. Every round, you choose an item at random and you obtain the powers associated. This lasts until the end of the encounter and is still in effect even if the enemy's HP falls to zero or they die.

Power of the Kings (free; at-will)

Every round of initiative, on your turn, you become immune to one of the following status effects. You cannot be immune to same status twice in a row. Pick immunity to stun, daze, dominate, petrification or immobilization.

Immortal Assistant (immediate interrupt; 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 after a short rest. When her HP has been exhausted, she may not block for you until after her HP is replenished.

Alignment Unaligned **Languages** Common

Skills Bluff +35, Diplomacy +38, Dungeoneering +36, History +41, Streetwise +38

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

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