

**Malstaph Empel (fully reborn)**

Stats	
<b>Str</b>	12 (+14)
<b>Con</b>	13 (+14)
<b>Dex</b>	10 (+13)
<b>Int</b>	23 (+19)
<b>Wis</b>	27 (+21)
<b>Cha</b>	12 (+14)

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

Skills (+4 when aiding another)	
Acrobatics	+12
Arcana	+40 (42)
Athletics	+13
Bluff	+14
Diplomacy	+24 (28)
Dungeoneering	+32
Endurance	+13
Heal	+21 (23)
History	+39
Insight	+31
Intimidate	+18
Nature	+32 (34)
Perception	+31, darkvision
Religion	+37 (39)
Stealth	+12
Streetwise	+14
Thievery	+12

Combat	
<b>Initiative</b>	+18
<b>Bloodied Value:</b>	63
<b>Move</b>	7
<b>AC</b>	40
<b>Fort</b>	30
<b>Ref</b>	35
<b>Will</b>	41
<b>Resistance</b>	Fire 12 Necrotic 18 Poison 21
	Psychic 15 Radiant 18

Hit Points

127

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

**Items** 3 daily item powers per day, 1 additional per milestone

**Standard Actions**

**CRIT** 5d6, 5d10 vs Elemental creatures

Basic (M)	Sceptre of Erathis	Melee 1	Str	+21 vs AC	2 d8 + 6		
At Will	Hand of Radiance	Ranged 10 vs 1 to 4 creatures	Wis	+26 vs Ref	1 d4 + 13	radiant*	
At Will	Mantle of the Infidel	Ranged 20 vs 1 creature	Wis	+26 vs Will	2 d6 + 13	radiant*	If target is marked, its penalty to attack is -4 rather than -2
At Will (active imp)	Evil Eye [Charm]	Ranged 10 vs 1 creature	Wis	+26 vs Will	2 d6 + 13	psychic	Malstaph or imp (choose before attacking) is invisible to the target until the start of its next turn
At Will (active imp)	Evil Eye	Ranged 10 vs 1 creature	Wis	+26 vs Fort	2 d6 + 13	necrotic	Target suffers OG 5 necrotic
Enc 1 (Paragon)	Sacred Flame (S)	Ranged 5 vs 1 creature	Wis	+26 vs Ref	2 d6 + 13	radiant*	One ally you can see chooses either to make a saving throw or to gain 14 temp hp
Enc 11 (Paragon)	Hit the Weak Spot (S)	Ranged 10 vs 1 creature	Wis	+26 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	+26 vs Will	2 d10 + 13	psychic	Target is dominated (SE); until this domination ends you grant combat advantage
Daily 25	Eye of the Sun (S)	Ranged 10	Wis	+26 vs Ref	4 d8 + 13	radiant*	Conjures a sphere: it occupies 1 sq; attacks one adj creature (if hit, target can't attack bloodied creatures until E its NT); lasts until E Malstaph's NT (sustain minor)→attack standard (S); MV 8 sq; adj allies gain +2 power to defences; 1d8+13 radiant vs enemy that S its T adj
Enc 7	Tide of the First Storm (S)	Enemies in area burst 2 (3) in 10	Wis	+26 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	+26 vs Will	2 d6 + 13	radiant*	Target is blinded until E Malstaph's NT
Daily 9	Twist of Fate (S) [Charm]	Enemies in area burst 1 (2) in 10	Wis	+26 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 27	Compel Action (S)	Creatures in close blast 5(6)	Wis	+26 vs Will	no damage		Target is dominated and gains +2 to attack until E Malstaph's NT; whether hit or miss, Malstaph grants cbt adv until S Malstaph's NT
Daily 20 (Paragon)	Word of Anathema (S) [Fear]	Enemies in close burst 5(6)	Wis	+26 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	+24 vs Fort	2 d6 + 11	thunder	Target is pushed up to 8 sq
Daily Item	Gust of Wind	Creatures in close blast 5	Wis	+26 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	+26 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 on your turn only, 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	
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**

Encounter 26	Trick of Knowledge	Personal					Arcana check: 31-35 +5 save; 36-40 +2 def; 41-45 +2 attack; 46-50 save at ST; 51-55 pick 2; 56-60 pick 3; 61 and up gain all 4; lasts til EoEnc
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 Imp Item	Third Eye	Personal (with attack, a mystical 3rd eye briefly appears upon Malstaph's brow)					Until E Malstaph's NT, if his imp is within 10 sq he can see through its eyes and has LoS and LoE from the imp for his attacks
Daily Imp Item	Aura of Clear Sight	Personal					Gain a +10 bonus to all attack rolls, ability checks and skill checks made against targets within aura 10 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
Daily Item Interrupt	Levistus's Ring	Personal					If you have reached a milestone today and are reduced to 0 or fewer hp, gain 34 temp hp

**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	Cirlet 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 Item	Phylactery of Action	Personal					Reroll save vs an effect including dazed, immobilized, petrified, restrained, or stunned (use second roll even if worse)
Enc Deva	Memory of 1000 Lifetimes	Personal					+1d8 to attack roll, saving throw or skill or ability check (if it fails this power is not expended but may not be used again until S Malstaph's NT)
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
Daily Item	Levistus's Ring	Personal					If you reduce a creature to 0 or fewer hp, as a free action gain 34 temp hp
AP Paragon	Insight of the Ancients	Personal					Reroll one attack roll made as part of attack with action point, and use the second result

Effects