

**Malstaph Empel (fully reborn)**

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

Stats	
<b>Str</b>	12 (+16)
<b>Con</b>	13 (+16)
<b>Dex</b>	10 (+15)
<b>Int</b>	24 (+22)
<b>Wis</b>	28 (+24)
<b>Cha</b>	12 (+16)

Skills (+4 when aiding another)			
Acrobatics	+14	Endurance	+15
Arcana	+43 (45)	Heal	+24 (26)
Athletics	+15	History	+43
Bluff	+18	Insight	+34
Diplomacy	+29 (33)	Intimidate	+20
Dungeoneering	+35	Nature	+35 (37)
Perception	+29, darkvision	Religion	+41 (43)
Stealth	+14	Streetwise	+16
Thievery	+14		

Combat		
<b>Initiative</b>	<b>+21</b>	<b>Bloodied Value: 69</b>
		<b>Move 7, teleport 2</b>
<b>AC</b>	<b>43</b>	<b>Surge Value: 37</b>
<b>Fort</b>	<b>33</b>	<b>Surges Left: (7)</b>
<b>Ref</b>	<b>39</b>	<b>Action Pts: 1</b>
<b>Will</b>	<b>45</b>	<b>Saving Throws: 10 (8 vs dazing &amp; stunning effects)</b>
Defence +1 vs bloodied attacker save vs dazed or stun at SoT		
<b>Resistance</b>	Fire 12 Necrotic 20 Poison 24	Psychic 15 Radiant 20
<b>Immune</b> diseases of 30th or lower level		

Hit Points

139

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

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

**Standard Actions**

Basic (M)	Sceptre of Erathis	Melee 1	Str +24 vs AC	2 d8 + 7	
At Will	Hand of Radiance	Ranged 10 vs 1 to 4 creatures	Wis +30 vs Ref	1 d4 + 15	radiant*
At Will	Mantle of the Infidel	Ranged 20 vs 1 creature	Wis +30 vs Will	2 d6 + 15	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 +30 vs Will	2 d6 + 15	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 +30 vs Fort	2 d6 + 15	necrotic Target suffers OG 5 necrotic
Enc 1 (Paragon)	Sacred Flame (S)	Ranged 5 vs 1 creature	Wis +30 vs Ref	2 d6 + 15	radiant* One ally you can see chooses either to make a saving throw or to gain 16 temp hp
Enc 11 (Paragon)	Hit the Weak Spot (S)	Ranged 10 vs 1 creature	Wis +30 vs Ref	2 d8 + 15	radiant* Until E Malstaph's NT, the target's resistances are reduced by 12 and its vulnerabilities increased by 7
Daily 19, reliable	Forced Submission (S) [Charm]	Ranged 10 vs 1 creature	Wis +30 vs Will	2 d10 + 15	psychic Target is dominated (SE); until this domination ends you grant combat advantage
Daily 25	Eye of the Sun (S)	Ranged 10	Wis +30 vs Ref	4 d8 + 15	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+15 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 +30 vs Ref	1 d6 + 15	Target is slowed until E Malstaph's NT; and as an effect, slide each ally in the burst up to 8 sq
Enc 17	Glyph of Radiance (S)	Creatures in area burst 1(2) in 10	Wis +30 vs Will	2 d6 + 15	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 +30 vs Will	2 d6 + 15	psychic Target takes a -7 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) [Charm]	Creatures in close blast 5(6)	Wis +30 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 +30 vs Will	1 d10 + 15	Target is weakened and gains vul 12 to all damage (SE both); on a miss target is slowed and gains vul 5 to all damage until E Malstaph's NT
Daily Item	Cloak of Fear [Fear]	Enemies in close burst 3	Wis +30 vs Will	1 d10 + 15	psychic Target is pushed up to 3 sq and immobilized (SE)
Enc 1 (Wizard)	Thunderwave	Creatures in close blast 3	Int +28 vs Fort	2 d6 + 13	thunder Target is pushed up to 9 sq
Daily Item	Gust of Wind	Creatures in close blast 5	Wis +30 vs Fort	1 d10 + 15	Target is pushed up to 3 sq
Enc (Ch Div)	Rebuke Undead (S)	Undead in close blast 5(6)	Wis +30 vs Will	6 d10 + 15	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 miles

Effects

**Move Actions**

At Will	Sphere of Annihilation	LoE, move sphere 6 sq	32 vs Fort	6 d12	radiant	OA if enter sq; target takes OG 40 (a creature reduced to 0 hp by sphere is destroyed, reduced to a pile of fine grey dust)
Enc Item	Fly					Fly up to your speed
Daily 6	Astral Step	Close burst 5(6)				Teleport yourself and each ally in burst up to 10 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

**Immediate Actions**

Enc React (Ch Div)	Preserver's Rebuke	Personal				If an enemy creature within 10 squares of you hits an ally, gain a +7 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 37 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
At will Item	Circler of Continuity	Personal				If you are dazed or stunned at start of your turn, you nevertheless get to take a minor action as well as any normally allotted actions
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 16 (free)	Insightful Riposte	Personal				If you miss with an attack, gain a +3 bonus to the attack roll
Enc Deva (no action)	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 Epic	Reverse Time	Personal				If an attack kills you or drops you to 0 or fewer hp, instead of dying regain max hp and move to directly after the attacker in the initiative order
Daily Item (free)	Circler of Continuity	Personal				Take a move or a minor action
Daily Item (free)	Levistus's Ring	Personal				If you reduce a creature to 0 or fewer hp, gain 37 temp hp
AP Paragon + item	Insight o/the Ancients/Gauntlets	Personal				+2 to attack with AP; may reroll one attack roll and use the second result; if deal damage with AP attack, gain 37 temp hp