

Three Bird**Level 21 Controller****(Leader)**

Medium natural humanoid, human

XP 3,200

HP 200; **Bloodied** 100**Initiative** +13**AC** 35; **Fortitude** 34; **Reflex** 32; **Will** 34**Perception** +21**Speed** 7

Low-light vision

Traits⚙ **Pack Tactics** • **Aura 2**

The Three Bird's allies can shift 2 squares at the start of their turn as a free action.

Standard ActionsⓇ **Feral Form** • **At-Will***Attack:* Melee 1 (one creature); +24 vs. Reflex*Hit:* 4d8 + 11 damage and the target is slowed until the end of Three Bird's next turn.Ⓡ **Harrying Falcon** (implement, primal) • **At-Will***Attack:* Ranged 5 (one creature); +24 vs. Fortitude*Hit:* 5d6 + 12 damage and the target is slowed until the end of Three Bird's next turn. If the target was already slowed, it is instead dazed until the end of Three Bird's next turn. This attack does not provoke an attack of opportunity.✖ **Birds of Prey** (fear, primal) • **Recharge** ⏳ ⏳*Attack:* Area burst 2 within 10 (enemies in the burst); +24 vs. Will*Hit:* 3d12 + 9 damage and the target is pushed 2 squares and dazed (save ends).*Miss:* Half damage and the target is pushed 2 squares.**Minor Actions**Ⓡ **Renewal of Earthen Grasp** (primal) • **At-Will** 1/round*Effect:* One enemy within 10 squares of Three Bird that is slowed is restrained until the end of its next turn. One ally adjacent to the enemy regains 8 hit points.Ⓡ **Shapechange** (polymorph, primal) • **At-Will***Effect:* Three Bird changes from his humanoid form to a Medium wolf or vice versa.**Skills** Nature +21**Str** 18 (+14) **Dex** 20 (+15) **Wis** 22 (+16)**Con** 21 (+15) **Int** 18 (+14) **Cha** 18 (+14)**Alignment** unaligned **Languages** Common, Elven**Equipment** hide armor, staff implement