

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)	
Con 21 (+15)		Int 18 (+14)	
		Wis 22 (+16)	
		Cha 18 (+14)	
Alignment unaligned		Languages Common, Elven	
Equipment hide armor, staff implement			