

## Hakrath Level 11 Leader

Medium natural humanoid

**Initiative** +7 **Senses** Perception +9

**HP** 77; **Bloodied** 38; **Surge Value** 19; **Healing Surges** 9

**AC** 26; **Fortitude** 22, **Reflex** 24, **Will** 26

**Speed** 5

**[MBA] Fist** (standard; at-will) ♦ **Weapon**

+15 vs. AC; 1d4 + 5 damage.

**[RBA] Longbow** (standard; at-will) ♦ **Weapon**

+17 vs. AC; 1d10 + 10 damage.

**[R] Jinx Shot** (standard; at-will) ♦ **Arcane, Weapon**

+17 vs. AC; 1d10 + 10 damage; The first time the target misses with attack before end of Hakrath's next turn, it falls prone.

**[R] Chord of Resilience** (immediate interrupt, when an attack hits ally; encounter) ♦ **Arcane**

Ranged 10; The damage the triggering ally takes is reduced by an amount of 9.

**[R] Rhyme of the Blood-Seeking Blade** (immediate interrupt, when an ally misses with melee attack; encounter) ♦ **Arcane, Weapon**

+17 vs. Reflex; 1d10+10 damage; The target enemy takes a penalty of -7 to all defenses against the triggering ally's attack.

**[C] Word of Life** (immediate reaction, when an enemy attack reduces an ally within 20sq of Hakrath to 0 hit points or fewer; daily) ♦ **Arcane, Healing**

Close burst 20; The triggering ally can spend a healing surge. In addition, the attacking enemy takes a -5 penalty to all defenses until the end of Hakrath's next turn. defenses.

**[C] Bastion of Mental Clarity** (immediate interrupt, when an enemy hits or misses Hakrath with an attack against Will; encounter)

Close burst 5; Hakrath's and each ally in the burst gain a +4 power bonus to Will until the end of Hakrath's next turn.

**Dual Soul** At the start of his turn, Hakrath can make a saving throw against each effect currently rendering him dazed or dominated. If he fails the saving throw, he does not make a saving throw against the effect at the end of his turn.

**Majestic Word** (minor; 2/encounter) ♦ **Arcane, Healing**

An ally within 5 squares of Hakrath can spend a healing surge.

**Alignment** Lawful Good **Languages** Common, Telepathy 5

**Skills** Arcana +17, Diplomacy +17, Insight +14, Streetwise +17

**Str** 10 (+5) **Dex** 14 (+7) **Wis** 18 (+9)

**Con** 15 (+7) **Int** 15 (+7) **Cha** 19 (+9)

**Equipment** Adventurer's kit, chain armor, longbow