

DEODANTH

Deodanths are strange, silver-skinned creatures with a strange, elfin look to their features and wicked barbed spurs on the backs of their hands. They claim to be vampiric elves from the future, but not all of their claims hold up to scrutiny; for instance, they seem to be largely ignorant of the racial separation between the elves and the eladrin, and deodanths that claim to have been in the present for only a short time often seem ignorant of the very existence of eladrins. One thing is certain, however: deodanths have an uncanny mastery over their own personal time frame. They are deadly opponents that prefer elven and especially eladrin victims (whom they insist on referring to as elves).

Deodanth despondents are physically marked, usually being slightly smaller and scrawnier-looking than others of their kind. Many have a withered limb or minor but noticeable deformities.

DEODANTH DESPONDENT Level 13 Controller

Medium natural humanoid (time, undead)

XP 800

HP 124; **Bloodied** 62

Initiative +11

AC 26; **Fortitude** 23; **Reflex** 29; **Will** 30

Perception +8

Speed 8

Darkvision

Resist 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Deodanth Spur (psychic) * **At Will**

Attack: Melee 1 (one creature); +18 vs. AC.

Hit: 3d4+6 damage, and the target takes 10 psychic damage the first time it makes an attack before the end of its next turn.

(r) Brittle Smile (psychic) * **At Will**

Attack: Ranged 10 (one or two creatures); +19 vs. Will.

Hit: 2d8+7 psychic damage, and the deodanth despondent slides the target 1 square.

Special: This attack does not trigger opportunity attacks.

(c) Arresting Stare * **Encounter**

Attack: Close blast 5 (each enemy in blast); +19 vs. Will.

Hit: The target is weakened and immobilized (save ends both).

MOVE ACTIONS

Timeslip * **At Will**

Effect: The deodanth vanishes into the timestream and is removed from play. At the start of each of its turns, the deodanth may choose to make a saving throw. If it succeeds, it reappears in the square it last occupied. If that square is occupied, the deodanth instead appears in the nearest available open space, and both it and the creature or object occupying the space it was originally in suffer 3d10 points of damage. When it reappears, the deodanth gains combat advantage against adjacent creatures until the end of its turn. If the deodanth does not choose to make a saving throw at the start of its turn, it reappears after five minutes.

Skills Stealth +18

Str 20 **Dex** 20 **Wis** 15

Con 16 **Int** 21 **Cha** 23

Alignment evil

Languages Common, Elven, Deodanth

DEODANTH SENTRY Level 15 Soldier

Medium natural humanoid (time, undead)

XP 1,200

HP 144; **Bloodied** 72

Initiative +15

AC 31; **Fortitude** 29; **Reflex** 29; **Will** 29

Perception +14

Speed 8

Darkvision

Resist 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Deodanth Spur * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 5d4+11 damage and the target is marked until the end of the deodanth sentry's next turn.

(m) Vulgar Slash * At Will

Attack: Melee 1 (one creature); +20 vs. AC.

Hit: 4d4+3 damage and ongoing 10 damage (save ends). The target is marked as long as it is taking this ongoing damage.

MOVE ACTIONS

Timeslip * At Will

Effect: The deodanth vanishes into the timestream and is removed from play. Any creatures marked by it are no longer marked. At the start of each of its turns, the deodanth may choose to make a saving throw. If it succeeds, it reappears in the square it last occupied. If that square is occupied, the deodanth instead appears in the nearest available open space, and both it and the creature or object occupying the space it was originally in suffer 3d10 points of damage. When it reappears, the deodanth gains combat advantage against adjacent creatures until the end of its turn. If the deodanth does not choose to make a saving throw at the start of its turn, it reappears after five minutes.

TRIGGERED ACTIONS

(c) Hypnotic Gaze (charm, gaze) * At Will

Trigger: A creature marked by the deodanth sentry makes an attack that does not include it as a target.

Attack (Immediate Interrupt): Close burst 5 (the triggering creature); +20 vs. Will.

Hit: The deodanth sentry slides the target 3 squares. The target must end this slide closer to the deodanth sentry than it began it. The attack targets the triggering deodanth sentry instead of the intended target.

Skills Stealth +18

Str 20 **Dex** 22 **Wis** 15

Con 16 **Int** 22 **Cha** 21

Alignment evil

Languages Common, Elven, Deodanth

DEODANTH SLIPPER

Level 16 Lurker

Medium natural humanoid (time, undead)

XP 1,400

HP 118; **Bloodied** 59

Initiative +19

AC 30; **Fortitude** 27; **Reflex** 30; **Will** 28

Perception +10

Speed 8

Darkvision

Resist 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Deodanth Spur * At Will

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 5d4+12 damage.

(m) Instantaneous Assault * At Will

Requirement: The deodanth slipper must have been out of play at the start of its turn.

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 36 ave. 4d12+10 damage and the target is slowed (save ends).

Temporal Jaunt * At Will

Effect: The deodanth vanishes into the timestream and is removed from play. At the start of any of its turns, the deodanth may choose to return to any unoccupied space within 5 squares of the square it vanished from. It gains combat advantage against any creatures adjacent to it when it reappears until the start of its next turn.

TRIGGERED ACTIONS

Temporal Flicker (teleportation) **Recharge** when first bloodied

Trigger: An attack targets the deodanth slipper's Reflex.

Effect (Immediate Interrupt): The deodanth slipper teleports 4 squares.

Skills Stealth +20

Str 19 **Dex** 25 **Wis** 15

Con 16 **Int** 22 **Cha** 21

Alignment evil

Languages Common, Elven, Deodanth

DEODANTH ELADRICIDE

Level 17 Soldier

Medium natural humanoid (time, undead)

XP 1,600

HP 160; **Bloodied** 80

Initiative +16

AC 33; **Fortitude** 31; **Reflex** 30; **Will** 29

Perception +10

Speed 8

Darkvision

Resist 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Deodanth Spur * At Will

Attack: Melee 1 (one creature); +22 vs. AC.

Hit: 5d4+13 damage and the target is marked until the end of the deodanth eladricide's next turn.

(m) Elf-Slaying Spur * At Will

Requirement: The target must be an elf, eladrin, drow or half-elf.

Attack: Melee 1 (one creature); +24 vs. AC.

Hit: 5d4+13 damage and the target loses a healing surge and is marked (save ends).

(m) Vampiric Bite (necrotic) * At Will

Attack: Melee 1 (one creature granting combat advantage); +20 vs. Fortitude.

Hit: 3d6+10 damage and the deodanth eladricide regains 10 hit points.

MOVE ACTIONS

Timeslip * At Will

Effect: The deodanth vanishes into the timestream and is removed from play. Any creatures marked by it are no longer marked. At the start of each of its turns, the deodanth may choose to make a saving throw. If it succeeds, it reappears in the square it last occupied. If that square is occupied, the deodanth instead appears in the nearest available open space, and both it and the creature or object occupying the space it was originally in suffer 3d10 points of damage. When it reappears, the deodanth gains combat advantage against adjacent creatures until the end of its turn. If the deodanth does not choose to make a saving throw at the start of its turn, it reappears after five minutes.

TRIGGERED ACTIONS

Sudden Assault (teleportation) * At Will

Trigger: A creature marked by the deodanth eladricide makes an attack that does not include the eladricide as a target.

Effect (Immediate Interrupt): The deodanth eladricide teleports 5 squares to a space adjacent to the triggering creature and makes a basic attack against it.

Skills skill modifier

Str 24 **Dex** 22 **Wis** 15

Con 16 **Int** 22 **Cha** 21

Alignment evil

Languages Common, Elven, Deodanth

Equipment grisly trophies

DEODANTH LIFESUCKER

Level 20 Lurker

Medium natural humanoid (time, undead)

XP 2,800

HP 142; **Bloodied** 71

Initiative +23

AC 34; **Fortitude** 33; **Reflex** 35; **Will** 31

Perception +12

Speed 8

Darkvision

Resist 20 necrotic; **Vulnerable** 15 radiant

STANDARD ACTIONS

(mbasic) Deodanth Spur * At Will

Attack: Melee 1 (one creature); +25 vs. AC.

Hit: 6d4+13 damage.

(c) Captivating Gaze (charm, gaze) * At Will

Attack: Close blast 5 (enemies in blast); +21 vs. Will.

Hit: The target is immobilized (save ends).

(m) Deodanth Embrace (charm, necrotic) * At Will

Attack: Melee 1 (one dazed, immobilized, restrained or stunned creature); +23 vs. Will.

Hit: 5d8+4 necrotic damage, the target is grabbed (until escape) and cannot target the deodanth lifesucker with any attacks (save ends). The deodanth lifesucker regains 20 hit points.

(m) Feed * At Will

Attack: Melee 1 (one creature grabbed by the deodanth lifesucker); +23 vs. Fortitude.

Hit: 6d8+10 necrotic damage and the grab ends.

MOVE ACTIONS

Timeslip * At Will

Effect: The deodanth vanishes into the timestream and is removed from play. Any creatures marked by it are no longer marked. At the start of each of its turns, the deodanth may choose to make a saving throw. If it succeeds, it reappears in the square it last occupied. If that square is occupied, the deodanth instead appears in the nearest available open space, and both it and the creature or object occupying the space it was originally in suffer 3d10 points of damage. When it reappears, the deodanth gains combat advantage against adjacent creatures until the end of its turn. If the deodanth does not choose to make a saving throw at the start of its turn, it reappears after five minutes.

Skills skill modifier

Str 24 **Dex** 28 **Wis** 15

Con 16 **Int** 21 **Cha** 2

Alignment evil

Languages Common, Elven, Deodanth