

Desverendi, Spirit of the Land	Level 23 Solo Controller
Huge elemental magical beast (earth)	XP 25,500
HP 296 AC 37; Fortitude 36; Reflex 34; Will 35 Speed 6 (earth walk), burrow 6 Immune petrification, sleep Saving Throws +5; Action Points 1	Initiative +12 Perception +20 All-Around Vision, Tremorsense 10
Traits	
Action Recovery	
Whenever Desverendi ends his turn, any dazing, stunning, or dominating effect on him ends.	
All-Around Vision	
Enemies can't gain combat advantage by flanking Desverendi.	
Fey Affinity	
Desverendi is considered to be a fey creature whenever it benefits him.	
Regeneration (healing)	
Desverendi regains 15 hit points whenever he starts his turn and has at least 1 hit point. When he takes thunder damage, his regeneration does not function on his next turn.	
Relentless	
Desverendi cannot be immobilized, restrained, slowed, or knocked prone. He is immune to forced movement and ignores difficult and challenging terrain.	
Ritual Caster	
Desverendi can master and perform rituals of 23rd-level or lower.	
Standard Actions	
m Massive Fist • At-Will	
<i>Attack:</i> Melee 3 (one creature); +28 vs. AC; Desverendi gains a +2 bonus if the target is slowed or immobilized <i>Hit:</i> 3d10 + 15 (31) damage, or 3d10 + 30 (46) if the target is slowed, immobilized, or restrained.	
M Thrashing Fists • At-Will	
<i>Effect:</i> Desverendi uses <i>massive fist</i> against two targets.	
R Earthshocks (implement, primal) • At-Will	
<i>Attack:</i> Ranged 10 (one or two creatures touching the ground); +26 vs. Reflex <i>Hit:</i> 3d10 + 15 (15) damage, and the target is slowed (save ends). If the target is already slowed, it is instead immobilized (save ends).	
A Earthquake (implement, primal, zone) • Encounter	
<i>Attack:</i> Area burst 3 within 20 (nonearth creatures touching the ground in the burst); +26 vs. Reflex <i>Hit:</i> 3d10 + 15 (31) damage. <i>Miss:</i> Half (15) damage. <i>Effect:</i> The burst creates a zone of difficult terrain that lasts until Desverendi uses <i>ravaged spirit</i> . Creatures that have earth walk can ignore this difficult terrain.	
A Gate Earth (implement, primal, zone) • Recharge 5 6	
<i>Attack:</i> Area burst 3 within 10 (creatures in the burst); +26 vs. Reflex <i>Hit:</i> 2d10 + 12 (23) damage, and the target is falls prone. The target is immobilized and can't stand up (escape DC 27). <i>Miss:</i> Half (11) damage. <i>Effect:</i> The burst creates a zone of difficult terrain until cleared.	
Triggered Actions	
C Vengeance of the Earth • At-Will	
<i>Trigger:</i> An enemy starts its turn touching the ground within 10 squares of Desverendi. <i>Attack (No Action):</i> Close burst 10 (triggering creature in the burst); +26 vs. Reflex <i>Hit:</i> 4d6 + 17 (31) damage, and the target is slowed until the end of its turn.	
C Ravaged Spirit (implement, primal) • Encounter	
<i>Trigger:</i> Desverendi drops to 0 hit points. <i>Attack (No Action):</i> Close burst 3 (creatures in the burst); +26 vs. Reflex <i>Hit:</i> 3d10 + 15 (31) damage, and Desverendi pushes the target 5 squares. <i>Miss:</i> Half (15) damage, and Desverendi pushes the target 2 squares. <i>Effect:</i> After the attacks are fully resolved, Desverendi is removed from the battlefield and replaced with	

Furious Desverendi. Furious Desverendi rolls initiative and fights normally as a new creature.

Special: Desverendi can use this action even if a condition exists that would prevent him from doing so.

Skills Insight +20, Nature +20

Str 23 (+17) **Dex** 13 (+12) **Wis** 19 (+15)

Con 30 (+21) **Int** 20 (+16) **Cha** 25 (+18)

Alignment unaligned **Languages** Elven, Primordial

Furious Desverendi

Level 23 Solo Brute

Huge elemental magical
beast (earth)

XP 25,500

HP 360

Initiative +12

AC 35; **Fortitude** 36; **Reflex** 34; **Will** 35

Perception +21

All-Around Vision, Tremorsense 10

Speed 6 (earth walk), burrow 6

Immune petrification, sleep

Saving Throws +5; **Action**

Points 2

Traits

Action Recovery

Whenever Desverendi ends his turn, any dazing, stunning, or dominating effect on him ends.

All-Around Vision

Enemies can't gain combat advantage by flanking Desverendi.

Defending Thorns

When a creature hits Desverendi with a melee attack, it takes 15 damage. Desverendi deals 15 damage to any creature grabbing him. A creature that continues to grab him takes 15 damage at the start of its turn.

Elder of Annihilation

Damage from Desverendi's attacks cannot be reduced in any way.

Fey Affinity

Desverendi is considered to be a fey creature whenever it benefits him.

Focused Brutality

Desverendi reduces the total penalty he is taking to his attack rolls, skill checks, or ability checks by 6.

Massive

Desverendi can move through and end his movements in walls as through in difficult terrain; he cannot see through walls. Enemies can attack him within a wall only if 1 full square of wall does not lie between him and the attacker.

Regeneration (healing)

Desverendi regains 15 hit points whenever he starts his turn and has at least 1 hit point. When he takes thunder damage, his regeneration does not function on his next turn.

Relentless

Desverendi cannot be immobilized, restrained, slowed, or knocked prone. He is immune to forced movement and ignores difficult and challenging terrain.

Spell Eater

If Desverendi ends his turn in or adjacent to a zone or conjuration, the zone or conjuration is destroyed.

Standard Actions

m Massive Fists • At-Will

Attack: Melee 3 (one creature); +28 vs. AC

Hit: 4d10 + 16 (38) damage, and Desverendi pushes the target 3 squares.

M Flattening Stomp • Recharge 4 5 6

Attack: Melee 3 (one creature); +26 vs. Fortitude

Hit: 4d10 + 38 (60) damage, and the target and each enemy standing on the ground within 3 squares of the target fall prone.

Triggered Actions

Desverendi's Fury • At-Will

Trigger: Desverendi takes damage.

Effect (Immediate Reaction): Desverendi makes two melee basic attacks.

Shake it Off • At-Will

Trigger: Desverendi starts his turn.

Effect (No Action): Desverendi can remove up to three effects and takes 15 damage.

M Furious Rampage • Encounter

Trigger: Furious Desverendi drops to 0 hit points.

Effect (No Action): Desverendi moves up to his speed + 2 and can move through enemies' spaces during the move. Each time Desverendi enters an enemy's space for the first time during the move, he makes the following attack against that enemy.

Attack: Melee 0 (one creature); +26 vs. Reflex

Hit: 6d6 + 17 (38) damage, and Desverendi knocks the target prone.

Miss: Half (19) damage.

Effect: After the attacks are fully resolved, Furious Desverendi is removed from the battlefield and replaced with Bloodied Desverendi. Bloodied Desverendi rolls initiative and fights normally as a new creature.

Special: Furious Desverendi can use this action even if a condition exists that would prevent him from doing so.

Skills Insight +21, Nature +21

Str 23 (+17) **Dex** 13 (+12) **Wis** 20 (+16)

Con 30 (+21) **Int** 20 (+16) **Cha** 25 (+18)

Alignment unaligned **Languages** Elven, Primordial

Bloodied Desverendi

Level 23 Solo Lurker

Huge elemental magical
beast (earth)

XP 25,500

HP 232; **Bloodied** 116

Initiative +23

AC 37; **Fortitude** 36; **Reflex**

Perception +20

35; **Will** 34

All-Around Vision, Tremorsense 10

Speed 6 (earth walk), burrow
6

Immune petrification, sleep

Saving Throws +5; **Action**

Points 2

Traits

Action Recovery

Whenever Desverendi ends his turn, any dazing, stunning, or dominating effect on him ends.

All-Around Vision

Enemies can't gain combat advantage by flanking Desverendi.

Bloodied

Desverendi is considered bloodied for all purposes, regardless of his hit point total

Dark Shadow

Desverendi doesn't take a penalty to Stealth checks for moving more than 2 squares while burrowed.

Double Actions

At the start of combat, Desverendi makes two initiative checks. He takes a turn on both initiative checks.

Earth Glide

Desverendi can pass through earth and rock as if he were phasing.

Elder of Annihilation

Damage from Desverendi's attacks cannot be reduced in any way.

Fey Affinity

Desverendi is considered to be a fey creature whenever it benefits him.

Focused Brutality

Desverendi reduces the total penalty he is taking to his attack rolls, skill checks, or ability checks by 6.

Indomitable

If Desverendi suffers from an effect that ends at the end of a creature's turn, the effect ends at the end of Desverendi's next turn.

Regeneration (healing)

Desverendi regains 5 hit points whenever he starts his turn and has at least 1 hit point. When he takes thunder damage, his regeneration does not function on his next turn.

Relentless

Desverendi cannot be immobilized, restrained, slowed, or knocked prone. He is immune to forced movement and ignores difficult and challenging terrain.

Standard Actions

c Flailing Limbs • At-Will

Attack: Close burst 2 (one, two, three, or four enemies in the burst); +28 vs. AC

Hit: 2d10 + 12 (23) damage.

M Rising Burst • Recharge when Desverendi uses *deep tunnel*

Effect: Desverendi burrows up to his burrow speed to a square aboveground. This movement does not provoke opportunity attacks. When Desverendi first enters a square aboveground during this movement, he makes the following attack.

Attack: Melee 3 (one, two, three, or four enemies); +26 vs. Reflex

Hit: 6d6 + 25 (46) damage, and Desverendi pushes the target 2 squares.

Deep Tunnel • At-Will

Effect: Desverendi burrows up to his burrow speed. This movement does not provoke opportunity attacks. If Desverendi ends his turn completely submerged in earth or rock, he gains total concealment and becomes insubstantial until the start of his next turn.

Triggered Actions

C End of an Era • Encounter

Trigger: Desverendi drops to 0 hit points.

Attack (No Action): Close burst 5 (creatures in the burst); +26 vs. Reflex

Hit: 4d6 + 17 (31) damage.

Miss: Half (15) damage.

Skills Insight +20, Nature +20, Stealth +24

Str 23 (+17) **Dex** 26 (+19) **Wis** 19 (+15)

Con 30 (+21) **Int** 20 (+16) **Cha** 25 (+18)

Alignment unaligned **Languages** Elven, Primordial