

Child of the Dawn

For PCs Level 22

While in Baldur's Gate, the PCs are approached by a member of a local wizard's guild. With the wizard is a small Eladrin girl about 10 years of age. The wizard asks the PCs to accompany him back to his home. If they agree, the old wizard introduces himself as Bergrinn, then leads them a short distance to his home.

When the group arrives at Bergrinn's home, the old wizard tells the PCs that he has heard of their heroics, and knows all too well of their daunting tasks and adventures. The old wizard sits, then brings the small girl to the PCs. He tells them her name is Sharla, and then asks the girl to go play while he talks to the PCs. The little girl runs off giggling, then the old wizard's tone drops to a very serious level.

"Sharla is no ordinary Eladrin. Her fate was decided a century before her birth. She is to usher in the Holy Dawn to an abandoned island east of here known as Graeell, which is Eladrin for Despair. This island used to be a holy place for all Eladrin-kind which they called Julvion, Eladrin for Paradise. Eladrin would travel from all over Faerun just for a day's visit on the island, which was supposedly a rejuvenating place for the fey. The veil between the Feywild and the Prime Material Plane was extremely thin there, and travel between the two planes was as easy as walking."

"This island served as a holy place for the Eladrin for centuries...until the outsiders came. While evil creatures do inhabit the Feywild, the guardians of Julvion always kept them at bay. According to historical accounts, without warning, a huge band of evil creatures arrived. Little is known about how they found their way into the Feywild, but rumors state that the creatures were under the leadership of an extremely powerful Astral being capable of shifting through the planes as easily as the Eladrin slip into the Feywild. The creatures and their leader began slaying every creature they saw. The destruction of Julvion was almost complete."

"Several Eladrin managed to escape with their lives. They spread out through Faerun, telling all who would listen about the creatures and the destruction of Julvion. The Eladrin formed an army and made their way to the island. Of the 900 that went, only a dozen returned. They told tales of black towers rising into swirling clouds, of creatures so bizarre as to warp the senses, and of legions of evil beings. They said the island had turned into a wasteland, and that the very sky over the island was black with evil. The returning Eladrin renamed the island Graeell as all that was left was despair and death."

"The Eladrin gods were unable to help, as their abilities seemed to not function in regards to the island. What they were able to do, however, was deliver a prophecy of an imbued Eladrin with the ability to wipe out the evil on the island and return it to the holy place it once was. According to the prophecy, a girl would be born of pure

Eladrin blood. This girl would have snow white hair and eyes of the purest white ivory. This child would be kept in solitude; hidden until her 10th birthday, at which time she would manifest all the powers of the gods in an event that would wipe from the island all traces of evil and darkness."

"Sharla is this girl. Upon her birth, she was taken from her home and moved from place to place. Eladrin wizards disguised her hair and eyes with enchantments to better help protect her from darkness. The threat of her being found out has been present since her birth, and many have died protecting the child. She turns 10 years old in four days. She must be in the tower on Graeell Island when this happens, or the prophecy will be nullified, and darkness will remain on the island forever."

Bergrinn tells the PCs that their reputations for bravery and battle prowess are known well to the residents of Baldur's Gate, and that the ruling members of the Eladrin Court have personally requested them for this most important mission. Bergrinn states that the rewards will be bountiful if the mission succeeds, and that the PCs will forever be known as heroes to the Eladrin people, and that they will live forever in word and song.

Should the PCs accept, Bergrinn seems pleased, and calls for Sharla to come back in to the room. When she arrives, the old wizard waves his hand over her head. Her hair instantly turns a brilliant white, and her eyes become colorless, just as white as her hair. The old mage tells Sharla that the PCs will be her guardians on her prophetic mission. Sharla smiles widely, and then blesses the PCs with all the goodness and light of the Eladrin Court.

Bergrinn again tells the PCs the importance of their mission. He tells the PCs to keep an ever-watchful eye out for any who would recognize the child and attempt to destroy her, as she has no power before reaching her 10th birthday. The safety and security of Sharla rests solely on the shoulders of the PCs.

Arrangements are made immediately to book voyage on a merchant boat that would pass near Graeell. The PCs, along with Sharla, are to get in a small rowboat when the merchant ship passes near the island and row to shore on the seldom-used east side of Graeell, which is dominated by rocky cliffs that rise high into the dark sky. From there, the group is to make their way to the black tower near the center of the island. It is there, in the top-most peak of the tower, that Sharla is to fulfill her prophecy.

The PCs are given a rough map of the island, drawn mostly from memory by surviving Eladrin. As the PCs and Sharla reach the docks to board the vessel, a virtual army of Eladrin and other races are there to wish them well on their journey, and to get a glance at the child that has been spoken of in legend for the last century. Under the cover of before-dawn darkness, the merchant vessel sets sail toward Graeell, and to destiny itself.

Aboard the Merchant Vessel:

The crew of the merchant ship is made up entirely of Eladrin. The Captain, Theroll Skywind, is completely accommodating to the PCs, and puts Sharla up in his own private quarters to ensure her safety. Four armed guards stand watch at the door to the Captain's quarters, and none but the Captain and the PCs are allowed to enter.

The voyage is supposed to last one full day, and the PCs are given all the food and drink they want, and nothing is asked of them by the Captain or his crew. From time to time, an Eladrin will pass by a PC and bless them for what they are doing, bowing deeply as a sign of respect.

Dusk:

As some of the crew goes below deck to retire for the evening, the crewman in the crow's nest shouts an alarm in Eladrin. Captain Skywind begins calling for all crew to retrieve their weapons and report to the top deck. He yells to the four guards to take Sharla below deck and to guard her with their lives. The PCs are told that the crow's nest crewman has spotted something huge in the waters ahead. Amid the scurrying of the crew, the PCs see a gigantic blue-green colored wormlike creature writhing through the water toward the ship.

Encounter:

1 Sea Worm (XP 5,600)

The huge worm will attempt to attack the ship, ramming it with its shelled head in an attempt to breach the hull, sinking the ship and allowing the worm to feed on the crew.

For this encounter, consider the ship to have an Armor Class of 35, and as having 200 Hit Points before it is damaged to the point of sinking.

The crew members will assist in killing the sea worm by use of arrow and magic. For every round the worm is close enough to the ship, it takes 20 damage aside that given by the PCs. Should the worm succeed in damaging the ship to the point of sinking, the adventure will end.

There are no more encounters during the night. The following morning, the crew members are making any needed repairs to the ship, and the day seems warm and bright. A few hours later, the crewman in the crow's nest shouts down that Graeell is in sight. The Captain tells the PCs to begin preparing the small rowboat, as they will be in drop-off range within the hour.

As the PCs are working with the rigging of the rowboat, they get their first look at Graeell. A large, swirling, black cloud hangs over the island. Lightning can be seen from time to time, jumping from cloud to cloud and from cloud to the rocky ground. A few moments later, the crow's nest crewman yells out once again, shouting about two large flying creatures with riders heading their way from the island. If the PCs look, they will see two Fell Wyverns

approaching the boat. The beasts are still too far out to make out what kind of riders are on them.

The Captain tells the PCs to get Sharla into the boat and lower it halfway, as it will be out of sight of the wyverns. In a few minutes, the wyverns approach the boat and glide gracefully alongside it. The riders are Rakshasas, who leap off onto the vessel and demand the presence of the Captain. Captain Skywind announces himself, and then demands to know what the intruders want with a merchant vessel. The Rakshasas tell the Captain they are investigating all ships that pass by Graeell. They tell the Captain it is none of his business why they are there, and to simply comply and allow them to search the vessel. The Captain mutters something under his breath, and then plunges a dagger into one of the Rakshasas. The creature screams, and then yells for his allies to attack the Eladrin.

Encounter:

2 Rakshasa Dread Knights (XP 6,050 ea.)

2 Fell Wyverns (XP 6,050 ea.)

XP Total: 24,200

When the encounter is over, the Captain tells the PCs to get into the boat and leave before the Rakshasas are missed and more are sent. The PCs get into the rowboat, and the crew lowers them into the water. As the small boat approaches Graeell, the PCs and Sharla notice ten more wyverns flying out toward the merchant vessel. As they finally reach shore and pull the boat up, they see the vessel in flames, slowly sinking into the sea. The wyverns slowly fly back toward Graeell.

On the Island of Graeell

The rocky face of Graeell's eastern shore-cliffs reach high into the dark sky. A skill challenge awaits the PCs, who must find a way to safely bring Sharla with them up the perilous cliff.

Skill Challenge: Climbing the Cliffs of Graeell

A PC with the appropriate Strength (Sharla weighs 60 pounds) can carry the girl on their back as they attempt to climb the cliffs. Athletics checks (DC 30): 6 successes before 4 failures. Failure indicates the PC has fallen.

Falling Damage:

After 1 successful check: 1d10 damage

After 2 successful checks: 3d10 damage

After 3 successful checks: 5d10 damage

After 4 successful checks: 7d10 damage

After 5 successful checks: 9d10 damage

If the PC carrying Sharla falls for 40 damage or more, Sharla is reduced to 0 Hit Points, and must receive immediate healing in order to go on.

While on Graeell: creatures that have the Fey Step ability, or any ability that allows them to teleport via the Feywild, receive a +3 bonus to teleport distance due to the thinness of the veil between the Feywild and the island.

When the top of the cliffs are reached, the area very quickly becomes a thick forested area. The trees and plants of this area are all grey and black, tainted by the ever-present evil on the island. Sharla stops suddenly, grabbing the PCs and pulling them down, then says, "Something's here..." in a faint whisper. A moment later, two Marut mercenaries walk by. The PCs must make a Stealth check every round or else they get the Maruts' attention and an encounter immediately happens.

Encounter: 2 Marut Concordants (XP 8,300 ea.) Total XP: 16,600
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The way through the forest is slow, as the undergrowth is very thick. Within the first hour of making their way through the forest, the following encounter takes place:

Encounter: 1 Dark Naga (XP 6,400) 1 Rakshasa Dread Knight (XP 6,050) Total XP: 12,450
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By the time the edge of the forest is reached, night is setting in. It is recommended that the PCs make camp for the night, posting watch every few hours. No encounters happen during the night if the PCs decide to camp.

Very early, the PCs awaken. Ahead of them is a huge expanse of barren desert. In the far distance, the group can see the spiraling black tower. In this desert, very little cover or concealment can be obtained, and enemies are visible from a distance...as are the PCs.

From a distance, the PCs notice two creatures flying in their direction from the tower. "Be careful", states Sharla calmly. When the creatures are close enough to recognize, the PCs know them to be Rot Slingers.

Encounter: 2 Rot Slingers (XP 4, 150 ea.) Total XP: 8, 300
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Further into the desert toward the tower, the PCs come across an odd stone building fairly small in size. Whether the PCs enter the building or not, the following encounter takes place just outside the building:

Encounter: 3 Giant Mummies (XP 3,200 ea.) 1 Dark Naga (XP 6,400) Total XP: 16,000
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Time passes, and no further encounters take place. It's almost as though there are no further enemies between the group and the tower.

The PCs are reminded by Sharla that she must be at the top of the black tower by midnight if she is to fulfill her prophecy.

By the time the group reaches the tower, it is late afternoon. At the base of the tower are two wild hunt hounds. As the group approaches, the hounds sit on their haunches and simply look at the group. They make no move to attack, nor do they even seem to really care about the presence of the PCs at all. The huge doors of the tower are easily opened.

The Black Tower:

Level One:

As the group enters, the huge doors slam shut and vanish. All that is left is smooth black stone. All that is in the huge first floor room is a single table in the center of the room with three gold boxes. If approached, the PCs notice a faint magic aura emanating from the boxes. Should the PCs attempt to open the boxes, various things happen.

<p>Left Box – When opened, the box erupts in a burst of blinding white light. When the light subsides, there is an enraged Glabrezu in the room behind the group. It will immediately attack.</p>
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<p>Center Box – When opened, the box explodes in a flash of red light. When the light subsides, there are two enraged Hezrou behind the PCs that will immediately attack.</p>
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<p>Right Box – When opened, the box explodes in a flash of green light. When the light subsides, there is an enraged Marilith behind the PCs that will attack immediately.</p>

There is a large staircase against the back wall that leads up to the second floor.

Level Two:

This gigantic room is void of furniture, rooms, or any other features aside from the stairwell that continues up to the third floor. In the middle of the room are 2 Death Giants and 2 Wild Hunt Hounds that will attack immediately upon seeing the group. The giants will focus on the PCs, and the hounds go directly for Sharla.

Encounter: 2 Death Giants (XP 4,150 ea.) 2 Wild Hunt Hounds (XP 3,200 ea.) XP – 14,700

Level Three:

This gigantic room is dominated with several large columns dimly lit by green-light torches hung from the columns. Waiting for the PCs is a Larva Mage and 2 Black Slaad. The Larva Mage will focus on the PCs while the Slaad attempt to grab Sharla.

Encounter:

1 Larva Mage (XP 6,400)
2 Black Slaad (XP 2,800 ea.)
XP Total – 12,000

Level Four:

With less than two hours left until midnight, Sharla tells the PCs they must hurry if they're going to make it to the top in time. This level has hundreds of black chains hanging from the walls and ceiling, many with razor-like hooks dangling from them. Two Fomorians are waiting for the PCs. While one attacks the PCs, the other will focus on acquiring Sharla.

Encounter:

2 Fomorian Painbringers (XP 4,800 ea.)
XP Total – 9,600

Level Five:

This completely featureless huge room is home to 2 Death Giants and a Nightwalker, all of whom will attack on sight. The Death Giants will target the PCs while the Nightwalker tries to get at Sharla.

Encounter:

2 Death Giants (XP 4,150 ea.)
1 Nightwalker (XP 5,600)
XP Total – 13,900

Level Six (Final Level):

The final level before the rooftop, this huge room is crawling with Ghouls and ruled over by a Lich. A Perception check (DC 25) will reveal that the Lich is...or at least used to be...an Eladrin. The Ghouls will attempt to attack Sharla while the PCs are busy with the Lich.

Encounter:

8 Abyssal Ghoul Myrmidons (XP 1,275 ea.)
1 Lich (Eladrin Wizard) (XP 12,100)
XP Total – 22,300

Rooftop:

The PCs and Sharla reach the rooftop of the gigantic spiraling tower. Black clouds swirl overhead, lightning crackling throughout them. A cold wind is blowing very hard, and a heavy rain has started falling. Standing in the center of the rooftop is what appears to be an Eladrin wearing red robes with skull shoulder-caps, a headpiece adorned with curved ram-horns, and an immaculate mace that glows a sickly green color and is topped with a skull. A Knowledge check (Nature DC 30) will show that this Eladrin is a Deathpriest of Orcus.

The priest bows to the PCs as they step onto the rooftop, then says, "Welcome travelers. You have come far and braved many perils to deliver the child to me. Orcus will be pleased when her life is taken and the prophecy is

destroyed. I never could have travelled to your land and found her, so I let you bring her to me instead. The hour draws near, mortals. The child must be destroyed." As he speaks his last words, the priest taps his mace on the rooftop, and a black fire erupts from the tower. When it dies down, an Aspect of Orcus rushes toward the group, roaring in fury. The Aspect of Orcus will take on the PCs while the Deathpriest attempts to kill Sharla.

Encounter:

1 Deathpriest Hierophant (XP 6,400)
1 Aspect of Orcus (XP 12,100)
XP Total – 18,500

When one of the following events occurs, midnight comes and Sharla fulfills her prophecy:

The Deathpriest is slain

The Aspect of Orcus is slain

One of the PCs is killed (reduced to 0 Hit Points)

For cinematics, let Sharla have something terrible happen to her just before the time is right, such as:

The Deathpriest slams her with his mace

The Aspect of Orcus tail-lashes her

At midnight, Sharla screams, raises her arms to the sky, and blinding white light explodes from her. The light shoots upward first, into the swirling mass of black clouds, piercing them. Within seconds, the clouds slow to a stop then slowly start to vanish. Then Sharla screams again, this time louder. The light explodes from her eyes, mouth, and hands outward in every direction. If the Deathpriest or Aspect of Orcus are still there, it pierces them in a thousand small holes. Both creatures howl in agony. Light floods out of their body from the holes. The Aspect of Orcus swirls in a grey-green cloud of smoke and vanishes. The Deathpriest screams out, drops his mace, the collapses to the rooftop. His body slowly decays into dust, leaving only his mace and headpiece behind. Light floods out from the tower, showering the entire island. The screams of thousands of evil creatures echo throughout the island at a deafening level. Then, as suddenly as it started, the light stops. Sharla collapses to the rooftop. When checked by the PCs, the child is unconscious. Her hair has turned from its snowy-white to a rich silver color. If checked, her eyes are the color of the rarest of pure rubies. The prophecy has been fulfilled.

The PCs must find a way to return to the mainland. They are forced to spend the rest of the night on the island. As dawn comes, the light of morning washes over the island. This instantly awakes the PCs if they are asleep. As the growing dawn creeps over the island, the desert starts to show hints of green as long-dead plants are reborn. The black forest becomes vibrant again, and the stench of death and evil starts to fade. There are no clouds in the sky as birds fly overhead, the first new visitors to the reborn island.

When the PCs reach the shore, they are not there long when a passing vessel notices them and sends a small boat out to meet them.

When they reach the docks of Baldur's Gate, they are greeted by thousands of cheering citizens, both Eladrin and otherwise. Bergrinn pushes his way through the throng and calls out to the PCs. His excited smile shows his pleasure at the result of the PCs actions. He eagerly shakes the hands of the PCs, and then inquires of Sharla. Her unconscious body is quickly rushed to a nearby healer for assistance. The multitude of people are all hanging on the PCs, hugging them, kissing them, and simply wanting to touch the heroes.

An elderly Eladrin approaches the PCs and tells them they are most humbly invited to a grand banquet that night in their honor. The elder Eladrin then bows deeply, taking a knee. When he does this, every Eladrin present does likewise. Hundreds of bowing Eladrin line the docks as the PCs make their way off.

Later that afternoon, the PCs are found by a young man dressed in the royal garb of the city's elite. He tells them that the banquet will be held in the royal hall of His High Ruler, Grand Duke Portyr. He asks what their clothing sizes are, as he is to fetch them the finest garments that can be found in Baldur's Gate. If the PCs comply, the lad vanishes down a street. Within the hour, the lad returns with fine garments of silk embroidered by the most talented of Eladrin tailors. If purchased, the garments would have easily cost the PCs thousands of gold each.

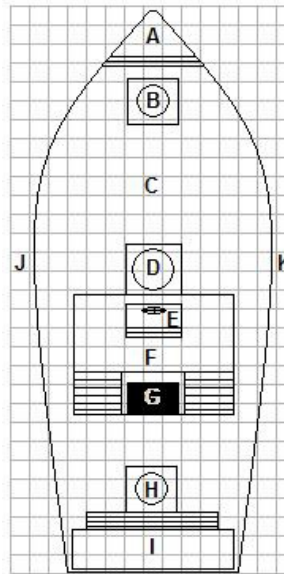
At dusk, the PCs are visited by an entourage of royal guards with a carriage pulled by celestial chargers. They are taken to the castle of Grand Duke Portyr, where thousands of Eladrin await them with flowers and gifts of all kinds. The grand Duke awaits them inside, and happily extends his hand to them both. The dining hall of the castle is huge, and seated around the enormous table are some of the most influential citizens in the city. Bergrinn sits next to Sharla, who looks tired, but otherwise fine. She stands, makes her way to the PCs, and gives them both hugs and blessings. She says she barely remembers any of the ordeal, but Bergrinn informed her that they were successful, and the glory of Julvion has been restored. After the meal, the PCs are led to the front courtyard, where an enormous statue has been magically carved from the finest marble in their likenesses. The Grand Duke tells the PCs that they will be forever remembered as saviors to the Eladrin, heroes of Julvion, and Grand Ambassadors of Baldur's Gate.

Total XP: 174,150 (Level 25)

If Hezrou is Chosen: 178,300
 If Glabrezu is Chosen: 184,350
 If Marilith is Chosen: 186,250
 If All Three are Chosen: 200,600 + 39,400
 Exceptional Hunter Bonus (Level 26)

Total GP: 8,000,000 each

Details of the Merchant Vessel:



MERCHANT VESSEL
"The Painted Gull"
 150 ft. long by 65 ft. wide

- A - Forward Deck
- B - Forward Mast
- C - Main Deck
- D - Center Mast / Crow's Nest
- E - Wheel
- F - Captain's Deck
- G - Down to Lower Deck
- H - Aft Mast
- I - Aft Deck
- J - Port Side
- K - Starboard Side

Sea Worm	Level 20 Elite Lurker
Huge natural beast (aquatic)	XP 5,600
Initiative +25 Senses Perception +14	
HP 292; Bloodied 146	
AC 36; Fortitude 34, Reflex 34, Will 32	
Saving Throws +2	
Speed 8 (swim)	
Action Points 1	
⬇ Ramming Charge (standard; at-will) +25 vs. Reflex; 3d6 + 8 damage	
⬇ Writhing Slam (standard; at-will) The sea worm slams its body into a vessel: +25 vs. AC; 3d6 + 8 damage.	
⬇ Swallow Whole (standard; at-will) Any creature of large or smaller size can be swallowed by a sea worm; +23 vs Reflex and the target is swallowed and immobilized. It can take standard and minor actions only. Attacks made inside the sea worm do an extra 1d8 damage. Once the sea worm is dead, a swallowed target can escape with a move action.	
Alignment Unaligned Languages —	
Str 18 (+14) Dex 20 (+15) Wis 14 (+12)	
Con 20 (+15) Int 2 (+6) Cha 4 (+7)	

Fell Wyvern	Level 24 Skirmisher
Large shadow beast (reptile)	XP 6,050
Initiative +19 Senses Perception +19; darkvision	
HP 228; Bloodied 114	
AC 38; Fortitude 42, Reflex 34, Will 31	
Resist 10 necrotic; Vulnerable 5 radiant	
Speed 6, fl y 12 (hover); see also <i>flyby attack</i>	
⬇ Bite (standard; at-will) Reach 2; +29 vs. AC; 2d8 + 10 damage.	
⬇ Claws (standard; at-will) The fell wyvern can attack with its claws only while flying; +29 vs. AC; 2d6 + 10 damage, and the target is knocked prone.	
⬇ Necrovenom Sting (standard; at-will) ♦ Necrotic, Poison Reach 2; +29 vs. AC; 2d6 + 9 damage, and the fell wyvern makes a secondary attack against the same target. <i>Secondary Attack</i> : +27 vs. Fortitude; ongoing 20 necrotic and poison damage (save ends).	
⬇ Flyby Attack (standard; at-will) The fell wyvern flies up to 12 squares and makes one melee basic attack at any point during that movement. The fell wyvern doesn't provoke opportunity attacks when moving away from the target of the attack.	
↔ Pestilent Breath (standard; recharge ⓂⓂⓂ) ♦ Necrotic Close blast 5; +27 vs. Fortitude; 2d10 + 9 necrotic damage, and ongoing 10 necrotic damage (save ends).	
Alignment Unaligned Languages —	
Str 30 (+22) Dex 20 (+17) Wis 15 (+14)	
Con 28 (+21) Int 2 (+8) Cha 6 (+10)	

Rot Slinger	Level 22 Artillery
Medium elemental humanoid (undead)	XP 4,150
Initiative +18 Senses Perception +21	
HP 165; Bloodied 82	
AC 37; Fortitude 37, Reflex 36, Will 34	
Immune disease, poison; Resist 10 necrotic	
Speed 6, fl y 8 (clumsy)	
⬇ Rotting Claw (standard; at-will) ♦ Necrotic +25 vs. AC; 2d10 + 5 damage, and the target takes ongoing 10 necrotic damage (save ends).	
⌚ Orb of Decay (standard; at-will) ♦ Necrotic Ranged 10; +25 vs. Fortitude; 2d8 + 8 necrotic damage, and the target is weakened and takes a -2 penalty to saving throws (save ends both).	
Alignment Chaotic evil Languages Abyssal	
Str 20 (+16) Dex 24 (+18) Wis 20 (+16)	
Con 27 (+19) Int 17 (+14) Cha 19 (+15)	

Rakshasa Dread Knight	Level 24 Soldier
Medium natural humanoid	XP 6,050
Initiative +18 Senses Perception +22; low-light vision	
Aura of Doom aura 5; enemies in the aura regain half the normal amount of hit points when they spend a healing surge.	
HP 220; Bloodied 110	
AC 40; Fortitude 40, Reflex 37, Will 38	
Speed 6	
⬇ Longsword (standard; at-will) ♦ Weapon The rakshasa dread knight makes two attack rolls and keeps the better result; +29 vs. AC; 1d8 + 7 damage, and the target is marked until the end of the rakshasa's next turn.	
⬇ Claw (standard; at-will) +29 vs. AC; 1d8 + 7 damage.	
⬇ Triple Attack (standard; at-will) ♦ Weapon The rakshasa dread knight makes three melee basic attacks. If two or more attacks hit the same target, the target is dazed (save ends).	
Deceptive Veil (minor; at-will) ♦ Illusion The rakshasa dread knight can disguise itself to appear as any Medium humanoid. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.	
Knight's Move (move; recharge ⓂⓂⓂ)	
The rakshasa dread knight can fly up to 6 squares. It must land at the end of this move or else it crashes.	
Alignment Evil Languages Common	
Skills Athletics +22, Bluff +21, Insight +22, Intimidate +21	
Str 25 (+19) Dex 19 (+16) Wis 21 (+17)	
Con 20 (+17) Int 15 (+14) Cha 18 (+16)	
Equipment scale armor, heavy shield, longsword	

Marut Concordant	Level 22 Elite Controller
Large immortal humanoid	XP 8,300
Initiative +12 Senses Perception +23; truesight 10	
HP 418; Bloodied 209	
Regeneration 20	
AC 38; Fortitude 39, Reflex 33, Will 36	
Immune sleep; Resist 10 thunder	
Speed 8, fl y 4 (hover), teleport 4	
Action Points 1	
⬇ Slam (standard; at-will) ♦ Thunder Reach 2; +26 vs. AC; 2d6 + 10 plus 1d6 thunder damage.	
↻ Dictum (minor; at-will) ♦ Thunder Ranged 10; +24 vs. Fortitude; the target is immobilized (save ends).	
✦ Fortune's Chains (standard; recharge ⓂⓂⓂⓂⓂ) ♦ Psychic Area burst 5 within 20; enemies in the area are struck by arcs of coruscating psychic energy; +22 vs. Will; 3d6 + 6 psychic damage, and the target is dazed (save ends).	
↔ Thunderous Edict (standard; recharge ⓂⓂⓂ) ♦ Thunder Close burst 10; +24 vs. Fortitude; 3d6 + 8 thunder damage, and the target is pushed 4 squares. <i>Miss</i> : Half damage, and the target is not pushed.	
Alignment Unaligned Languages Supernal	
Skills Endurance +23, Intimidate +24	
Str 30 (+21) Dex 13 (+12) Wis 25 (+18)	
Con 25 (+18) Int 22 (+17) Cha 26 (+19)	

Dark Naga	Level 21 Elite Controller
Large immortal magical beast (reptile)	XP 6,400
Initiative +14 Senses Perception +21; darkvision	
HP 404; Bloodied 202	
AC 36; Fortitude 34, Reflex 33, Will 36	
Saving Throws +2	
Speed 8	
Action Points 1	
⬇ Tail Sting (standard; at-will) ♦ Poison	
Reach 2; +24 vs. AC; 2d6 + 8 poison damage (3d6 + 8 damage against a dazed target), and the target is slowed (save ends).	
↩ Lure (minor; at-will) ♦ Charm	
Close burst 5; targets enemies; +25 vs. Will; the target is pulled 1 square and dazed (save ends).	
↩ Psychic Miasma (standard; recharge ☹☹☹) ♦ Psychic	
Close burst 3; +26 vs. Will; 3d6 + 10 psychic damage, and the target is dazed (save ends). <i>First Failed Save:</i> The target is stunned (save ends).	
Alignment Evil Languages Common, Draconic, Supernal	
Skills History +22, Insight +21, Stealth +19	
Str 26 (+18) Dex 18 (+14) Wis 22 (+16)	
Con 26 (+18) Int 24 (+17) Cha 30 (+20)	

Giant Mummy	Level 21 Brute
Large natural humanoid (undead)	XP 3,200
Initiative +12 Senses Perception +16; darkvision	
Despair (Fear) aura 5; enemies within the aura take a –2 penalty to attack rolls against the giant mummy.	
HP 240; Bloodied 120; see also <i>dust of death</i>	
Regeneration 10 (if the giant mummy takes radiant damage, regeneration doesn't function on its next turn)	
AC 33; Fortitude 34, Reflex 30, Will 31; see also <i>despair</i> above	
Immune disease, poison; Resist 10 necrotic; Vulnerable 10 fire	
Speed 6	
⬇ Rotting Slam (standard; at-will) ♦ Disease, Necrotic	
+24 vs. AC; 3d8 + 6 necrotic damage, and the target contracts level 21 mummy rot (see below).	
↩ Dust of Blinding Death (when first bloodied and again when reduced to 0 hit points) ♦ Acid	
The giant mummy releases a cloud of corrosive dust: close burst 2; +22 vs. Fortitude; 1d8 + 7 acid damage, and the target takes ongoing 10 acid damage and is blinded (save ends both).	
Alignment Unaligned Languages Giant	
Str 22 (+16) Dex 14 (+12) Wis 12 (+11)	
Con 24 (+17) Int 6 (+8) Cha 16 (+13)	

Hezrou	Level 22 Brute
Large elemental humanoid (demon)	XP 4,150
Initiative +16 Senses Perception +16; darkvision	
Noxious Stench (Poison) aura 2; enemies in the aura take a –2 penalty to attack rolls. While the hezrou is bloodied, enemies within its aura are also weakened.	
HP 255; Bloodied 127	
AC 34; Fortitude 36, Reflex 32, Will 32	
Resist 20 variable (2/encounter; see glossary)	
Speed 6; see also <i>demonic step</i> below	
⬇ Slam (standard; at-will)	
Reach 2; +25 vs. AC; 2d10 + 9 damage.	
⬇ Bite (standard; at-will)	
Reach 2; +25 vs. AC; 2d8 + 9 damage.	
⬇ Combination Attack (standard; at-will)	
The hezrou makes one slam attack and one bite attack.	
Demonic Step	
The hezrou ignores difficult terrain, seeming to phase through it.	
Alignment Chaotic evil Languages Abyssal	
Skills Stealth +21	
Str 28 (+20) Dex 20 (+16) Wis 20 (+16)	
Con 25 (+18) Int 8 (+10) Cha 16 (+14)	

Glabrezu	Level 23 Elite Brute
Huge elemental humanoid (demon)	XP 10,200
Initiative +14 Senses Perception +18; truesight 6	
HP 520; Bloodied 260; see also <i>arcane fury</i>	
AC 39; Fortitude 42, Reflex 37, Will 37	
Resist 20 variable (3/encounter; see glossary)	
Saving Throws +2	
Speed 8, fl y 8	
Action Points 1	
⬇ Pincer Claw (standard; at-will)	
Reach 3; +26 vs. AC; 2d8 + 8 damage.	
⬇ Double Attack (standard; at-will)	
The glabrezu makes two pincer claw attacks. If both claws hit the same target, the target is grabbed (until escape) if the glabrezu so chooses.	
↩ Abyssal Bolt (minor; at-will)	
Ranged 10; +24 vs. Reflex; 3d4 + 7 damage.	
↩ Blasphemous Word (minor; encounter) ♦ Psychic	
Close burst 5; targets enemies; +24 vs. Will; 1d12 + 7 psychic damage, and the target is dazed until the end of the glabrezu's next turn.	
↩ Chaos Word (minor; recharge ☹☹)	
Close burst 5; targets enemies; +24 vs. Fortitude; 1d12 + 7 damage. This damage bypasses all resistances.	
Arcane Fury (free, when first bloodied; encounter)	
The glabrezu teleports 8 squares, recharges its <i>blasphemous word</i> and <i>chaos word</i> powers, and makes an <i>abyssal bolt</i> , <i>blasphemous word</i> , or <i>chaos word</i> attack.	
Alignment Chaotic evil Languages Abyssal, Common	
Skills Arcana +23, Bluff +19, Intimidate +19	
Str 26 (+19) Dex 17 (+14) Wis 14 (+13)	
Con 20 (+16) Int 24 (+18) Cha 16 (+14)	

Marilith	Level 24 Elite Skirmisher
Large elemental humanoid (demon)	XP 12,100
Initiative +22 Senses Perception +21; darkvision	
HP 440; Bloodied 220	
AC 38 (42 when using <i>shroud of steel</i>); Fortitude 36, Reflex 35, Will 33	
Resist 20 variable (3/encounter; see glossary)	
Saving Throws +2	
Speed 8	
Action Points 1	
⬇ Scimitar (standard; at-will) ♦ Weapon	
Reach 2; +29 vs. AC; 2d10 + 9 damage (crit 6d10 + 29).	
⬇ Hacking Blades (free, when an adjacent enemy misses the Marilith with a melee attack; at-will) ♦ Weapon	
The marilith makes a scimitar attack against the enemy.	
⬇ Shroud of Steel (standard; at-will) ♦ Weapon	
The marilith makes two scimitar attacks and uses its other scimitars to parry incoming attacks, gaining a +4 bonus (+1 per scimitar) to AC until the start of its next turn.	
⬇ Weapon Dance (standard; recharges when first bloodied)	
♦ Weapon	
The marilith makes six scimitar attacks. Each time it hits, the Marilith shifts 1 square.	
Alignment Chaotic evil Languages Abyssal	
Skills Bluff +23, Insight +21, Intimidate +23, Stealth +25	
Str 28 (+21) Dex 26 (+20) Wis 19 (+16)	
Con 20 (+17) Int 14 (+14) Cha 22 (+18)	
Equipment 6 scimitars	

Death Giant	Level 22 Brute
Large shadow humanoid (giant)	XP 4,150
Initiative +16 Senses Perception +19; darkvision	
Soulcatcher aura 5; a creature that dies within the aura bestows one soul shard to the death giant (see <i>soul shroud</i>).	
HP 255; Bloodied 127	
AC 34; Fortitude 37, Reflex 33, Will 31	
Resist 15 necrotic	
Speed 7	
⬇ Greataxe (standard; at-will) ♦ Weapon	
Reach 2; +25 vs. AC; 4d6 + 9 damage (crit 6d6 + 21).	
↩ Soulfire Burst (standard; at-will) ♦ Necrotic	
Close burst 1; +23 vs. Reflex; 2d8 + 5 necrotic damage. The death giant must expend one soul shard to use this power.	
⬇ Consume Soul Shard (minor; at-will) ♦ Healing	
The death giant expends one soul shard and regains 20 hit points.	
Soul Shroud	
The <i>soul shroud</i> contains soul shards that swirl around the death giant to protect and empower it. At the beginning of an encounter, the <i>soul shroud</i> contains four soul shards. While the <i>soul shroud</i> is depleted of soul shards, the death giant takes a -2 penalty to attack rolls.	
Alignment Evil Languages Giant	
Skills Intimidate +18	
Str 28 (+20) Dex 20 (+16) Wis 16 (+14)	
Con 25 (+18) Int 12 (+12) Cha 15 (+13)	
Equipment chainmail, greataxe	

Wild Hunt Hound	Level 21 Skirmisher
Medium fey magical beast	XP 3,200
Initiative +21 Senses Perception +23; low-light vision	
Menacing Growl (Fear) aura 10; enemies within the aura take a -2 penalty to all defenses.	
HP 205; Bloodied 102	
AC 35 (37 against opportunity attacks); Fortitude 34, Reflex 33, Will 32	
Speed 10, fl y 10 (clumsy); see also <i>mobile melee attack</i>	
⬇ Bite (standard; at-will)	
+26 vs. AC; 1d8 + 10 damage (1d8 + 20 against an immobilized enemy), and the target cannot teleport and is slowed (save ends both). If the target is already slowed, it is immobilized instead.	
⬇ Mobile Melee Attack (standard; at-will)	
The wild hunt hound can move up to 5 squares and make one bite attack at any point during that movement. The hound doesn't provoke opportunity attacks when moving away from the target of its attack.	
Combat Advantage	
The wild hunt hound deals an extra 1d8 damage on melee attacks against any target it has combat advantage against.	
Alignment Unaligned Languages —	
Skills Endurance +24, Stealth +24	
Str 30 (+20) Dex 28 (+19) Wis 27 (+18)	
Con 29 (+19) Int 6 (+8) Cha 9 (+9)	

Abyssal Ghoul Myrmidon	Level 23 Minion
Medium elemental humanoid (undead)	XP 1,275
Initiative +17 Senses Perception +14; darkvision	
HP 1; a missed attack never damages a minion; see also <i>dead blood</i>	
AC 35; Fortitude 35, Reflex 34, Will 31	
Immune disease, poison; Resist 10 necrotic	
Speed 8, climb 4	
⬇ Claws (standard; at-will)	
+26 vs. AC; 9 damage, and the target is immobilized (save ends).	
↩ Dead Blood (when reduced to 0 hit points) ♦ Necrotic	
Close burst 1; all enemies in the burst take 5 necrotic damage.	
Alignment Chaotic evil Languages Abyssal	
Skills Stealth +22	
Str 27 (+18) Dex 25 (+17) Wis 18 (+14)	
Con 23 (+16) Int 19 (+14) Cha 13 (+11)	

Larva Mage	Level 21 Elite Artillery
Medium natural magical beast (undead)	XP 6,400
Initiative +13 Senses Perception +12	
HP 304; Bloodied 152	
AC 35; Fortitude 30, Reflex 33, Will 27	
Immune disease, poison; Resist 10 necrotic; takes half damage from melee and ranged attacks; Vulnerable 10 radiant, 10 against close and area attacks.	
Saving Throws +2	
Speed 6	
Action Points 1	
⬇ Corrupting Touch (standard; at-will) ♦ Necrotic	
+24 vs. Fortitude; 2d6 + 5 necrotic damage.	
↩ Horrific Visage (minor; recharge ⌘:⌘:⌘) ♦ Fear	
Ranged 10; +24 vs. Will; the target cannot attack the larva mage until the end of its next turn and is immobilized (save ends).	
↩ Ray of Cold Death (standard; at-will) ♦ Cold, Necrotic	
Ranged 20; +26 vs. AC; 2d8 + 8 cold and necrotic damage, or 4d8 + 8 cold and necrotic damage if the target is bloodied.	
↩ Worm's Feast (standard; recharge ⌘:⌘) ♦ Illusion	
Ranged 5; the target is tricked into believing that worms are devouring its flesh; +26 vs. Will; 4d10 + 8 damage. If this damage doesn't reduce the target to 0 or fewer hit points, the target takes no damage but is stunned until the end of its next turn.	
✱ Withering Flame (standard; at-will) ♦ Fire, Necrotic	
Area burst 1 within 20; +24 vs. Reflex; 2d6 + 8 fire and necrotic damage.	
Squeezing Swarm	
By altering its shape, a larva mage can squeeze through small openings as if it were a Tiny creature (see "Squeeze", <i>Player's Handbook</i> 292).	
Alignment Evil Languages Common	
Skills Arcana +23, History +23, Religion +23	
Str 14 (+12) Dex 16 (+13) Wis 14 (+12)	
Con 20 (+15) Int 26 (+18) Cha 15 (+12)	

Black Slaad (Void Slaad)	Level 20 Skirmisher
Large elemental humanoid	XP 2,800
Initiative +10 Senses Perception +14; low-light vision	
HP 191; Bloodied 95; see also <i>zone of oblivion</i>	
AC 32; Fortitude 33, Reflex 30, Will 29	
Immune disease; Resist insubstantial	
Speed 6, teleport 3	
⬇ Claws (standard; at-will)	
Reach 2; +25 vs. AC; 2d10 + 7 damage, and ongoing 10 damage (save ends). <i>Failed Save</i> : The target loses a healing surge.	
↩ Ray of Entropy (standard; at-will)	
Ranged 20; +23 vs. Reflex; 2d10 + 3 damage, and the target is surrounded by a shroud of crackling energy (save ends). Any time the target takes damage, the shroud deals 1d10 damage to the target.	
↩ Zone of Oblivion (when reduced to 0 hit points) ♦ Zone	
Close burst 2; +18 vs. Reflex; 2d10 + 6 damage. A black void fills the zone, blocking line of sight and dealing 2d10 + 6 damage to any creature that enters or starts its turn in the area. The zone lasts until the end of the encounter.	
Alignment Chaotic evil Languages Primordial	
Skills Stealth +19	
Str 24 (+17) Dex 18 (+14) Wis 13 (+11)	
Con 23 (+16) Int 11 (+10) Cha 17 (+13)	

Nightwalker	Level 20 Elite Brute
Large shadow humanoid (undead)	XP 5,600
Initiative +15 Senses Perception +14; darkvision	
Void Chill (Cold, Necrotic) aura 5; enemies that start their turns in the aura take 5 cold and necrotic damage.	
HP 464; Bloodied 232	
AC 34; Fortitude 32, Reflex 30, Will 32	
Immune disease, poison; Resist 20 cold, 20 necrotic; Vulnerable 20 radiant	
Saving Throws +2	
Speed 8	
Action Points 1	
⬇ Slam (standard; at-will) ♦ Cold, Necrotic Reach 2; +23 vs. AC; 1d8 + 7 plus 2d8 cold and necrotic damage.	
☞ Finger of Death (standard; encounter) ♦ Gaze, Necrotic Ranged 5; affects a bloodied target only; +21 vs. Fortitude; the target drops to 0 hit points. Resistance to necrotic damage does not apply to this power.	
↖ Void Gaze (minor 1/round; at-will) ♦ Gaze, Necrotic Close blast 5; +21 vs. Will; 1d8 + 7 necrotic damage, and the target is pushed 4 squares and takes a -2 penalty to all defenses (save ends).	
Alignment Evil Languages Common, telepathy 20	

Fomorian Painbringer	Level 19 Elite Controller
Huge fey humanoid (giant)	XP 4,800
Initiative +8 Senses Perception +16; truesight 6	
HP 362; Bloodied 181	
AC 35; Fortitude 35, Reflex 29, Will 33	
Saving Throws +2	
Speed 8	
Action Points 1	
⬇ Flail (standard; at-will) ♦ Weapon Reach 3; +24 vs. AC; 2d6 + 7 damage; see also <i>studied foe</i> .	
☞ Evil Eye (minor; at-will) Ranged 5; +22 vs. Will; the target takes 3d6 + 5 damage whenever it damages the fomorian painbringer. If the painbringer uses this power against a new target, the previous target is no longer affected.	
☞ Funnel Pain (standard; at-will) Ranged 8; +22 vs. Will; 4d6 + 5 damage; see also <i>studied foe</i> .	
↖ Painful Visions (minor; encounter) Close burst 4; +22 vs. Will; the target is dazed (save ends); see also <i>studied foe</i> .	
Studied Foe The fomorian painbringer gains a +2 bonus to attack rolls against a creature affected by its <i>evil eye</i> power.	
Alignment Evil Languages Elven	
Equipment hide armor, flail	

Aspect of Orcus	Level 24 Elite Brute
Large elemental humanoid (demon)	XP 12,100
Initiative +15 Senses Perception +21; low-light vision, darkvision	
Lesser Aura of Death (Necrotic) aura 10; enemies that enter or start their turns in the aura take 5 necrotic damage (10 necrotic damage while the aspect of Orcus is bloodied).	
HP 560; Bloodied 280	
AC 37; Fortitude 39, Reflex 35, Will 36	
Immune disease, poison; Resist 20 necrotic, 10 variable (3/ encounter; see glossary)	
Saving Throws +2	
Speed 6, fly 8 (clumsy)	
Action Points 1	
⬇ Skull Mace (standard; at-will) ♦ Necrotic, Weapon Reach 2; +27 vs. AC; 1d10 + 10 damage, and the target is weakened (save ends).	
⬇ Tail Lash (immediate reaction, when an enemy moves or shifts into a square adjacent to the aspect of Orcus; at-will) +27 vs. AC; 2d6 + 10 damage, and the target is knocked prone.	
Alignment Chaotic evil Languages Abyssal, Common	
Equipment skull mace	

Lich (Eladrin Wizard)	Level 24 Elite Controller
Medium natural humanoid (undead)	XP 12,100
Initiative +14 Senses Perception +14; darkvision	
Necrotic Aura (Necrotic) aura 5; any living creature that enters or starts its turn in the aura takes 5 necrotic damage.	
HP 362; Bloodied 181	
Regeneration 10 (if the lich takes radiant damage, regeneration doesn't function on its next turn)	
AC 38; Fortitude 33, Reflex 38, Will 38	
Immune disease, poison; Resist 10 necrotic	
Saving Throws +2	
Speed 6	
Action Points 1	
☞ Shadow Ray (standard; at-will) ♦ Necrotic Ranged 20; +28 vs. Reflex; 3d8 + 7 necrotic damage.	
☞ Necrotic Orb (standard; recharge Ⓜ) ♦ Necrotic Ranged 20; +28 vs. Fortitude; 3d8 + 7 necrotic damage, and the target is stunned until the end of the lich's next turn.	
☞ Entropic Pulse (standard; recharge Ⓜ) ♦ Necrotic Area burst 2 within 20; +28 vs. Reflex; 6d6 + 7 necrotic damage.	
Indestructible When a lich is reduced to 0 hit points, its body and possessions crumble into dust, but it is not destroyed. It reappears (along with its possessions) in 1d10 days within 1 square of its phylactery, unless the phylactery is also found and destroyed.	
Second Wind (standard; encounter) ♦ Healing The lich spends a healing surge and regains 90 hit points. The lich gains a +2 bonus to all defenses until the start of its next turn.	
Alignment Evil Languages Common, Elven	
Skills Arcana +24, History +24, Insight +19	
Str 12 (+13) Dex 15 (+14) Wis 15 (+14)	
Con 18 (+16) Int 25 (+19) Cha 21 (+17)	

Deathpriest Hierophant	Level 21 Elite Controller
Medium natural humanoid, human	XP 6,400
Initiative +11 Senses Perception +14	
Aura of Decay (Necrotic) aura 5; living enemies in the aura take a -2 penalty to all defenses.	
HP 382; Bloodied 191	
AC 35; Fortitude 35, Reflex 32, Will 37	
Resist 10 necrotic	
Saving Throws +2	
Speed 5	
Action Points 1	
⬇ Mace (standard; at-will) ♦ Necrotic, Weapon +24 vs. AC; 1d8 + 5 damage, and ongoing 10 necrotic damage (save ends).	
☞ Vision of Death (standard; recharge Ⓜ) ♦ Psychic Ranged 10; +24 vs. Will; 2d6 + 7 psychic damage, and the target is dazed (save ends).	
↖ Word of Orcus (standard; recharge Ⓜ) ♦ Healing, Necrotic Close burst 5; targets enemies; +24 vs. Fortitude; 2d6 + 7 necrotic damage, and the target is stunned (save ends). Undead in the burst regain 15 hit points.	
Alignment Chaotic evil Languages Abyssal, Common	
Skills Religion +17	
Str 20 (+15) Dex 13 (+11) Wis 18 (+14)	
Con 15 (+12) Int 14 (+12) Cha 24 (+17)	
Equipment plate armor, mace, censer	