

# 4TH EDITION CONVERSION: STORMREACH

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This document updates the following statistics from Stormreach. Page numbers are included to make referencing the book easier. Other updates (typically to individual encounters) follow the reference table.

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## BILGE RAT ENFORCER (PAGE 96)

Replace bilge rat enforcers with wererats (*Monster Manual*, page 180) advanced to 6th level.

## GLIMMERDOOM (PAGE 135)

Replace Glimmerdoom with a normal behir (*Monster Manual 2*, page 22).

## GLADIATORS OF THE RING (PAGE 143)

Replace Steel Maw with an ogre savage (*Monster Manual*, page 199). Replace Old Varkaar of the Splintered Shield with a manticores (*Monster Manual*, page 184).

**Dedrick Beynar**      **Level 11 Elite Skirmisher**  
 Medium natural humanoid, human      XP 1,200

**Initiative** +12      **Senses** Perception +7 (+11 to locate hidden objects and creatures)

**HP** 224; **Bloodied** 112  
**AC** 25; **Fortitude** 22, **Reflex** 24, **Will** 23; +2 to all defenses against opportunity attacks  
**Saving Throws** +2  
**Speed** 6  
**Action Points** 1

⊕ **Rapier** (standard; at-will) ♦ **Weapon**  
 +16 vs. AC; 1d8 + 7 damage, and Dedrick slides the target 1 square. Dedrick shifts 1 square.

⊗ **Vile Hex** (standard; at-will) ♦ **Fear, Psychic**  
 Ranged 10; can originate from the White Raven's space; +14 vs. Will; 1d10 + 5 psychic damage; and the target grants combat advantage until the end of Dedrick's next turn.

⚡ **Vexing Combination** (standard; at-will)  
 Dedrick makes two basic attacks.

↶ **Call the White Raven** (minor; recharge only while the White Raven is destroyed ☞ ☞ ☞ ☞)  
 Close burst 5; the White Raven (see statistics) appears in Dedrick's space or in an unoccupied square elsewhere in the area. It must remain within 20 squares of Dedrick; if forced beyond this range, it teleports back to Dedrick's space as a free action. Dedrick can speak through the White Raven, and he can hear everything it hears.

**Combat Advantage**  
 Dedrick deals 2d8 extra damage against any creature granting combat advantage to him.

**White Raven Repositioning** (move; at will)  
 If the White Raven is alive, and not adjacent or closer to Dedrick, Dedrick can shift his speed. He must end this movement closer to the White Raven than he started. If he moves adjacent to an enemy that the White Raven is also adjacent to, he gains combat advantage against that enemy.

**White Raven Sacrifice** (immediate interrupt, when an attack damages Dedrick while the White Raven is adjacent to him or in his space; at-will)  
 The White Raven takes the damage from the triggering attack.

**Alignment** Evil      **Languages** Common, Draconic, Giant  
**Skills** Bluff +14, Stealth +15  
**Str** 12 (+6)      **Dex** 20 (+10)      **Wis** 14 (+7)  
**Con** 16 (+8)      **Int** 15 (+7)      **Cha** 19 (+9)  
**Equipment** leather armor, rapier

**The White Raven** **Level 11 Minion Skirmisher**  
 Tiny shadow animate      XP –

**Initiative** –      **Senses** low-light vision; see also *dependant action*

**HP** 1; a missed attack never damages a minion; the White Raven is destroyed if Dedrick drops to 0 hit points.  
**AC** 25; **Fortitude** 22, **Reflex** 24, **Will** 23; +2 to all defenses against opportunity attacks  
**Immune** attacks and damage while in Dedrick Beynar's space and while Dedrick has 1 or more hit points  
**Speed** 2; fly 6 (hover); see also *dependant action*

**Dependant Action**  
 For the White Raven to take any action, Dedrick must spend the relevant action. It cannot attack, and it uses Dedrick's modifiers when relevant.

**Alignment** Evil      **Languages** Common

**Captain Smargat**      **Level 8 Elite Skirmisher**  
 Medium natural humanoid, human      XP 350

**Initiative** +9      **Senses** Perception +6

**HP** 178; **Bloodied** 89  
**AC** 22; **Fortitude** 21, **Reflex** 20, **Will** 20  
**Saving Throws** +2  
**Speed** 6  
**Action Points** 1

⊕ **Flail** (standard; at-will) ♦ **Weapon**  
 +13 vs. AC; 1d10 + 7 damage, and Smargat shifts 1 square.

⊕ **Flail Trip** (standard; requires a flail and combat advantage against the target; recharge ☞ ☞ ☞ ☞) ♦ **Weapon**  
 +11 vs. Fortitude; 2d10 + 7 damage, and Smargat slides the target 1 square and the target falls prone. Smargat shifts 1 square.

⊕ **Parrying Chains** (immediate interrupt, when a melee attack hits or misses Smargat; requires two flails; at-will) • **Weapon**  
 +13 vs. AC; 1d10 + 5 damage, and Smargat gains a +2 bonus to the defense that the triggering attack targeted against the triggering attack.

**Whirling Escape** (free, when a melee or close attack misses Smargat; at-will)  
 Smargat shifts 1 square.

**Alignment** Evil      **Languages** Common, Giant  
**Skills** Bluff +12, Insight +11  
**Str** 19 (+8)      **Dex** 17 (+7)      **Wis** 14 (+6)  
**Con** 17 (+7)      **Int** 11 (+4)      **Cha** 16 (+7)  
**Equipment** leather armor, two flails

**Cartha, Head Rat**      **Level 10 Elite Skirmisher**  
 Medium natural humanoid (shapechanger)      XP 1,000

**Initiative** +12      **Senses** Perception +10; low-light vision  
**HP** 212; **Bloodied** 106  
**Regeneration** 5  
**AC** 24; **Fortitude** 22, **Reflex** 23, **Will** 20  
**Immune** filth fever; **Vulnerable** silver (if Cartha takes damage from a silver weapon, his regeneration does not function on his next turn)  
**Saving Throws** +2  
**Speed** 6, climb 4; see also *slayer's leap*

**Action Points** 1

⊕ **Bite** (standard; usable only while in wererat form; at-will) • **Disease**  
 +15 vs. AC; 2d4 + 5 damage, ongoing 3 damage (save ends), and the target is exposed to filth fever.

⊕ **Dagger** (standard; usable only while in humanoid form; at-will) ♦ **Weapon**  
 +15 vs. AC; 2d4 + 5 damage, and ongoing 3 damage (save ends).

⊗ **Dagger** (standard; usable only while in humanoid form; at-will) ♦ **Weapon**  
 Ranged 5/10; +15 vs. AC; 2d4 + 5 damage.

⊕ **Double Attack** (standard; at-will)  
 Cartha makes two basic attacks.

⊕ **Bloodletting Leap** (standard; usable only while in humanoid form; recharge ☞ ☞ ☞ ☞) ♦ **Weapon**  
 +13 vs. AC; 4d4 + 5 damage, and ongoing 5 damage and the target is slowed (save ends both). *Effect:* As a free action after the attack, Cartha uses *slayer's leap*.

**Change Shape** (minor; at-will) ♦ **Polymorph**  
 Cartha can alter his physical form to appear as a dire rat (*Monster Manual*, page 219) or a unique human (see "Change Shape," *Monster Manual 2*, page 216).

**Slayer's Leap** (move; at-will)  
 Cartha jumps to shift 3 squares. He ignores difficult terrain and can move over obstacles 1 square high.

**Combat Advantage**  
 Cartha increases ongoing damage by 5 against any creature granting combat advantage to him.

**Alignment** Evil      **Languages** Common, Dwarven, Goblin  
**Skills** Acrobatics +15, Stealth +15  
**Str** 14 (+7)      **Dex** 21 (+10)      **Wis** 10 (+5)  
**Con** 18 (+9)      **Int** 12 (+6)      **Cha** 15 (+7)  
**Equipment** leather armor, 8 daggers

**Steppin' Jaq** **Level 8 Elite Controller**  
Medium natural humanoid, changeling (shapechanger) XP 700

**Initiative** +7 **Senses** Perception +8  
**HP** 172; **Bloodied** 86  
**AC** 22; **Fortitude** 19, **Reflex** 21, **Will** 20  
**Saving Throws** +2  
**Speed** 6  
**Action Points** 1

⊕ **Rapier** (standard; at-will) ♦ **Charm, Weapon**  
+13 vs. AC; 1d8 + 5 damage, and the target is slowed until the end of his next turn. Jaq slides the target 1 square.

⊕ **Shortbow** (standard; at-will) ♦ **Illusion, Weapon**  
Ranged 15/30; +13 vs. AC; 2d6 + 3 damage, and the target has no line of sight to anything 3 or more squares from it until the end of Steppin' Jaq's next turn.

⊕ **Double Attack** (standard; at-will)  
Steppin' Jaq makes two basic attacks.

⊕ **Visions of Defeat** (standard; recharge ☞ ☞ ☞) ♦ **Illusion, Psychic**  
Close burst 3; targets 2 enemies; +12 vs. Will; 3d8 + 5 psychic damage, and the target is slowed (save ends). Jaq slides the target to the edge of the burst.

✦ **Phantom Soldiers** (standard; sustain minor; recharges when first bloodied) ♦ **Illusion, Psychic, Zone**  
Area burst 3 within 10; targets enemies; +12 vs. Will; 2d8 + 5 psychic damage; the burst creates a zone filled with fighting illusory soldiers fighting that lasts until the end of Jaq's next turn. Any enemy that enters the zone or starts its turn there takes 5 psychic damage. Until the end of Jaq's next turn, any enemy within the zone is deafened and slowed. *Sustain Minor:* The zone persists, and Jaq can move it 3 squares.

**Halt the Foe** (immediate interrupt, when a slowed enemy moves or shifts to a square adjacent to Steppin' Jaq; at-will) ♦ **Charm**  
+11 vs. Fortitude; Steppin' Jaq immobilizes the target until the end of his next turn.

**Change Shape** (minor; at-will) ♦ **Polymorph**  
Steppin' Jaq can alter his physical form to appear as any Medium humanoid, including a unique individual (see "Change Shape," *Monster Manual 2*, page 216).

**Spider Climb** (move; encounter)  
Steppin' Jaq gains a climb speed of 6 until the end of his next turn.

**Alignment** Evil **Languages** Common, Dwarven, Elven, Giant, Riedran

**Skills** Acrobatics +12, Thievery +12  
**Str** 10 (+4) **Dex** 16 (+7) **Wis** 8 (+3)  
**Con** 14 (+6) **Int** 20 (+9) **Cha** 17 (+7)

**Equipment** leather armor, rapier, shortbow, quiver of 30 arrows

**Zlortharkis, Abyssal Kraken** **Level 22 Solo Soldier**  
Gargantuan immortal magical beast (aquatic) XP 20,750

**Initiative** +15 **Senses** Perception +16, darkvision, truesight 1  
**HP** 816; **Bloodied** 408; see also *inky shroud*  
**AC** 38; **Fortitude** 36, **Reflex** 35, **Will** 33  
**Saving Throws** +5  
**Resist** 10 variable (2/encounter)  
**Speed** swim 6  
**Action Points** 2

⊕ **Arm** (standard; at-will)  
Reach 3; +29 vs. AC (+31 against a target Zlortharkis is grabbing); 2d6 + 8 damage (crit 2d6 + 20).

⊕ **Tentacle** (standard; at-will)  
Reach 4; +27 vs. Fortitude (+29 against a target Zlortharkis is grabbing with the attacking tentacle); 2d10 +8 damage (crit 2d10+ 28), and Zlortharkis pulls the target 2 squares and grabs it. Zlortharkis can have two targets grabbed at a time, one in each tentacle. While using a tentacle to grab a target, Zlortharkis can use that tentacle to attack only that target.

⊕ **Kraken's Fury** (standard; at-will)  
Zlortharkis makes three melee basic attacks, but no more than two tentacle attacks.

✦ **Eye of the Deep** (minor; recharge ☞ ☞ ☞) ♦ **Charm, Gaze**  
Ranged 20; +27 vs. Will; the target is dominated (save ends). Zlortharkis can have only one dominated creature at a time.

⊕ **Abyssal Tempest** (standard; sustain minor; encounter) ♦ **Zone**  
Close burst 3. *Effect:* The burst creates a zone of flaying wind and water that lasts until the end of Zlortharkis's next turn. The zone moves with and stays centered on Zlortharkis. Any creature other than Zlortharkis who enters the zone or starts its turn there is pulled 2 squares toward Zlortharkis and takes 10 damage. *Sustain Minor:* The zone persists until the end of Zlortharkis's next turn.

⊕ **Inky Shroud** (free, when first bloodied; encounter) ♦ **Zone**  
Close burst 3. *Effect:* The burst creates a zone of shadowy ink that fills the area and that lasts until the end of Zlortharkis's next turn. Any mark on Zlortharkis ends. Zlortharkis cannot be marked and the area is lightly obscured, both until the end of his next turn.

⊕ **Jet** (move; recharge ☞ ☞ ☞)  
Zlortharkis shifts his speed. He carries grabbed enemies along with him automatically.

**Threatening Reach**  
Zlortharkis can make opportunity attacks with his arms against all enemies within reach of his arms (3 squares).

**Alignment** Evil **Languages** Abyssal, Common, Primordial  
**Skills** Intimidate +21, Nature +20  
**Str** 27 (+19) **Dex** 14 (+13) **Wis** 19 (+15)  
**Con** 20 (+16) **Int** 24 (+18) **Cha** 20 (+16)

**Kraa'ark Lors** **Level 18 Solo Skirmisher**  
Huge natural beast, roc XP 10,000

**Initiative** +17 **Senses** Perception +19  
**HP** 688; **Bloodied** 344  
**AC** 32; **Fortitude** 31, **Reflex** 30, **Will** 29  
**Saving Throws** +5  
**Speed** 4, fly 10, overland flight 15  
**Action Points** 2

⊕ **Bite** (standard; at-will) ♦ **Thunder**  
Reach 2; +23 vs. AC; 2d8 + 7 damage plus 1d8 + 5 thunder damage; see also *black cloud*.

⊕ **Talon** (standard; at-will) ♦ **Lightning**  
Reach 2; +23 vs. AC; 2d6 + 7 damage, and ongoing 10 lightning damage (save ends); see also *black cloud*.

⊕ **Storming Flyby** (standard; recharge ☞ ☞ ☞)  
Kraa'ark Lors flies 10 squares and makes a talon attack against each enemy to which it moves adjacent. Kraa'ark Lors doesn't provoke opportunity attacks when moving away from the target of each attack. See also *black cloud*.

⊕ **Winged Storm** (standard; at-will)  
Kraa'ark Lors makes two claw attacks and one bite attack. He can shift 1 square between each attack and after the final attack, even if flying.

✦ **Stormwing Riposte** (immediate reaction, when an enemy misses Kraa'ark Lors; at-will) ♦ **Thunder**  
Targets the triggering enemy; ranged 10; +23 vs. Reflex; 1d10 + 7 thunder damage, and Kraa'ark Lors pushes the target 2 squares; see also *black cloud*. This attack doesn't provoke opportunity attacks.

✦ **Black Cloud** (minor; recharge ☞ ☞ ☞)  
Area burst 3 within 20; heavy mist fills the area until the end of Kraa'ark Lors's next turn; the area is lightly obscured to every creature besides Kraa'ark Lors. If Kraa'ark Lors hits a target with an attack while that target is in the *black cloud*, the target also takes 1d8 + 5 thunder damage and falls prone.

**Alignment** Unaligned **Languages** Common  
**Skills** Nature +19  
**Str** 25 (+16) **Dex** 22 (+15) **Wis** 20 (+14)  
**Con** 20 (+14) **Int** 16 (+12) **Cha** 14 (+11)

<b>Mulraargo</b>	<b>Level 12 Elite Brute</b>
Large natural humanoid (shapechanger), troll	XP 1,400
<b>Initiative</b> +10	<b>Senses Perception</b> +14
<b>HP</b> 280; <b>Bloodied</b> 140	
<b>Regeneration</b> 10	
<b>AC</b> 24; <b>Fortitude</b> 25, <b>Reflex</b> 24, <b>Will</b> 23	
<b>Resist</b> 5 acid; <b>Vulnerable</b> acid, fire (if Mulraargo takes acid or fire damage, his regeneration does not function until the end of his next turn)	
<b>Saving Throws</b> +2	
<b>Speed</b> 6, climb 4	
<b>Action Points</b> 1	
⊕ <b>Claw</b> (standard; at-will) Reach 2; +12 vs. AC; 2d10 + 7 damage; see also <i>rending strike</i> .	
⊕ <b>Double Attack</b> (standard; at-will) Mulraargo makes two claw attacks.	
⊕ <b>Engulf</b> (standard; usable only in <i>ooze form</i> ; at-will) ⊕ <b>Acid</b> +13 vs. Reflex; the target is grabbed. Mulraargo can move normally while grabbing a target, pulling the grabbed target with him. He can grab only one target at a time. <i>Sustain Minor</i> : Mulraargo sustains the grab and the target takes 10 acid damage.	
⊕ <b>Rending Strike</b> (free, when Mulraargo's attack bloodies an enemy; at-will) Mulraargo makes a claw attack. If the attack hits, the target also takes a -2 penalty to all defenses (save ends).	
<b>Troll Healing</b> ⊕ <b>Healing</b> If Mulraargo drops to 0 hit points due to an attack that does not deal acid or fire damage, he starts his next turn with 10 hit points.	
<b>Ooze Form</b> (minor; at-will) ⊕ <b>Polymorph</b> Mulraargo can alter his physical form to appear as a pool of black sludge. While in sludge form, the troll gains the benefits of the ooze keyword.	
<b>Alignment</b> Chaotic evil	<b>Languages</b> Common, Giant
<b>Skills</b> Athletics +16, Stealth +15	
<b>Str</b> 21 (+11)	<b>Dex</b> 18 (+10) <b>Wis</b> 16 (+9)
<b>Con</b> 21 (+11)	<b>Int</b> 8 (+5) <b>Cha</b> 6 (+4)

<b>Old Silverclaws</b>	<b>Level 18 Elite Brute</b>
Huge natural beast, girallon	XP 4,000
<b>Initiative</b> +15	<b>Senses Perception</b> +13, <b>darkvision</b>
<b>HP</b> 420; <b>Bloodied</b> 210	
<b>AC</b> 30; <b>Fortitude</b> 32, <b>Reflex</b> 31, <b>Will</b> 29	
<b>Speed</b> 8, climb 6	
⊕ <b>Claw</b> (standard; at-will) Reach 2; +21 vs. AC; 2d12 + 7 damage (3d12 + 7 damage while bloodied), and the target falls prone. See also <i>prone rending</i> .	
⊕ <b>Claw Flurry</b> (standard; at-will) Old Silverclaws makes two claw attacks. While bloodied, it makes two claw attacks and a quick bite.	
⊕ <b>Quick Bite</b> (free, when Old Silverclaws hits a bloodied enemy with a claw attack; at-will) +21 vs. AC; 1d8 + 7 damage (and, while bloodied, ongoing 5 damage [save ends]). See also <i>prone rending</i> .	
⊕ <b>Taste for Blood</b> (free, when an enemy within 5 squares becomes bloodied; encounter) Old Silverclaws moves adjacent to the triggering enemy and bites; +22 vs. AC; 2d8 + 7 damage. See also <i>prone rending</i> .	
⊕ <b>Terrifying Howl</b> (minor; encounter) ⊕ <b>Fear</b> Close burst 5; +18 vs. Will; the target is dazed (save ends).	
<b>Prone Rending</b> Old Silverclaws can score a critical hit against a prone target on an attack roll of 18-20.	
<b>Alignment</b> Evil	<b>Languages</b> –
<b>Skills</b> Athletics +21	
<b>Str</b> 25 (+16)	<b>Dex</b> 22 (+15) <b>Wis</b> 18 (+13)
<b>Con</b> 20 (+14)	<b>Int</b> 7 (+7) <b>Cha</b> 12 (+10)

<b>Lurking Two-Maws</b>	<b>Level 21 Solo Controller</b>
Huge aberrant beast (reptile), fang titan drake	XP 16,000
<b>Initiative</b> +16	<b>Senses Perception</b> +15; <b>low-light vision</b>
<b>HP</b> 792; <b>Bloodied</b> 396	
<b>AC</b> 35; <b>Fortitude</b> 35, <b>Reflex</b> 33, <b>Will</b> 32	
<b>Saving Throws</b> +5	
<b>Speed</b> 8	
<b>Action Points</b> 2	
⊕ <b>Bite</b> (standard; at-will) Reach 2; targets one or two adjacent creatures; +26 vs. AC; 3d10 + 8 damage, and the target is dazed (save ends). Lurking Two-Maws grabs one target.	
⊕ <b>Tentacle</b> (standard; at-will) Reach 4; +26 vs. AC; 2d8 + 8 damage, and Lurking Two-Maws grabs the target.	
⊕ <b>Two-Maws Rampage</b> (standard; at-will) Lurking Two-Maws makes two tentacle attacks and one bite attack.	
⊕ <b>Swallow</b> (standard; at-will) ⊕ <b>Acid</b> Reach 4; targets a bloodied creature Lurking Two-Maws is grabbing; +24 vs. Fortitude; the target is swallowed and is no longer grabbed. While swallowed, the target is restrained and takes 10 damage plus 10 acid damage at the start of Lurking Two-Maw's turn. The swallowed creature has line of sight and line of effect only to Lurking Two-Maws, and no creature has line of sight or line of effect to it. The swallowed creature can make only melee and close attacks. If swallowed creatures deal 50 or more damage to Lurking Two-Maws between the end of one of her turns and the start of her next turn, she regurgitates swallowed creatures into an adjacent square, and those creatures are no longer swallowed. When Lurking Two-Maws drops to 0 hit points, the target is no longer swallowed and can escape as a move action, appearing in the drake's former space.	
⊕ <b>Tail Smash</b> (immediate reaction, when a creature hits Lurking Two-Maws; at-will) Reach 3; targets the triggering creature; +24 vs. Reflex; 2d8 + 7 damage, and the target slides 3 squares and is knocked prone.	
⊕ <b>Thundering Bellow</b> (standard; encounter) ⊕ <b>Fear</b> , <b>Thunder</b> Close blast 5; targets enemies; +23 vs. Will; 3d6 + 6 thunder damage, and the target is dazed and deafened (save ends both).	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Str</b> 26 (+18)	<b>Dex</b> 23 (+16) <b>Wis</b> 20 (+15)
<b>Con</b> 22 (+16)	<b>Int</b> 2 (+6) <b>Cha</b> 10 (+10)



**The Cinder Sisters**      **Level 14 Solo Brute**  
Huge elemental beast (reptile), hydra      XP 5,000

**Initiative** +11      **Senses** Perception +12; all-around vision  
**HP** 552; **Bloodied** 276  
**AC** 26; **Fortitude** 27, **Reflex** 25, **Will** 26  
**Resist** 10 fire  
**Saving Throws** +5  
**Speed** 7, swim 7  
**Action Points** 2

⊕ **Bite** (standard; at-will) ♦ **Fire**  
Reach 3; +17 vs. AC; 1d8 + 6 damage, and ongoing 5 fire damage (save ends). If the Cinder Sisters hit a target that is already taking ongoing fire damage, that target's ongoing fire damage increases by 5 up to a maximum of 15.

⊕ **Volcanic Bolt** (standard; at-will) ♦ **Fire, Poison**  
Ranged 10; +15 vs. Reflex; 1d8 + 6 fire damage, and ongoing 5 poison damage (save ends). This attack does not provoke opportunity attacks.

⚡ **Cinder Fury** (standard; at-will)  
The Cinder Sisters make four basic attacks, plus an additional attack for each head she has grown (see *regenerating heads*).

⚡ **Breath of Khyber** (standard; recharge Ⓜ Ⓜ) ♦ **Fire, Necrotic**  
Close blast 3; two blasts in different areas; +14 vs. Reflex; 2d8 + 4 fire damage and 2d8 + 4 necrotic damage, and ongoing 5 fire and necrotic damage (save ends).

**Many-Headed**  
Each time the Cinder Sisters would become dazed or stunned, they instead lose one attack while using *cinder fury* during their next turn. They can be dazed or stunned multiple times.

**Regenerating Heads**  
When the Cinder Sisters first reaches 414, 276, and 138 hit points, a head is destroyed. At the start of the hydra's next turn after a head is destroyed, two heads grow in the lost head's place, and the hydra gains an additional attack with *cinder fury*.

**Threatening Reach**  
The Cinder Sisters can make opportunity attacks against all enemies within reach (3 squares).

**Alignment** Chaotic evil      **Languages** Common, Primordial  
**Str** 23 (+13)      **Dex** 19 (+11)      **Wis** 10 (+7)  
**Con** 18 (+11)      **Int** 8 (+6)      **Cha** 20 (+12)

**Drenga Sandspur**      **Level 7 Elite Skirmisher**  
Medium natural humanoid, drow      XP 600

**Initiative** +8      **Senses** Perception +9; darkvision  
**HP** 154; **Bloodied** 77  
**AC** 21; **Fortitude** 20, **Reflex** 19, **Will** 18  
**Saving Throws** +2  
**Speed** 6  
**Action Points** 1

⊕ **Short Sword** (standard; at-will) ♦ **Weapon**  
+12 vs. AC; 2d6 + 4 damage, and Drenga shifts 1 square.

⊕ **Cutting Stride** (standard; at-will) ♦ **Weapon**  
Drenga makes two short sword attacks, shifting 1 square before each attack and after the second attack.

⚡ **Darkfire** (minor; encounter)  
Ranged 10; +11 vs. Reflex; until the end of Drenga's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.

⚡ **Swirling Blades** (standard; recharge Ⓜ Ⓜ Ⓜ)  
Close burst 1; +12 vs. AC; 3d6 + 4 damage, and Drenga shifts 3 squares after the attacks.

**Sly Setup** (free, when an enemy misses Drenga with a melee attack; at-will)  
Drenga shifts 1 square, and the triggering enemy grants combat advantage to Drenga until the end of his next turn.

**Combat Advantage**  
Drenga deals 1d8 extra damage against any creature granting combat advantage to him.

**Alignment** Evil      **Languages** Common, Deep Speech, Elven  
**Skills** Athletics +12  
**Str** 18 (+7)      **Dex** 16 (+6)      **Wis** 12 (+4)  
**Con** 13 (+4)      **Int** 10 (+3)      **Cha** 15 (+5)

**Equipment** hide armor, two short swords

**Korbek Ghedin**      **Level 12 Elite Controller**  
Medium natural humanoid, dwarf      XP 1,400

**Initiative** +7      **Senses** Perception +11; low-light vision, truesight 2  
**HP** 244; **Bloodied** 122; see also *mind door*  
**AC** 26; **Fortitude** 23, **Reflex** 25, **Will** 24  
**Saving Throws** +2  
**Speed** 5  
**Action Points** 1

⊕ **Reverberating Waraxe** (standard; at-will) ♦ **Weapon**  
+17 vs. AC; 1d12 + 4 damage, and Korbek pushes the target 2 squares. The target is dazed until the end of Korbek's next turn.

⊕ **False Senses** (standard; at-will) ♦ **Illusion, Psychic**  
Ranged 10; +16 vs. Will; 2d8 + 5 psychic damage, and the target is slowed (save ends).

⚡ **Double Attack** (standard; at-will)  
Korbek makes two basic attacks.

⚡ **Bend Mind** (standard; at-will) ♦ **Charm, Psychic**  
Ranged 10; +16 vs. Will; 2d8 + 5 psychic damage, and the target is dominated (save ends). Korbek can dominate only one creature at a time.

⚡ **Hostile Empathy** (immediate reaction, when Korbek is hit by an attack; recharge Ⓜ Ⓜ Ⓜ) ♦ **Charm**  
Close burst 5; targets one enemy; +16 vs. Will; the target takes 1d8 + 5 damage of the same type Korbek took, and the target shares any conditions the attack imposes on Korbek (save ends). While this condition sharing lasts, if a shared condition ends for the target, that condition also ends for Korbek.

**Mind Door** (immediate reaction, when an attack hits Korbek; recharges when first bloodied) ♦ **Teleportation**  
Korbek teleports 8 squares, and the triggering attack grants combat advantage to Korbek until the end of his next turn.

**Ultrasenses**  
A creature that has combat advantage against Korbek gains no attack bonus from the combat advantage.

**Stand Your Ground**  
Korbek can move 1 fewer square than a forced movement attack specifies. He can make a saving throw to avoid being knocked prone.

**Alignment** Evil      **Languages** Common, Draconic, Dwarven, Giant, telepathy 5  
**Skills** Bluff +12, Insight +16  
**Str** 14 (+8)      **Dex** 12 (+7)      **Wis** 20 (+11)  
**Con** 18 (+10)      **Int** 22 (+12)      **Cha** 12 (+7)

**Equipment** plate armor, heavy shield, waraxe

<b>Surrayana</b>	<b>Level 8 Elite Soldier (Leader)</b>
Medium natural humanoid, shulassakar	XP 700
<b>Initiative</b> +8	<b>Senses</b> Perception +12; darkvision
<b>Hypnotic Presence (Charm)</b> aura 1; any enemy that starts its turn within the aura grants combat advantage.	
<b>HP</b> 172; <b>Bloodied</b> 86	
<b>AC</b> 24; <b>Fortitude</b> 22, <b>Reflex</b> 19, <b>Will</b> 20	
<b>Saving Throws</b> +2	
<b>Speed</b> 5	
<b>Action Points</b> 1	
⊕ <b>Morningstar</b> (standard; at-will) ♦ <b>Weapon</b> +13 vs. AC; 1d10 + 5 damage, and the target is marked until the end of Surrayana's next turn.	
⊕ <b>Double Attack</b> (standard; at-will) Surrayana makes two melee basic attacks.	
⊕ <b>Lockdown Smash</b> (standard; at-will) ♦ <b>Weapon</b> Targets an enemy marked by Surrayana; +13 vs. AC; 3d10 + 5 damage, and the target is immobilized (save ends).	
⊕ <b>Breath of Siberys</b> (standard; recharge [3]) ♦ <b>Radiant</b> Close blast 5; targets enemies; +11 vs. Reflex; 2d8 + 5 radiant damage, and the target is marked until the end of Surrayana's next turn. Allies in the area gain 10 temporary hit points.	
⊕ <b>Radiant Eyes</b> (immediate interrupt, when an enemy marked by Surrayana makes an attack that doesn't include her; at-will) ♦ <b>Fear, Gaze, Radiant</b> Close burst 10; targets the triggering enemy; +12 vs. Will; 1d8 + 3 radiant damage, and the target takes a -2 penalty to the attack's damage roll.	
⊕ <b>Change Shape</b> (minor; at-will) ♦ <b>Polymorph</b> Surrayana can alter her physical form to appear as a Tiny or Medium feathered snake.	
<b>Alignment</b> Good	<b>Languages</b> Common, Draconic
<b>Skills</b> Heal +12	
<b>Str</b> 20 (+9)	<b>Dex</b> 15 (+6) <b>Wis</b> 17 (+7)
<b>Con</b> 14 (+6)	<b>Int</b> 12 (+5) <b>Cha</b> 14 (+6)
<b>Equipment</b> scale armor, heavy shield, morningstar	

<b>Vaedin</b>	<b>Level 9 Elite Lurker</b>
Medium natural humanoid, elf	XP 800
<b>Initiative</b> +12	<b>Senses</b> Perception +11; low-light vision
<b>HP</b> 144; <b>Bloodied</b> 72	
<b>AC</b> 23; <b>Fortitude</b> 20, <b>Reflex</b> 21, <b>Will</b> 22	
<b>Saving Throws</b> +2	
<b>Speed</b> 6, climb 3; see also <i>wild step</i>	
<b>Action Points</b> 1	
⊕ <b>Mind Blade</b> (standard; at-will) ♦ <b>Force</b> +12 vs. Reflex; 2d6 + 5 force damage.	
⊕ <b>Mind Blade</b> (standard; at-will) ♦ <b>Force</b> Ranged 5/10; +12 vs. Reflex; 2d6 + 5 force damage.	
⊕ <b>Quick Slices</b> (standard; at-will) ♦ <b>Force</b> Vaedin makes two basic attacks.	
<b>Mind Stab</b> ♦ <b>Psychic</b> When Vaedin hits a target from which he is hidden or invisible, that target takes ongoing 15 psychic damage (save ends).	
<b>Mind Slip</b> (standard; at-will) Vaedin becomes invisible to two targets until the end of his next turn. He becomes insubstantial to and gains concealment against all other enemies until the end of his next turn.	
<b>Elven Accuracy</b> (free; encounter) Vaedin can reroll an attack roll. He must use the second roll, even if it's lower.	
<b>Wild Step</b> Vaedin ignores difficult terrain when he shifts.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Dwarven, Elven
<b>Skills</b> Acrobatics +13, Stealth +13	
<b>Str</b> 16 (+7)	<b>Dex</b> 18 (+8) <b>Wis</b> 14 (+6)
<b>Con</b> 12 (+5)	<b>Int</b> 14 (+6) <b>Cha</b> 20 (+9)
<b>Equipment</b> leather armor	

<b>K'Shegla</b>	<b>Level 12 Elite Controller</b>
Medium natural humanoid (aquatic), sahuagin	XP 1,400
<b>Initiative</b> +10	<b>Senses</b> Perception +11
<b>HP</b> 244; <b>Bloodied</b> 122; see also <i>kraken shroud</i>	
<b>AC</b> 26; <b>Fortitude</b> 25, <b>Reflex</b> 23, <b>Will</b> 24	
<b>Saving Throws</b> +2	
<b>Speed</b> 6, swim 8	
<b>Action Points</b> 1	
⊕ <b>Pick</b> (standard; at-will) ♦ <b>Weapon</b> +17 vs. AC; 1d8 + 6 damage, and the target is immobilized until the end of K'Shegla's next turn.	
⊕ <b>Scimitar</b> (standard; at-will) ♦ <b>Weapon</b> +17 vs. AC; 1d8 + 6 damage, and ongoing 5 damage (save ends).	
⊕ <b>Trident</b> (standard; at-will) ♦ <b>Weapon</b> Ranged 3/6; +15 vs. AC; 2d4 + 6 damage.	
⊕ <b>Double Attack</b> (standard; at-will) ♦ <b>Weapon</b> K'Shegla makes two basic attacks.	
⊕ <b>Chill of the Deep</b> (standard; recharge [3]) ♦ <b>Cold</b> Close blast 3; +16 vs. Fortitude; 3d6 + 4 cold damage, and the target is slowed (save ends). K'Shegla pushes the target 3 squares. A target that is already slowed or immobilized is restrained (save ends).	
⊕ <b>Devouring Curse</b> (standard; encounter) ♦ <b>Psychic</b> Close blast 5; targets enemies; +16 vs. Will; 2d6 + 4 psychic damage, and the target is dazed and takes ongoing 10 damage (save ends both).	
<b>Blood Frenzy</b> K'Shegla gains a +2 bonus to attack rolls and a +5 bonus to damage rolls against bloodied enemies and those taking untyped ongoing damage.	
<b>Kraken Shroud</b> (free, when first bloodied; encounter) Any mark on K'Shegla ends. He gains concealment. K'Shegla cannot be marked until the end of his next turn.	
<b>Alignment</b> Evil	<b>Languages</b> Abyssal, Common
<b>Skills</b> Arcana +14, Religion +14	
<b>Str</b> 22 (+12)	<b>Dex</b> 19 (+10) <b>Wis</b> 20 (+11)
<b>Con</b> 18 (+10)	<b>Int</b> 16 (+9) <b>Cha</b> 13 (+7)
<b>Equipment</b> leather armor, scimitar, trident, war pick	

**Lorishto Level 21 Elite Controller (Leader)**

Medium natural humanoid, rakshasa XP 16,000

**Initiative** +15 **Senses Perception** +19

**HP** 388; **Bloodied** 194

**AC** 27; **Fortitude** 26, **Reflex** 27, **Will** 28

**Saving Throws** +2

**Speed** 6, teleport 4

**Action Points** 1

⬇ **Claw** (standard; at-will)

+26 vs. AC; 2d6 + 5 damage, and the target cannot take immediate actions until the end of Lorishto's next turn.

☞ **Blinding Dart** (standard; at-will) ⬠ **Psychic**

Ranged 20; +25 vs. Reflex; 2d4 + 7 psychic damage, and the target is blinded until the end of Lorishto's next turn.

⚔ **Double Attack** (standard; at-will) ⬠ **Weapon**

Lorishto makes two basic attacks.

⬅ **Dead Zone** (standard; encounter) ⬠ **Fear, Necrotic, Zone**

Close burst 2; targets enemies; +24 vs. Fortitude; 4d8 + 6 necrotic damage. *Effect:* The burst creates a zone of dark haze until the end of Lorishto's next turn. The zone moves with Lorishto. Any enemy that starts its turn within the zone takes 15 necrotic damage (save ends), and it must attempt to leave the zone by the end of its turn. If an enemy took damage between the end of one of Lorishto's turns and the start of his next turn, Lorishto can grant an ally 10 temporary hit points. *Sustain Minor:* The zone persists until the end of Lorishto's next turn.

⬅ **Mindburn** (standard; recharge ⏳ ⏳ ⏳) ⬠ **Psychic**

Close blast 5; targets enemies; +24 vs. Reflex; 2d10 + 6 psychic damage, and the target is slowed and can use only at-will powers until the end of Lorishto's next turn.

⬅ **Shifting Wrath** (standard; recharge ⏳) ⬠ **Charm**

Close burst 2; +24 vs. Will; the target slides 5 squares and makes a basic attack against a target of Lorishto's choice.

**Deceptive Veil** (minor; at-will) ⬠ **Illusion**

Lorishto can disguise himself to appear as any Medium humanoid. A successful Insight check (opposed by Lorishto's Bluff check) pierces the disguise.

**Alignment** Evil **Languages** Abyssal, Common, Deep Speech

**Skills** Arcana +18, Bluff +21, Stealth +20

**Str** 15 (+12) **Dex** 20 (+15) **Wis** 18 (+14)

**Con** 18 (+14) **Int** 16 (+13) **Cha** 23 (+16)

**Equipment** hide armor

**Antaegus Level 24 Elite Controller**

Huge elemental humanoid (aquatic, giant) XP 12,100

**Initiative** +19 **Senses Perception** +20

**Winds of Madness (Psychic)** aura 2; any enemy that starts its turn within the aura takes 10 psychic damage and treats the aura as difficult terrain.

**HP** 440; **Bloodied** 220; see also *psychic backlash*

**AC** 38; **Fortitude** 37, **Reflex** 35, **Will** 37

**Saving Throws** +2

**Speed** 8, fly 10 (hover), swim 8

**Action Points** 1

⬇ **Greatsword** (standard; at-will) ⬠ **Lightning, Thunder, Weapon**

+29 vs. AC; 2d6 + 9 damage plus 1d10 thunder and lightning damage, and Antaegus slides the target 4 squares.

⬇ **Double Attack** (standard; at-will) ⬠ **Weapon**

Antaegus makes two greatsword attacks.

☞ **Leaping Lightning** (standard; at-will) ⬠ **Lightning**

+28 vs. Reflex; 2d6 + 9 lightning damage, and Antaegus pushes the target 2 squares. The target is dazed until the end of Antaegus's next turn. Another enemy within 5 squares takes 5 lightning damage.

⬅ **Psychic Backlash** (immediate reaction, when an enemy damages Antaegus while Antaegus is bloodied; at-will) ⬠ **Psychic**

Close burst 5; targets one enemy, favoring the triggering enemy; +28 vs. Will; 1d12 + 6 psychic damage, and the target grants combat advantage (save ends).

⬅ **Storm Leap** (standard; recharge ⏳ ⏳ ⏳) ⬠ **Lightning, Teleportation, Thunder**

Close blast 5; +27 vs. Fortitude; 2d8 + 8 thunder damage, and the target is slowed and takes ongoing 10 lightning damage (save ends both). Antaegus then teleports to any space that includes at least 1 square of the blast area.

**Freedom of Movement**

When Antaegus is affected by a power that would render him immobilized, restrained, or slowed, he can make a saving throw to negate the effect.

**Alignment** Unaligned **Languages** Common, Draconic, Elven, Giant

**Skills** Arcana +20, Insight +20

**Str** 28 (+21) **Dex** 25 (+19) **Wis** 17 (+15)

**Con** 20 (+17) **Int** 16 (+15) **Cha** 28 (+21)

**Equipment** robes, greatsword