

# DRAGONS OF EBERRON 4E CONVERSION

## 56 – ARSTYVRAX

Arstyvrax	Level 25 Solo Controller
Huge natural magical beast (aquatic, dragon, undead)	XP 35,000
<b>Initiative</b> +15 <b>Senses</b> Perception +20; darkvision	
<b>Death Pall (Psychic)</b> aura 10; whenever Arstyvrax reduces an enemy in the aura to 0 or fewer hit points, each other enemy in the aura takes 10 psychic damage and takes a -2 penalty to all defenses and saving throws (save ends).	<b>☞ Dominating Gaze</b> (minor; recharge [1]) ♦ <b>Charm</b> Ranged 10; +28 vs. Will; the target is dominated (save ends). <i>Aftereffect:</i> The target is immobilized until the end of Arstyvrax's next turn. Arstyvrax can have only one creature dominated at a time.
<b>HP</b> 900; <b>Bloodied</b> 450; see also <i>bloodied breath</i>	<b>☞ Breath Weapon</b> (standard, recharge [2][1]) ♦ <b>Acid, Necrotic</b> Close blast 5; +28 vs. Reflex; 4d8 + 6 acid and necrotic damage, and the target takes ongoing 10 acid and necrotic damage and a -2 penalty to Fortitude and AC (save ends both). Arstyvrax's regeneration increases to 15 while any creature is still subject to these effects.
<b>Regeneration</b> 10; see also <i>breath weapon</i>	<b>☞ Bloodied Breath</b> (free, when first bloodied; encounter) <i>Breath weapon</i> recharges, and Arstyvrax uses it.
<b>AC</b> 39; <b>Fortitude</b> 38, <b>Reflex</b> 36, <b>Will</b> 37	<b>☞ Frightful Presence</b> (standard; encounter) ♦ <b>Fear</b> Close burst 10; targets enemies; +28 vs. Will; the target is stunned until the end of Arstyvrax's next turn. <i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).
<b>Immune</b> disease, poison; <b>Resist</b> 25 acid, 15 necrotic;	<b>☞ Tomb's Darkness</b> (standard; recharges when first bloodied) ♦ <b>Necrotic, Zone</b> Area burst 3 within 20; +27 vs. Fortitude; 2d10 + 8 necrotic damage. The burst creates a zone of darkness that lasts until the end of Arstyvrax's next turn. The zone blocks line of sight for all creatures except Arstyvrax. Any creature that starts its turn in the zone takes 1d10 + 4 necrotic damage, and any creature entirely within the zone (except Arstyvrax) is blinded. <i>Sustain Minor:</i> The zone persists.
<b>Vulnerable</b> radiant (if Arstyvrax takes radiant damage or is exposed to direct sunlight, his regeneration doesn't function on his next turn)	<b>Alignment</b> Evil <b>Languages</b> Argon, Common, Draconic, Giant
<b>Saving Throws</b> +5	<b>Skills</b> Arcana +24, History +24, Nature +20, Stealth +25
<b>Speed</b> 9, fly 9 (hover), overland flight 12, swim 9	<b>Str</b> 28 (+21) <b>Dex</b> 16 (+15) <b>Wis</b> 17 (+15)
<b>Action Points</b> 2	<b>Con</b> 22 (+18) <b>Int</b> 25 (+19) <b>Cha</b> 26 (+20)
⊕ <b>Sickening Bite</b> (standard; at-will) ♦ <b>Acid, Healing, Necrotic</b> Reach 3; +30 vs. AC; 2d8 + 9 damage (2d8 + 14 against an immobilized target), and the target takes ongoing 5 acid and necrotic damage and is immobilized (save ends both). If the target is already immobilized, it is also weakened until the end of Arstyvrax's next turn, and Arstyvrax regains 10 hit points.	
⊕ <b>Claw</b> (standard; at-will) Reach 3; +30 vs. AC; 2d6 + 9 damage (2d6 + 14 against an immobilized target), and Arstyvrax slides the target 3 squares.	
‡ <b>Death's Fury</b> (standard; at-will) Arstyvrax makes a <i>bite</i> attack and two <i>claw</i> attacks. If possible, he attacks at least two different targets.	
‡ <b>Snaking Tail</b> (immediate reaction, when an enemy attack within 3 squares of Arstyvrax misses him; see text; at-will) Reach 3; targets the triggering enemy; +30 vs. AC; 2d6 + 9 damage, and the target is grabbed. <i>Sustain Minor:</i> Arstyvrax repeats the attack against the grabbed target. Arstyvrax cannot make this attack as an immediate reaction while he has a creature grabbed in this way, but he can release the grabbed creature as a free action to make this attack against another triggering enemy.	

## 57 – ATHIS THE SCORNED

<b>Athis the Scorned</b>	<b>Level 16 Elite Skirmisher</b>
Medium natural humanoid (dragon)	XP 2,800
<b>Initiative</b> +16	<b>Senses</b> Perception +17; low-light vision
<b>HP</b> 302; <b>Bloodied</b> 151	
<b>AC</b> 30; <b>Fortitude</b> 28, <b>Reflex</b> 29, <b>Will</b> 27	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
⊕ <b>Short Sword</b> (standard; at-will) ♦ <b>Weapon</b>	
+21 vs. AC; 2d6 + 8 damage.	
⊗ <b>Longbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 20/40; +21 vs. AC; 2d10 + 6 damage.	
↖/↗ <b>Circling Strikes</b> (standard; at-will)	
Athis makes two <i>short sword</i> or two <i>longbow</i> attacks, and he shifts 1 square before each attack.	
↗ <b>Grounding Arrow</b> (standard; recharge ☹ ☹ ☹) ♦ <b>Weapon</b>	
Ranged 20/40; +19 vs. Fortitude; 3d10 + 6 damage, and the target is immobilized (save ends) and knocked prone.	
<b>Afterspell:</b> The target is slowed (save ends).	
↖ <b>Breath Weapon</b> (minor; encounter) ♦ <b>Cold</b>	
Close burst 5; +19 vs. Reflex; 2d6 + 6 cold damage.	
<b>Energy Protection</b> (minor; encounter)	
Athis gains resist 10 acid, cold, fire, lightning, or thunder until the end of the encounter.	
<b>Eye for Weakness</b> (minor; recharges when first bloodied)	
Athis's attacks target Reflex until the end of his turn.	
<b>Hunter's Precision</b> (minor; at-will)	
Athis designates one target as his quarry. If he hits his quarry with an attack, that target also takes ongoing 5 damage (save ends).	
<b>Quick Switch</b> (minor; at-will)	
Athis sheathes one weapon and draws another.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Draconic, Elven
<b>Skills</b> Stealth +19, Nature +17	
<b>Str</b> 20 (+13)	<b>Dex</b> 23 (+14) <b>Wis</b> 18 (+12)
<b>Con</b> 15 (+10)	<b>Int</b> 13 (+9) <b>Cha</b> 10 (+8)
<b>Equipment</b> hide armor, short sword, longbow, 30 arrows	

## 58 – DRACONIC UNDEAD

<b>Skeletal Black Dragon</b>	<b>Level 10 Brute</b>
Large natural animate (dragon, undead)	XP 500
<b>Initiative</b> +9	<b>Senses</b> Perception +8; darkvision
<b>HP</b> 126; <b>Bloodied</b> 63; see also <i>one final breath</i>	
<b>AC</b> 22; <b>Fortitude</b> 23, <b>Reflex</b> 22, <b>Will</b> 21	
<b>Immune</b> disease, poison; <b>Resist</b> 10 acid, 10 necrotic;	
<b>Vulnerable</b> 5 radiant	
<b>Speed</b> 8	
⊕ <b>Acidic Bite</b> (standard; at-will) ♦ <b>Acid</b>	
Reach 2; +13 vs. AC; 1d8 + 5 damage plus 1d8 + 3 acid damage.	
↓ <b>Claw Flurry</b> (minor; recharge ☹ ☹ ☹)	
Reach 2; +13 vs. AC; 2d6 + 5 damage, and ongoing 5 damage (save ends).	
↖ <b>One Final Breath</b> (free, when first bloodied; encounter) ♦ <b>Acid</b>	
Close blast 3; +11 vs. Reflex; 2d8 + 5 acid damage, and the target takes a -4 penalty to AC (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Str</b> 21 (+10)	<b>Dex</b> 18 (+9) <b>Wis</b> 16 (+8)
<b>Con</b> 16 (+8)	<b>Int</b> 3 (+1) <b>Cha</b> 6 (+3)

## 59 – DRAGON GOLEMS

<b>Dragonbone Golem</b>	<b>Level 15 Elite Brute</b>
Huge natural animate (construct)	XP 2,400
<b>Initiative</b> +12	<b>Senses</b> Perception +11; darkvision
<b>Dragon Dread</b> (Fear) aura 2; each enemy within the aura takes a -2 penalty to saving throws.	
<b>HP</b> 356; <b>Bloodied</b> 178; see also <i>pain of broken bones</i>	
<b>AC</b> 27; <b>Fortitude</b> 28, <b>Reflex</b> 27, <b>Will</b> 26	
<b>Immune</b> disease, poison, sleep	
<b>Saving Throws</b> +2	
<b>Speed</b> 8; can't shift	
<b>Action Points</b> 1	
⊕ <b>Claw</b> (standard; at-will)	
Reach 3; +18 vs. AC; 2d8 + 6 damage, and ongoing 5 damage (save ends).	
↓ <b>Double Attack</b> (standard; at-will)	
The dragonbone golem makes two <i>claw</i> attacks.	
↓ <b>Tail Slap</b> (immediate reaction, when an enemy moves to a position where it flanks the dragonbone golem; recharge ☹ ☹ ☹)	
+18 vs. AC; 2d8 + 6 damage, and the dragonbone golem pushes the target 3 squares.	
↖ <b>Pain of Broken Bones</b> (when reduced to 0 hit points; encounter) ♦ <b>Necrotic</b>	
Close burst 2; +16 vs. Fortitude; 1d10 + 4 necrotic damage, and the target takes ongoing 5 necrotic damage and is slowed (save ends both).	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Str</b> 23 (+13)	<b>Dex</b> 20 (+12) <b>Wis</b> 18 (+11)
<b>Con</b> 18 (+11)	<b>Int</b> 3 (+3) <b>Cha</b> 3 (+3)

## 59 – GNOLL FUGITIVES

Replace Yerod Toothdiver with a fang of Yeenoghu (MM2 126) advanced to 11th level.

## 60 – GRIFFON PRIDE

Replace Brightfeather with a griffon (MM 147) advanced to 9th level.

## 60 – HALF-DRAGON RAKSHASA

### Half-Dragon Rakshasa Level 18 Elite Skirmisher

Medium natural humanoid (dragon) XP 4,000

**Initiative** +17 **Senses** Perception +16; darkvision, truesight 1

**HP** 346; **Bloodied** 173

**AC** 32; **Fortitude** 33, **Reflex** 32, **Will** 31

**Resist** 15 poison

**Saving Throws** +2

**Speed** 6

**Action Points** 1

⊕ **Claws** (standard; at-will)

+23 vs. AC; 2d6 + 9 damage.

⊕ **Mobile Melee Attack** (standard; at-will)

The half-dragon rakshasa moves its speed and makes two *claw* attacks during the move, each against a different target. It doesn't provoke opportunity attacks when moving away from the target of each attack.

⊕ **Sidestepping Riposte** (immediate reaction, when missed by a melee attack; at-will)

+23 vs. AC; 1d6 + 4 damage, then the half-dragon rakshasa shifts 1 square.

⊕ **Breath Weapon** (standard; recharge [1]) ♦ **Poison**

Close blast 3; +21 vs. Reflex; 2d8 + 5 poison damage, and the target takes ongoing 10 poison damage and is slowed (save ends both). *Aftersave*: The target is slowed (save ends).

⊕ **Hypnotic Flight** (move; encounter)

Close burst 2; +22 vs. Will; the target is dazed until the end of the half-dragon rakshasa's turn, and the half-dragon rakshasa shifts 6 squares. It ignores difficult terrain and ground-based hazards during this movement.

⊕ **Draconic Deceptive Veil** (minor; at-will) ♦ **Illusion**

The half-dragon rakshasa can disguise itself to appear as any Medium humanoid or dragon. A successful Insight check (opposed by the rakshasa's Bluff check) pierces the disguise.

**Combat Advantage**

A half-dragon rakshasa's attacks deal 2d6 extra damage to any target granting combat advantage to it.

**Alignment** Evil **Languages** Common, Draconic

**Skills** Bluff +19, Insight +16, Stealth +20

**Str** 25 (+16) **Dex** 22 (+15) **Wis** 15 (+11)

**Con** 21 (+14) **Int** 12 (+10) **Cha** 21 (+14)

## 61 – HALF-FIEND DRAGON

### Abyssal Elder Gold Dragon

Huge elemental magical beast (dragon)

**Initiative** +18 **Senses** Perception +22; darkvision

**Grasping Abyssal Flames** (Fire, Necrotic) aura 2; each enemy that enters or starts its turn within the aura chooses either to take 15 damage (roll 1d6: 1-3 fire, 4-6 necrotic) or to slide 2 squares and be immobilized until the start of its next turn.

**HP** 888; **Bloodied** 444; see also *bloodied breath*

**AC** 38; **Fortitude** 38, **Reflex** 35, **Will** 36

**Resist** 15 fire, 15 variable (2/encounter)

**Saving Throws** +5; see also *chaos's freedom*

**Speed** 8, fly 12 (hover), overland flight 15

**Action Points** 2

⊕ **Bite** (standard; at-will) ♦ **Fire, Necrotic**

Reach 3; +29 vs. AC; 2d8 + 9 damage plus 1d8 + 6 fire damage plus 1d8 + 6 necrotic damage.

⊕ **Claw** (standard; at-will)

Reach 3; +29 vs. AC; 2d10 + 9 damage.

⊕ **Double Attack** (standard; at-will)

The abyssal elder gold dragon makes two claw attacks.

⊕ **Chaos Wing Riposte** (immediate reaction, when the abyssal elder gold dragon is hit by a creature adjacent to it; at-will) +28 vs. Fortitude; the target is pushed 4 squares and takes ongoing 10 damage (save ends).

### Level 24 Solo Controller

XP 30,250

⊕ **Eye of Spiraling Doom** (minor; recharge [2]) ♦ **Fear**

Ranged 10; +28 vs. Fortitude; 1d8 + 5 damage, and the abyssal elder gold dragon slides the target 4 squares; if the target is bloodied, it is slowed and takes ongoing 5 damage (save ends both). This ongoing damage stacks with other untyped ongoing damage, up to a maximum of 15.

⊕ **Breath Weapon** (standard; recharge [2]) ♦ **Fire, Necrotic**

Close blast 5; +26 vs. Reflex; 1d8 + 6 fire damage plus 1d8 + 6 necrotic damage, and the target is weakened (save ends). *Miss*: Half damage.

⊕ **Bloodied Breath** (free, when first bloodied; encounter)

*Breath weapon* recharges, and the abyssal elder gold dragon uses it.

⊕ **Chilling Wrath** (standard; encounter) ♦ **Cold, Fear**

Close burst 10; targets enemies; +26 vs. Will; 2d10 + 6 cold damage, and the target is dazed and restrained until the end of the abyssal elder gold dragon's next turn. *Aftersave*: The target is slowed (save ends).

**Chaos's Freedom**

The abyssal elder gold dragon can make one saving throw at the start of its turn against an effect a save can end.

**Alignment** Evil **Languages** Abyssal, Common, Draconic

**Skills** Arcana +22, Insight +22

**Str** 28 (+21) **Dex** 22 (+18) **Wis** 20 (+17)

**Con** 22 (+18) **Int** 20 (+17) **Cha** 25 (+19)

## 62 – HIGH CULTISTS

High Cultist	Level 22 Elite Controller
Medium natural humanoid (dragon)	XP 8,300
<b>Initiative</b> +13	<b>Senses</b> Perception +16; darkvision
<b>Dragon Dread (Fear)</b> aura 5; each enemy within the aura takes a -2 penalty to saving throws.	
<b>HP</b> 400; <b>Bloodied</b> 200	
<b>AC</b> 36; <b>Fortitude</b> 34, <b>Reflex</b> 34, <b>Will</b> 35	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
⊕ <b>Longspear</b> (standard; at-will) ♦ <b>Weapon</b> Reach 2; +27 vs. AC; 2d10 + 8 damage, and the high cultist pushes the target 1 square (it instead slides a slowed or immobilized target 2 squares).	
✂ <b>Frozen Eyes</b> (minor 1/round; at-will) ♦ <b>Cold, Gaze</b> Ranged 10; +26 vs. Fortitude; 2d6 + 8 cold damage, and the target is slowed (save ends). <i>Second Failed Saving Throw:</i> The target is immobilized (save ends).	
↖ <b>Clearing Strike</b> (standard; recharge Ⓜ Ⓜ Ⓜ) ♦ <b>Weapon</b> Close burst 2; +27 vs. AC; 2d10 + 8 damage, and the high cultist pushes the target 2 squares (it instead slides a slowed or immobilized target 4 squares).	
↖ <b>Terrifying Snarl</b> (standard; encounter) ♦ <b>Fear, Psychic</b> Close burst 2; +23 vs. Will; 2d6 + 5 psychic damage, and the target is pushed 3 squares and dazed until the end of the high cultist's next turn.	
↖ <b>Clinging Breath</b> (standard; encounter) ♦ <b>Cold</b> Close blast 5; +26 vs. Reflex; 3d6 + 7 cold damage, and the target takes ongoing 10 cold damage and is immobilized (save ends both). <i>Aftereffect:</i> The target is slowed (save ends).	
<b>Slip the Coil</b> (minor; encounter) ♦ <b>Illusion</b> The high cultist becomes invisible until it hits or misses with an attack.	
<b>Alignment</b> Chaotic evil	<b>Languages</b> Abyssal, Common, Draconic
<b>Skills</b> Athletics +23, Intimidate +24	
<b>Str</b> 24 (+18)	<b>Dex</b> 14 (+13) <b>Wis</b> 10 (+11)
<b>Con</b> 16 (+14)	<b>Int</b> 24 (+18) <b>Cha</b> 27 (+19)
<b>Equipment</b> scale armor, longspear	

## 62 – HORRID GUARDIANS

Horrid Lion	Level 9 Elite Brute
Huge natural beast	XP 800
<b>Initiative</b> +8	<b>Senses</b> Perception +12; low-light vision
<b>HP</b> 230; <b>Bloodied</b> 115	
<b>AC</b> 21; <b>Fortitude</b> 22, <b>Reflex</b> 21, <b>Will</b> 20	
<b>Resist</b> 10 acid	
<b>Saving Throws</b> +2	
<b>Speed</b> 8	
<b>Action Points</b> 1	
⊕ <b>Bite</b> (standard; at-will) ♦ <b>Acid</b> +12 vs. AC; 1d8 + 5 damage plus 1d8 + 2 acid damage (plus 1d8 damage against an immobilized or prone target).	
⊕ <b>Claw</b> (standard; at-will) Reach 2; +12 vs. AC; 2d4 + 5 damage, and ongoing 5 damage (save ends).	
⊕ <b>Horrid Fury</b> (standard; at-will) The horrid lion makes a <i>bite</i> attack and a <i>claw</i> attack, or two <i>claw</i> attacks.	
⊕ <b>Leaping Pounce</b> (standard; at will) The horrid lion charges and makes two <i>claw</i> attacks against a single target. If both attacks hit, the target is knocked prone and grabbed. Charging does not end the horrid lion's turn. While grabbing a target, the horrid lion can make <i>claw</i> attacks against only that target.	
↖ <b>Roar of the Great Beast</b> (standard; encounter) ♦ <b>Thunder</b> Close blast 5; +10 vs. Fortitude; 2d8 + 5 thunder damage, and the target is pushed 3 squares and knocked prone.	
<b>Alignment</b> Evil	<b>Languages</b> –
<b>Skills</b> Athletics +14, Stealth +13	
<b>Str</b> 20 (+9)	<b>Dex</b> 18 (+8) <b>Wis</b> 16 (+7)
<b>Con</b> 15 (+6)	<b>Int</b> 3 (+0) <b>Cha</b> 10 (+4)

## 63 – INQUISITIVE INVESTIGATOR

### Kalryni

Large natural magical beast (dragon)

**Initiative** +7      **Senses** Perception +11; darkvision

**HP** 380; **Bloodied** 190; see also *bloodied breath*

**AC** 21; **Fortitude** 22, **Reflex** 20, **Will** 21

**Resist** 15 lightning

**Saving Throws** +5

**Speed** 8, fly 10 (hover), overland flight 15

**Action Points** 2

⊕ **Gore** (standard; at-will) ♦ **Lightning**

Reach 2; +15 vs. AC; 1d6 + 5 damage plus 1d6 + 4 lightning damage.

⊕ **Claw** (standard; at-will)

Reach 2; +15 vs. AC; 1d6 + 5 damage.

‡ **Draconic Fury** (standard; at-will)

Kalryni makes a *gore* attack and two *claw* attacks.

↘ **Dazzling Breath** (standard; recharge ☞ ☞ ☞) ♦ **Lightning**

Kalryni targets up to three creatures with her *dazzling breath*; the first target must be within 10 squares of Kalryni, the second target within 10 squares of the first, and the third target within 10 squares of the second; +14 vs. Reflex; 2d8 + 7 lightning damage, and the target takes a -2 penalty to attack rolls (save ends). *First Failed Saving Throw*: The target takes a -2 penalty to attack rolls and does not have line of sight to squares more than 3 squares away from it (save ends both). *Second Failed Saving Throw*: The target is blinded (save ends). *Miss*: Half damage, and the target takes a -2 penalty to attack rolls until the end of Kalryni's next turn. This attack does not provoke opportunity attacks.

### Level 9 Solo Artillery

XP 2,000

↘ **Bloodied Breath** (free, when first bloodied; encounter)

*Dazzling breath* recharges, and Kalryni uses it.

↘ **Static Snap** (immediate reaction, when Kalryni is hit by an

attack from a nonadjacent creature; at-will) ♦ **Lightning**  
Ranged 20; +14 vs. Reflex; 2d6 + 4 lightning damage.

↵ **Dizzying Roar** (standard; encounter) ♦ **Charm**

Close burst 5; targets enemies; +13 vs. Will; the target slides 5 squares and is dazed (save ends). *Aftereffect*: The target is knocked prone.

✦ **Charged Terror** (standard; recharge ☞ ☞) ♦ **Fear,**

**Lightning**

Area burst 2 within 20; targets enemies; +13 vs. Will; 1d6 + 4 lightning damage, and the target cannot take immediate or opportunity actions (save ends). As its first action on its next turn, the target uses the run action to move away from Kalryni by the safest route possible.

**Alignment** Unaligned

**Languages** Common, Draconic

**Skills** Arcana +9, Diplomacy +13, Insight +11

**Str** 20 (+9)

**Dex** 16 (+7)

**Wis** 15 (+6)

**Con** 15 (+6)

**Int** 10 (+4)

**Cha** 18 (+8)



## 64 – MEMORY OF THE PROPHECY

### Memory of the Prophecy Level 20 Solo Soldier

Huge natural magical beast (dragon, undead) XP 14,000

**Initiative** +12      **Senses** Perception +19; darkvision, truesight 3

**Spirit Lock** aura 5; enemies cannot teleport into or out of the aura, and they cannot use phasing while within the aura.

**HP** 532; **Bloodied** 266; see also *bloodied breath*

**AC** 34; **Fortitude** 34, **Reflex** 31, **Will** 32

**Immune** disease, poison; **Resist** 15 fire, 15 necrotic, insubstantial; **Vulnerable** 10 radiant

**Saving Throws** +5

**Speed** fly 10 (hover); phasing

**Action Points** 2

⊕ **Bite** (standard; at-will) ♦ **Fire, Necrotic**

Reach 4; +25 vs. Fortitude; 2d10 + 8 fire and necrotic damage, and ongoing 10 fire and necrotic damage (save ends).

⊕ **Claw** (standard; at-will) ♦ **Necrotic**

Reach 3; +25 vs. Reflex; 2d8 + 8 necrotic damage, and the target is marked until the end of Memory of the Prophecy's next turn.

‡ **Draconic Fury** (standard; at-will)

Memory of the Prophecy makes two *claw* attacks and one *bite* attack.

‡ **Withering Tail** (immediate interrupt, when an enemy within 3 squares of and marked by Memory of the Prophecy leaves a square or makes an attack that doesn't include Memory of the Prophecy as a target; at-will) ♦ **Necrotic**

Reach 3; +25 vs. Fortitude; 2d8 + 8 necrotic damage, and the target slides 2 squares, ends its movement, and is weakened until the end of Memory of the Prophecy's next turn.

↵ **Breath Weapon** (standard; recharge ⓂⓂⓂ) ♦ **Fire, Necrotic**

Close blast 5; +25 vs. Reflex; 2d12 + 8 fire and necrotic damage, and ongoing 10 necrotic damage (save ends). *Miss*: Half damage.

↵ **Bloodied Breath** (free, when first bloodied, encounter)

*Breath weapon* recharges, and Memory of the Prophecy uses it.

↵ **Fear of Flames** (standard; encounter) ♦ **Conjuration, Fear, Fire**

Close burst 10; targets enemies; +25 vs. Will; the target is stunned until the end of Memory of the Prophecy's next turn. *Effect*: Memory of the Prophecy conjures a wall of flames within the burst that lasts until the end of her next turn. The wall is 10 squares long and 6 squares high. It blocks line of sight, and its space is lightly obscured. Any creature that starts its turn adjacent to the wall takes 5 fire damage, and any creature that enters a square of the wall or starts its turn there takes 15 fire damage. *Sustain Minor*: The wall persists.

**Propheesied Doom** (free, when Memory of the Prophecy hits with a natural attack roll of 18-20; recharges when first bloodied)

The attack becomes a critical hit, dealing 4d6 extra damage.

**Alignment** Unaligned

**Languages** Common, Draconic, Elven, Giant, Primordial

**Skills** Arcana +20, History +20, Insight +19

**Str** 26 (+18)

**Dex** 10 (+10)

**Wis** 19 (+14)

**Con** 22 (+16)

**Int** 20 (+15)

**Cha** 22 (+16)

## 65 – OVERLAND CARAVAN

**Morspeth d’Cannith** Level 7 Elite Controller (Leader)  
Medium natural humanoid, human XP 600

**Initiative** +5      **Senses** Perception +6

**HP** 158; **Bloodied** 79

**AC** 21; **Fortitude** 18, **Reflex** 20, **Will** 19

**Saving Throws** +2

**Speed** 6

**Action Points** 1

⊕ **Alchemical Dagger** (standard; at-will) ♦ **Weapon**; see text +12 vs. AC; Morspeth d’Cannith makes one attack chosen from the following list.

**Acidic Dagger (Acid):** 2d4 + 4 acid damage, and the target takes a -2 penalty to AC and Fortitude until the end of Morspeth’s next turn.

**Chilling Dagger (Cold):** 2d4 + 4 cold damage, and the target is immobilized until the end of Morspeth’s next turn.

**Flaming Dagger (Fire):** 1d4 + 4 fire damage, and ongoing 5 fire damage (save ends). The target cannot make a saving throw against this effect while adjacent to Morspeth.

⊕ **Alchemical Dagger** (standard; at-will) ♦ **Weapon**; see text Ranged 10; +12 vs. AC; Morspeth d’Cannith makes one attack chosen from the list above. The dagger returns to Morspeth’s hands at the end of his turn.

✂ **Double Daggers** (standard, requires two daggers; at-will)  
Morspeth d’Cannith makes two basic attacks.

↩ **Warding Force** (immediate interrupt, when a second enemy moves adjacent to Morspeth d’Cannith; at-will) ♦ **Force**  
Close burst 1; targets enemies; +10 vs. Reflex; 1d4 + 4 force damage, and the target is pushed 2 squares and slowed until the end of Morspeth’s next turn.

✱ **Adaptive Explosion** (standard; recharge ☞ ☞ ☞)  
Area burst 2 within 20; targets enemies; +10 vs. Reflex; 2d8 + 5 damage, and the target takes ongoing 5 damage, is slowed, and takes a -2 penalty to AC (save ends all). If a target is vulnerable to any damage type, it is also vulnerable to the initial damage from this attack.

**Infuse Allies** (minor; encounter)  
Each of Morspeth’s allies within 5 squares shifts 1 square and gains 10 temporary hit points until the end of Morspeth’s next turn.

**Alignment** Unaligned      **Languages** Common, Draconic, Dwarven

**Skills** Arcana +12, Diplomacy +8, History +12

**Str** 10 (+3)      **Dex** 14 (+5)      **Wis** 16 (+6)

**Con** 15 (+5)      **Int** 19 (+7)      **Cha** 11 (+3)

**Equipment** leather armor, 2 daggers

## 66 – SEREN DRAGON-WORSHIPERS

**Una Wyrmguard** Level 14 Elite Soldier (Leader)  
Medium natural humanoid, human XP 2,000

**Initiative** +13      **Senses** Perception +12

**Incite Frenzy** aura 5; at the start of its turn, each ally in the aura can take a -2 penalty to all defenses to gain a +4 bonus to damage rolls until the start of its next turn.

**HP** 276; **Bloodied** 138; see also *unstoppable*

**AC** 30; **Fortitude** 27, **Reflex** 25, **Will** 26

**Saving Throws** +2; see also *unstoppable*

**Speed** 7

**Action Points** 1

⊕ **Greatclub** (standard; at-will) ♦ **Weapon**  
+21 vs. AC; 3d4 + 8 damage, and the target is marked until the end of Una Wyrmguard’s next turn.

⊕ **Greatclub Frenzy** (standard; at-will)  
Una Wyrmguard makes two *greatclub* attacks.

⊕ **Fierce Retribution** (immediate reaction, when a target marked by Una Wyrmguard stands or makes an attack that does not include Una as a target; at-will) ♦ **Weapon**  
Una Wyrmguard shifts 2 squares and charges the triggering enemy.

↩ **Frenzied Whirl** (standard; recharge ☞ ☞) ♦ **Weapon**  
Close burst 1; targets enemies; +20 vs. AC; 5d4 + 8 damage, and the target is marked until the end of Una Wyrmguard’s next turn and is knocked prone.

↩ **Frightful Rage** (minor; recharge ☞) ♦ **Fear**  
Close burst 3; targets enemies; +18 vs. Will; the target takes a -2 penalty to all defenses until the end of Una Wyrmguard’s next turn.

**Frenzied Attacks**

Una Wyrmguard can take a -2 penalty to all defenses to gain a +6 bonus to damage rolls until the start of her next turn.

**Unstoppable**

Una Wyrmguard makes one saving throw at the start of her turn against an effect that a save can end. Una does not fall unconscious or die immediately when reduced to 0 or fewer hp; instead, she dies if she ends her turn with 0 or fewer hp.

**Alignment** Chaotic evil      **Languages** Common

**Skills** Athletics +18, Intimidate +12

**Str** 23 (+13)      **Dex** 18 (+11)      **Wis** 20 (+12)

**Con** 18 (+11)      **Int** 10 (+7)      **Cha** 10 (+7)

**Equipment** scale armor, greatclub

## 67 – SPELLWARPED ROC

## 69 – DAWNWINING

<b>Spellwarped Roc</b> Huge aberrant beast	<b>Level 14 Elite Skirmisher</b> XP 2,000
<b>Initiative</b> +14 <b>Senses</b> Perception +12 <b>HP</b> 272; <b>Bloodied</b> 136 <b>AC</b> 28; <b>Fortitude</b> 27, <b>Reflex</b> 26, <b>Will</b> 25 <b>Resist</b> 10 variable (3/encounter) <b>Saving Throws</b> +2 <b>Speed</b> 4, fly 10, overland flight 15 <b>Action Points</b> 1	
⊕ <b>Bite</b> (standard; at-will) Reach 2; +19 vs. AC; 2d8 + 6 damage, and 10 ongoing damage (save ends).	
⊕ <b>Talon</b> (standard; at-will) Reach 2; +19 vs. AC; 2d8 + 6 damage.	
† <b>Twin Talon Toss</b> (standard; at-will) The spellwarped roc makes two <i>talon</i> attacks. On a hit, the target is also pushed 3 squares and knocked prone.	
† <b>Flyby Attack</b> (standard; at-will) The spellwarped roc flies its speed and makes two <i>talon</i> attacks, each one against a different target, at any point during that move. The roc doesn't provoke opportunity attacks when moving away from the target of each attack.	
<b>Spellwarped</b> If the spellwarped roc is hit by an attack that has a damage type, it gains a bonus, defined below by damage type. <b>Acid or Poison:</b> The roc gains a +2 bonus to all defenses until the end of its next turn. <b>Cold or Fire:</b> The roc gains a +2 bonus to attack rolls until the end of its next turn. <b>Force or Psychic:</b> The roc shifts 3 squares and then makes a <i>talon</i> attack against one enemy. <b>Lightning or Thunder:</b> The roc gains a +4 bonus to speed until the end of its next turn. <b>Necrotic or Radiant:</b> The roc gains 10 temporary hit points.	
<b>Alignment</b> Evil <b>Str</b> 23 (+13) <b>Con</b> 16 (+10)	<b>Languages</b> – <b>Dex</b> 20 (+12) <b>Int</b> 6 (+5) <b>Wis</b> 10 (+7) <b>Cha</b> 18 (+11)

<b>Dawnwing</b> Large natural magical beast (dragon)	<b>Level 19 Solo Controller</b> XP 12,000
<b>Initiative</b> +9 <b>Senses</b> Perception +18; darkvision <b>HP</b> 724; <b>Bloodied</b> 362; see also <i>bloodied breath</i> <b>AC</b> 33; <b>Fortitude</b> 32, <b>Reflex</b> 30, <b>Will</b> 31 <b>Resist</b> 20 fire <b>Saving Throws</b> +5; see also <i>clear mind</i> <b>Speed</b> 8, fly 10 (hover), overland flight 15 <b>Action Points</b> 2	
⊕ <b>Bite</b> (standard; at-will) Reach 2; +24 vs. AC; 3d6 + 7 damage, and the target is slowed until the end of Dawnwing's next turn. If the target is already slowed, it is immobilized instead. If the target is already immobilized, it is unconscious instead.	
⊕ <b>Claw</b> (standard; at-will) Reach 2; +24 vs. AC; 2d8 + 7 damage, and the target is slowed until the end of Dawnwing's next turn.	
† <b>Dawn Fury</b> (standard; at-will) Dawnwing makes two <i>claw</i> attacks and a <i>bite</i> attack. If a <i>claw</i> attack hits an immobilized target, the target is dazed until the end of Dawnwing's next turn.	
† <b>Fiery Wing Riposte</b> (immediate reaction, when Dawnwing is hit by a creature adjacent to him; at-will) ♦ <b>Fire</b> +22 vs. Fortitude; the target is pushed 5 squares and takes ongoing 10 fire damage (save ends). The target can make a saving throw against this effect only if it doesn't move on its turn.	
✨ <b>Imperious Glare</b> (minor, 1/round; at-will) ♦ <b>Charm, Gaze</b> Ranged 10; +22 vs. Will; the target slides 3 squares and takes a -2 penalty to saving throws until the end of Dawnwing's next turn. This attack doesn't provoke opportunity attacks.	
✨ <b>Shatter Magic</b> (minor; recharges when first bloodied) ♦ <b>Psychic</b> Ranged 10; targets a conjuration, zone, or effect that a save can end; +23 vs. Will of the creator of the conjuration, zone, or effect; the conjuration, zone, or effect ends, and its creator takes 2d10 + 6 psychic damage.	
⚡ <b>Grasping Breath</b> (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ) ♦ <b>Fire</b> Close blast 5; +22 vs. Reflex; 3d6 + 8 fire damage, and the target is restrained (save ends). <i>Miss:</i> Half damage, and the target is immobilized until the end of Dawnwing's next turn.	
⚡ <b>Bloodied Breath</b> (free, when first bloodied; encounter) <i>Grasping breath</i> recharges, and Dawnwing uses it.	
⚡ <b>Overwhelming Presence</b> (standard; encounter) ♦ <b>Charm</b> Close burst 5; targets enemies; +22 vs. Will; the target slides 5 squares and is stunned until the end of Dawnwing's next turn. <i>Aftereffect:</i> The target grants combat advantage (save ends).	
<b>Clear Mind</b> Dawnwing makes a saving throw against one stunned or dazed conditions at the start of his turn.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Draconic, Elven, Goblin	
<b>Skills</b> Arcana +19, Insight +18, Intimidate +20	
<b>Str</b> 25 (+16) <b>Con</b> 21 (+14)	<b>Dex</b> 10 (+9) <b>Int</b> 20 (+14) <b>Wis</b> 19 (+13) <b>Cha</b> 22 (+15)



## 71 – PALACE OF THE SUN

Replace Smok with a goblin hexer (MM 137) advanced to 7th level.

## 73 – ZENOBAAL

### Zenobaal, Prophecy Incarnate Level 34 Solo Brute

Gargantuan natural magical beast (dragon) XP 195,000

**Initiative** +22      **Senses** Perception +32; darkvision, truesight 5

**Prophecy's Revelation** aura 5; enemies do not gain the benefits of concealment or total concealment while within the aura.

**HP** 1,240; **Bloodied** 620; see also *bloodied breath*

**Immune** stunned; **Resist** 30 cold

**AC** 46; **Fortitude** 47, **Reflex** 45, **Will** 46

**Saving Throws** +5

**Speed** 10, fly 10 (hover), overland flight 15

**Action Points** 2

⊕ **Bite** (standard; at-will)

Reach 3; +37 vs. AC; 3d12 + 12 damage.

⊕ **Claw** (standard; at-will)

Reach 2; +37 vs. AC; 2d12 + 12 damage.

↓ **Furious Onslaught** (standard; at-will)

Zenobaal makes two *claw* attacks and one *bite* attack. While bloodied, he makes three *claw* attacks instead of two.

↓ **Wing Slice** (immediate reaction, when an enemy attacks Zenobaal while flanking him; at-will)

Reach 2; targets the triggering enemy and an enemy flanking with the triggering enemy; +37 vs. AC; 2d12 + 12 damage, and the target is pushed 3 squares and knocked prone.

↩ **Breath Weapon** (standard; recharge ☹☹☹☹) ♦ **Cold**

Close blast 5; +34 vs. Reflex; 4d12 +10 cold damage, and the target gains vulnerable 15 all (save ends) and is knocked prone. *Miss*: Half damage.

↩ **Bloodied Breath** (free, when first bloodied; encounter)  
*Breath weapon* recharges, and Zenobaal uses it.

↗ **Glimpse the Truth** (minor, 1/round; at-will) ♦ **Fear, Psychic**  
Ranged 20; +35 vs. Will; 2d8 + 9 psychic damage, and the target is dazed until the end of Zenobaal's next turn. *Aftereffect*: The target is immune to this effect until the end of Zenobaal's next turn. This attack does not provoke opportunity attacks.

↩ **Prophecy's Insane Allure** (standard; encounter) ♦ **Fear**  
Close burst 10; targets enemies; +34 vs. Will; the target is dominated the end of Zenobaal's next turn. *Aftereffect*: The target is dazed (save ends).

↩ **Unmaking Tail Slam** (standard; recharge ☹☹☹)  
Close blast 3; +34 vs. Fortitude; 2d8 + 10 damage, and ongoing 15 damage (save ends). *Aftereffect*: Ongoing 10 damage (save ends). *Aftereffect*: Ongoing 5 damage (save ends).

#### Threatening Bite

Zenobaal can make opportunity attacks with his *bite* against enemies within his reach (3 squares).

#### Steady Form

Zenobaal makes a saving throw against one ongoing damage effect at the start of his turn.

**Alignment** Evil      **Languages** Supernal; understands all

**Skills** Arcana +30, Dungeoneering +32, History +30,

Insight +32, Nature +32, Religion +30

**Str** 33 (+28)      **Dex** 20 (+22)      **Wis** 30 (+27)

**Con** 30 (+27)      **Int** 26 (+25)      **Cha** 28 (+26)

## 74 – CLOUD CITADEL OF ZENOBAAL

**Jalm d'Akrar** Level 30 Elite Skirmisher  
Large elemental humanoid (fire) XP 95,000

**Initiative** +27 **Senses Perception** +23

**Smoke Soul (Fire)** aura 1; each creature that starts its turn within the aura takes 5 fire damage. Creatures in the aura have concealment against ranged attacks.

**HP** 536; **Bloodied** 268

**AC** 44; **Fortitude** 42, **Reflex** 43, **Will** 41; +4 to all defenses against opportunity attacks

**Immune** fire

**Saving Throws** +2

**Speed** 6, fly 8 (hover)

**Action Points** 1

⊕ **Scimitar** (standard; at-will) ♦ **Weapon**

Reach 2; +35 vs. AC; 2d10 + 12 damage (crit 3d10 + 32 damage). Jalm d'Akrar shifts 1 square before or after the attack.

⊕ **Smoke's Blade** (standard; at-will) ♦ **Weapon**

Jalm d'Akrar flies his speed and makes two *scimitar* attacks, each at a different point during that move. If Jalm hits with both attacks, he gains insubstantial and phasing until the end of his next turn or until damaged by an attack.

⊕ **Carving the Fiery Wall** (standard; recharges when first bloodied) ♦ **Conjuration, Fire, Weapon**

Jalm d'Akrar flies his speed and makes a *scimitar* attack against each enemy within reach during this move. *Effect:* Jalm conjures a wall of flames in each square of his path that lasts until the end of his next turn. The wall is 6 squares high and blocks line of sight. Its space is lightly obscured. Any creature that starts its turn adjacent to the wall takes 10 fire damage, and any creature that enters a square of the wall or starts its turn there takes 20 fire damage. *Sustain Minor:* The wall persists.

⊕ **Roiling Flames** (standard; recharge ⊕ ⊕) ♦ **Fire, Zone**

Close burst 3; +33 vs. Reflex; 2d10 + 9 fire damage. The burst creates a zone of flames and hot, shimmering air that lasts until the end of Jalm d'Akrar's next turn. The zone is difficult terrain, and any creature entering or starting its turn there takes 10 fire damage. Creatures within the zone have concealment against ranged attacks.

**Ally in Flame**

Jalm has combat advantage against any creature in or adjacent to a square that contains fire.

**Combat Advantage**

Jalm's attacks deal ongoing 15 fire damage (save ends) against any creature granting him combat advantage.

**Alignment** Evil

**Languages** Draconic, Primordial

**Skills** Bluff +25, Insight +28, Intimidate +25, Stealth +30

**Str** 28 (+24)

**Dex** 31 (+25)

**Wis** 26 (+23)

**Con** 20 (+20)

**Int** 19 (+19)

**Cha** 20 (+20)

**Equipment** scimitar

## 96 – HAZE-OF-DEATH

Replace Haze-of-Death with an ancient white dragon (MM 85), but use this aura in place of *aura of winter*.

**Haze-of-Death (Cold, Necrotic)** aura 3; each creature that enters or starts its turn within the aura takes 15 cold damage and 15 necrotic damage. Until the start of its next turn, a creature that takes both cold and necrotic damage also regains 15 fewer hit points when it regains hit points. The aura is difficult terrain, including to flying creatures other than Haze-of-Death. Creatures within the aura have concealment against ranged attacks.

Haze-of-Death can also create a living frost breath weapon (see below) twice per day. This is a ritual that takes 1 minute to perform; the living frost breath weapon persists for 4 hours.

## 98 – CAVERN OF FLESH

<b>Living Frost Breath Weapon</b> Huge elemental beast (blind, ooze)	<b>Level 24 Elite Brute</b> XP 12,100
<b>Initiative</b> +19 <b>Senses</b> Perception +18; blindsight 20	
<b>HP</b> 550; <b>Bloodied</b> 275; see also <i>icy death</i>	
<b>AC</b> 36; <b>Fortitude</b> 37, <b>Reflex</b> 35, <b>Will</b> 34	
<b>Immune</b> cold; <b>Vulnerable</b> 10 fire	
<b>Saving Throws</b> +2	
<b>Speed</b> 6	
<b>Action Points</b> 1	
⊕ <b>Slam</b> (standard; at-will) ♦ <b>Cold</b> Reach 3; +25 vs. Reflex (+27 against slowed or immobilized targets); 5d6 + 9 cold damage, and the target is slowed (save ends).	
↩ <b>Double Attack</b> (standard; at-will) The living frost breath weapon makes two <i>slam</i> attacks.	
↩ <b>Engulf</b> (standard; at-will) ♦ <b>Cold</b> Close blast 3; +25 vs. Fortitude (+27 against slowed or immobilized targets); 3d6 + 9 cold damage, and the target is pulled adjacent to the living frost breath weapon and grabbed. <i>Sustain Standard</i> : The living frost breath weapon sustains the grab, and the target takes 25 cold damage. While grabbing a creature, the living frost breath weapon can make a +27 vs. Fortitude attack against it to move at full speed.	
↩ <b>Icy Death</b> (when first bloodied and again when reduced to 0 hit points) ♦ <b>Cold</b> Close burst 2; +25 vs. Fortitude (+27 against slowed or immobilized targets); 3d6 + 9 cold damage, and the target is restrained (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Str</b> 28 (+21)	<b>Dex</b> 25 (+19) <b>Wis</b> 22 (+18)
<b>Con</b> 25 (+19)	<b>Int</b> 4 (+9) <b>Cha</b> 4 (+9)

Replace Drugor with a human bandit (MM 162), advanced to 6th level.

## 100 – VYSSILTHAR

<b>Vyssilthar</b> Huge natural magical beast (aquatic, dragon)	<b>Level 22 Solo Lurker</b> XP 20,750
<b>Initiative</b> +23 <b>Senses</b> Perception +19; darkvision, truesight 2	
<b>HP</b> 820; <b>Bloodied</b> 410; see also <i>bloodied breath</i>	
<b>AC</b> 36; <b>Fortitude</b> 34, <b>Reflex</b> 35, <b>Will</b> 33	
<b>Resist</b> 30 acid	
<b>Saving Throws</b> +5; see also <i>slippery mind</i>	
<b>Speed</b> 10, fly 10 (hover), overland flight 15, swim 10	
<b>Action Points</b> 2	
⊕ <b>Bite</b> (standard; at-will) ♦ <b>Acid</b> Reach 3; +27 vs. AC; 2d6 + 7 damage, and ongoing 10 acid damage (save ends).	
⊕ <b>Claw</b> (standard; at-will) Reach 3; +27 vs. AC; 1d10 + 7 damage.	
↓ <b>Shadow Fury</b> (standard; at-will) Vyssilthar makes two <i>claw</i> attacks and one <i>bite</i> attack.	
↓ <b>Tail Slash</b> (immediate reaction, when a melee attack misses Vyssilthar; at-will) Reach 3; targets the triggering attacker; +27 vs. AC; 1d10 + 7 damage, and Vyssilthar pushes the target 2 squares.	
↩ <b>Cloud of Darkness</b> (standard; recharge ☹ ☹ ☹ ☹) ♦ <b>Zone</b> Close burst 3; the burst creates a zone of darkness that lasts until the end of Vyssilthar's next turn. The zone blocks line of sight for all creatures except Vyssilthar. Any creature entirely within the area (except Vyssilthar) is blinded. <i>Sustain Minor</i> : The zone persists.	
↩ <b>Dark Presence</b> (standard; encounter) ♦ <b>Fear</b> Close burst 10; targets enemies; +25 vs. Will; the target is dazed and blinded until the end of Vyssilthar's next turn. <i>Aftereffect</i> : The target takes a -2 penalty to attack rolls and grants combat advantage (save ends).	
↩ <b>Dispelling Breath Weapon</b> (standard; recharge ☹ ☹ ☹ ☹) ♦ <b>Acid</b> Close blast 5; +25 vs. Reflex; 3d8 + 5 acid damage, and the target takes 10 ongoing acid damage and a -4 penalty to AC (save ends both). All conjurations and zones completely or partly within the blast end.	
↩ <b>Bloodied Breath</b> (free, when first bloodied; encounter) <i>Dispelling breath weapon</i> recharges, and Vyssilthar uses it.	
<b>Move as Shadow</b> (move, only while Vyssilthar is entirely within her <i>cloud of darkness</i> ; recharges when <i>cloud of darkness</i> recharges) ♦ <b>Teleportation</b> Vyssilthar teleports 10 squares. After teleporting, she can make a Stealth check to become hidden even if creatures have line of sight to her.	
<b>Change Shape</b> (minor; at-will) ♦ <b>Polymorph</b> Vyssilthar can alter her physical form to take on the appearance of a Medium humanoid.	
<b>Dark Doom</b> Vyssilthar deals 2d10 extra damage to any creature that cannot see her.	
<b>Slippery Mind</b> Vyssilthar makes a saving throw against one charm, fear, or psychic effect at the start of her turn.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Draconic, Elven, Giant, Primordial
<b>Skills</b> Bluff +22, Insight +19, Stealth +24	
<b>Str</b> 24 (+18)	<b>Dex</b> 27 (+19) <b>Wis</b> 17 (+14)
<b>Con</b> 21 (+16)	<b>Int</b> 17 (+14) <b>Cha</b> 22 (+17)

## 102 – BLEAK STREET

Replace Roe Farwynd with a human knife fighter (MM2 147), advanced to 9th level.

## 121 – QATAAKHAST

Replace Qataakhast with an ancient brass dragon (*Draconomicon: Metallic Dragons* 158). Add the following to his breath weapon.

All conjurations, zones, ongoing damage, and conditions created by a target hit by the *breath weapon* end, unless the target chooses to take ongoing 20 psychic damage (save ends).

Qataakhast's *ignite* power recharges when he is first bloodied. He also gains the following power.

**Foresight** (free, 1/round, when an attack roll misses, a check fails, or an attack hits Qataakhast; recharge ☐☐☐☐☐☐☐☐) Qataakhast can add 1d8 to the triggering attack roll or check, or add 1d4 to the defense targeted by the triggering attack.

## 125 – ADVENTURE SEEDS

Replace Gornath the Madwyrn with an elder red dragon (MM 83), reduced to 17th level. His breath weapon is as follows.

↩ **Breath Weapon** (standard; recharge ☐☐☐☐☐☐☐☐) ♦ **Fire, Psychic**  
Close blast 5; +22 vs. Reflex; 2d12+ 7 fire and psychic damage, and ongoing 5 fire and psychic damage (save ends). *Miss*: Half damage.

Replace *immolate foe* with:

↩ **Burning Egos** (standard; recharge ☐☐☐☐☐☐☐☐) ♦ **Fire, Psychic**  
Close burst 3; +21 vs. Will; 2d10 + 7 psychic damage, and the target is affected by burning ego (save ends). While affected by burning ego, if the target uses an encounter or daily power, it takes ongoing 10 fire damage (save ends).

Instead of its normal aftereffect, Gornath's *frightful presence* has the following.

*Aftereffect*: The target is dazed (save ends).

## 147 – KETHEPTIS

Ketheptis		Level 21 Solo Brute
Huge natural magical beast (dragon)		XP 16,000
<b>Initiative</b> +16	<b>Senses</b> Perception +22; darkvision	
<b>HP</b> 534; <b>Bloodied</b> 267; see also <i>bloodied breath</i> , <i>bloodied threat</i> , and <i>dimensional resurgence</i>		
<b>AC</b> 33 (31 while bloodied); <b>Fortitude</b> 34, <b>Reflex</b> 32 (30 while bloodied), <b>Will</b> 33 (35 while bloodied)		
<b>Resist</b> 25 cold		
<b>Saving Throws</b> +5; see also <i>freedom of movement</i>		
<b>Speed</b> 8, fly 8 (hover), overland flight 15		
<b>Action Points</b> 2		
⊕ <b>Bite</b> (standard; at-will)	Reach 2; +24 vs. AC; 2d8 + 8 damage, and ongoing 5 damage (save ends) and the target is knocked prone.	
⊕ <b>Claw</b> (standard; at-will)	Reach 2; +24 vs. AC; 1d8 + 8 damage, and ongoing 5 damage (save ends).	
‡ <b>Furious Dragon Onslaught</b> (standard; at-will)	Ketheptis makes a <i>claw</i> attack against each enemy within reach, and she makes one <i>bite</i> attack.	
‡ <b>Wing Rage</b> (immediate reaction, when an enemy attacks Ketheptis while flanking her; at-will)	Reach 2; targets the triggering enemy and an enemy flanking with the triggering enemy; +24 vs. AC; 2d8 + 8 damage, and Ketheptis pushes the target 2 squares.	
☞ <b>Icy Eye of Hate</b> (minor; recharge ☐☐☐☐☐☐☐☐) ♦ <b>Cold, Gaze</b>	Ranged 10; +22 vs. Will; the target takes ongoing 15 cold damage and is immobilized (save ends both).	
↩ <b>Breath Weapon</b> (standard; recharge ☐☐☐☐☐☐☐☐) ♦ <b>Cold</b>	Close blast 5; +22 vs. Reflex; 3d8 +8 cold damage, and the target gains vulnerable 10 to all damage (save ends). A prone target is also unable to stand (save ends). <i>Miss</i> : Half damage.	
↩ <b>Bloodied Breath</b> (free, when first bloodied; encounter)	<i>Breath weapon</i> recharges, and Ketheptis uses it.	
↩ <b>Frightful Rage</b> (standard; encounter) ♦ <b>Fear</b>	Close burst 10; targets enemies; +22 vs. Will; the target is stunned until the end of Ketheptis's next turn. For each target hit by this attack, Ketheptis gains a cumulative +1 bonus to attack rolls until the end of her next turn.	
↩ <b>Tail Sweep</b> (standard; at-will)	Close blast 3; +22 vs. Fortitude; 3d6 + 8 damage, and Ketheptis slides the target 2 squares and knocks it prone.	
<b>Blood-Covered Scales</b> (immediate reaction, when hit by an attack; usable only after <i>dimensional resurgence</i> ; at-will) The triggering attacker takes ongoing 15 damage (save ends).		
<b>Dimensional Resurgence</b> (when reduced to 0 hit points; encounter) At the start of her next turn, Ketheptis teleports 10 squares and regains 266 hit points.		
<b>Bloodied Threat</b> While bloodied, Ketheptis can make opportunity attacks with her <i>bite</i> against enemies within her reach (2 squares).		
<b>Freedom of Movement</b> Ketheptis makes a saving throw against one immobilized, restrained, or slowed effect at the start of her turn.		
<b>Alignment</b> Chaotic evil	<b>Languages</b> Common, Deep Speech, Draconic, Elven, Giant	
<b>Skills</b> Arcana +19, Athletics +23, Insight +22, Nature +22		
<b>Str</b> 26 (+18)	<b>Dex</b> 22 (+16)	<b>Wis</b> 24 (+17)
<b>Con</b> 24 (+17)	<b>Int</b> 18 (+14)	<b>Cha</b> 18 (+14)

## 149 – ICE CLIFF LAIR

<b>Dekaraz, Elf Vampire</b> Medium natural humanoid (undead)	<b>Level 16 Elite Controller</b> XP 2,800
<b>Initiative</b> +10 <b>Senses</b> Perception +15; darkvision <b>HP</b> 304; <b>Bloodied</b> 152 <b>Regeneration</b> 10 <b>AC</b> 30; <b>Fortitude</b> 27, <b>Reflex</b> 29, <b>Will</b> 28 <b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic; <b>Vulnerable</b> radiant (if Dekaraz takes radiant damage or is exposed to direct sunlight, his regeneration does not function until the end of his next turn); see also <i>winter's mist</i> <b>Saving Throws</b> +2 <b>Speed</b> 8, climb 4 (spider climb); see also <i>winter's mist</i> <b>Action Points</b> 1	† <b>Blood Drain</b> (standard; requires combat advantage; recharges when an adjacent creature becomes bloodied) +20 vs. Fortitude; 2d12 + 10 damage, the target is weakened (save ends), and Dekaraz's regeneration increases to 30 until the end of his next turn. † <b>Winter's Mist</b> (standard; recharges when first bloodied) † <b>Cold, Polymorph</b> Dekaraz becomes Large, occupying 4 squares instead of 1, and his <b>reach becomes 2</b> . He gains the insubstantial and phasing qualities and a fly speed of 8. When Dekaraz moves through or comes to occupy any other creature's space, he makes the following attack against that creature: +20 vs. Fortitude; 2d6 + 3 cold damage, and the target is restrained (save ends). If Dekaraz takes radiant damage or is exposed to direct sunlight, he immediately reverts to his humanoid form. Otherwise, he can end the effect as a minor action. <i>Sustain Move</i> : The effect persists. ✧ <b>Dominate</b> (minor; recharge ☹️), only when Dekaraz has no creature dominated) † <b>Charm</b> Ranged 10; +20 vs. Will; the target is dominated (save ends). <i>Aftereffect</i> : The target is dazed (save ends).
☠️ <b>Deathchill Dagger</b> (standard; at-will) † <b>Cold, Weapon</b> +21 vs. AC; 4d4 + 5 cold damage, and the target is slowed until the end of Dekaraz's next turn. ☹️ <b>Spirit Sap</b> (standard; at-will) † see text Ranged 10; +20 vs. Reflex; Dekaraz chooses one effect from the following list. Using <i>spirit sap</i> does not provoke opportunity attacks. <b>Exhaust</b> : 2d6 + 4 damage, and the target is knocked prone and cannot stand until the end of Dekaraz's next turn. <b>Enfeeble (Necrotic)</b> : 2d6 + 4 necrotic damage, and the target is slowed and takes a -5 penalty to damage rolls until the end of Dekaraz's next turn. <b>Milky Eye</b> : 2d6 + 4 damage, and the target is blinded until the end of Dekaraz's next turn. <b>Mind Scramble (Psychic)</b> : 2d6 + 5 psychic damage, and the target is dazed until the end of Dekaraz's next turn.	† <b>Alignment</b> Evil <b>Languages</b> Common, Draconic, Elven, Giant <b>Skills</b> Arcana +20, Bluff +19, Insight +15, Stealth +15 <b>Str</b> 20 (+13) <b>Dex</b> 15 (+10) <b>Wis</b> 15 (+10) <b>Con</b> 16 (+11) <b>Int</b> 24 (+15) <b>Cha</b> 22 (+14) <b>Equipment</b> robes, dagger
†/✧ <b>Double Attack</b> (standard; at-will) Dekaraz makes two basic attacks.	

<b>Letho</b> Large elemental humanoid (cold, giant)	<b>Level 18 Elite Brute</b> XP 4,000
<b>Initiative</b> +13 <b>Senses</b> Perception +20; low-light vision <b>HP</b> 420; <b>Bloodied</b> 210; see also <i>dying storm</i> <b>AC</b> 30; <b>Fortitude</b> 31, <b>Reflex</b> 28, <b>Will</b> 30 <b>Resist</b> 15 cold <b>Saving Throws</b> +2 <b>Speed</b> 8 (ice walk), fly 6 <b>Action Points</b> 1	
☠️ <b>Stormblade Greataxe</b> (standard; at-will) † <b>Lightning, Weapon</b> Reach 2; +21 vs. AC; 3d6 + 7 (crit 6d6 + 25) lightning damage.	
✧ <b>Skipping Javelin</b> (standard; at-will) † <b>Cold, Weapon</b> Ranged 10/20; +21 vs. AC; 3d8 + 7 cold damage, and the target is immobilized until the end of Letho's next turn. <i>Effect</i> : Letho can repeat this attack against another target within 10 squares of the first target. Then the javelin returns to his hand.	
⚡ <b>Breath Weapon</b> (standard; encounter) † <b>Cold</b> Close blast 5; +19 vs. Reflex; 3d8 + 5 cold damage, and the target is slowed (save ends). <i>Miss</i> : Half damage.	
⚡ <b>Stormblade Squall</b> (standard; recharge ☹️ ☹️) † <b>Lightning, Weapon</b> Close blast 3; +21 vs. AC; 2d6 + 7 (crit 4d6 + 19) lightning damage, and Letho makes a secondary attack, which is a close burst 1 centered on one primary target. <i>Secondary Attack</i> : +19 vs. Fortitude; targets enemies; 1d10 + 5 cold damage, and the secondary target is immobilized until the end of Letho's next turn.	
⚡ <b>Dying Storm</b> (when Letho drops to 0 hp) Letho makes a <i>stormblade squall</i> attack.	
<b>Icebound Footing</b> When an effect pulls, pushes, or slides Letho, he moves 2 squares less than the effect specifies. Also, Letho can make a saving throw to avoid being knocked prone.	
<b>Alignment</b> Chaotic evil <b>Languages</b> Draconic, Giant <b>Skills</b> Athletics +21, Intimidate +15 <b>Str</b> 25 (+16) <b>Dex</b> 18 (+13) <b>Wis</b> 22 (+15) <b>Con</b> 20 (+14) <b>Int</b> 8 (+8) <b>Cha</b> 12 (+10) <b>Equipment</b> plate armor, greataxe, javelin	



**Thraalgrum** **Level 17 Elite Controller**

Large elemental humanoid (cold, giant) XP 3,200

**Initiative** +9 **Senses Perception** +18

**HP** 324; **Bloodied** 162

**AC** 31; **Fortitude** 29, **Reflex** 30, **Will** 28

**Resist** 15 cold

**Saving Throws** +2

**Speed** 8 (ice walk)

**Action Points** 1

⊕ **Blackfire Mace** (standard; at-will) ♦ **Cold, Fire, Weapon**  
Reach 2; +22 vs. AC; 1d10 + 6 damage, and ongoing 5 cold and fire damage (save ends), and Thraalgrum slides the target 2 squares.

⊗ **Snowblind Strike** (standard; at-will) ♦ **Psychic**  
Ranged 20; +21 vs. Will; 2d6 + 5 psychic damage, and creatures not adjacent to the target have concealment against the target (save ends).

⚔/⚔ **Double Attack** (standard; at-will)  
Thraalgrum makes two basic attacks.

⚔ **Black Ice Stalker** (standard; recharge ☞ ☞) ♦ **Cold, Fear, Illusion, Psychic**

Ranged 20; +21 vs. Will; 2d8 + 7 psychic damage, and the target is marked by a Large shadowy ice stalker that only it can see (save ends). The ice stalker occupies a space adjacent to the target, who cannot enter the stalker's space, and moves with it, remaining adjacent to the target until the effect ends. Other creatures can move through the stalker's space and cannot attack it. If the target attacks the stalker, use Thraalgrum's defenses; a hit deals half the attack's damage to Thraalgrum. If it doesn't attack the stalker, the target takes 10 cold damage at the end of its turn. *Aftersave*: The target is dazed until the end of Thraalgrum's next turn.

☼ **Fog of the Black Glacier** (standard; encounter) ♦ **Cold, Necrotic, Zone**

Area burst 3 within 10; +20 vs. Fortitude; 3d8 + 5 necrotic damage, and the burst creates a zone of freezing black fog that lasts until the end of Thraalgrum's next turn. Squares within the zone are heavily obscured to any creature without resist cold. Each creature that starts its turn within the zone takes 1d8 + 4 cold damage and 1d8 + 4 necrotic damage. *Sustain Minor*: The zone persists.

⚔ **Blackfire Step** (move; recharges when first bloodied) ♦ **Cold, Fire, Teleportation**

Thraalgrum teleports 8 squares. Each enemy within 2 squares of his origin point and each enemy within 2 squares of his arrival point takes 5 cold and fire damage.

⚔ **Icebound Footing**

When an effect pulls, pushes, or slides Thraalgrum, he moves 2 squares less than the effect specifies. Also, Thraalgrum can make a saving throw to avoid being knocked prone.

**Alignment** Evil **Languages** Common, Draconic, Elven, Giant, Primordial

**Skills** Arcana +20, Athletics +19, Intimidate +15

**Str** 22 (+14) **Dex** 12 (+9) **Wis** 20 (+13)

**Con** 18 (+12) **Int** 24 (+15) **Cha** 14 (+10)

**Equipment** robes, mace

**Baasra** **Level 19 Elite Artillery**

Large elemental humanoid (cold, giant) XP 4,800

**Initiative** +10 **Senses Perception** +18; low-light vision

**HP** 280; **Bloodied** 140

**AC** 31; **Fortitude** 32, **Reflex** 30, **Will** 31

**Saving Throws** +2

**Speed** 8 (ice walk), fly 6

**Action Points** 1

⊕ **Claw** (standard; at-will) ♦ **Cold**  
+25 vs. AC; 1d10 + 6 damage, and ongoing 5 cold damage (save ends).

⊗ **Forked Frost** (standard; at-will) ♦ **Cold, Lightning**  
Ranged 10; targets two enemies; +24 vs. Fortitude; 2d6 + 7 cold damage, and ongoing 5 lightning damage (save ends).

⚔ **Double Attack** (standard; at-will)  
Baasra makes two claw attacks.

☼ **Permafrost Whirlwind** (standard; recharge ☞ ☞ ☞) ♦ **Cold, Polymorph**

Area burst 2 within 10; targets enemies; +23 vs. Will; ongoing 15 cold damage, and the target is restrained (save ends both). *First Failed Saving Throw*: The target is also dazed (save ends all). *Second Failed Saving Throw*: The target turns to ice, becoming unconscious instead of dazed and gaining vulnerable 10 all (save ends all). *Aftersave*: The target is slowed (save ends). *Miss*: Ongoing 10 cold damage, and the target is slowed (save ends both).

⚔ **Breath Weapon** (standard; recharges when first bloodied) ♦ **Cold**

Close blast 5; +23 vs. Reflex; 2d8 + 5 cold damage, and Baasra slides the target 3 squares *Miss*: Half damage, and Baasra pushes the target 1 square.

⚔ **Icebound Footing**

When an effect pulls, pushes, or slides Baasra, she moves 2 squares less than the effect specifies. Also, Baasra can make a saving throw to avoid being knocked prone.

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

**Skills** Arcana +19, Athletics +20, Insight + 18, Intimidate +21

**Str** 23 (+15) **Dex** 12 (+10) **Wis** 18 (+13)

**Con** 20 (+14) **Int** 21 (+14) **Cha** 25 (+16)

## 153 – ZARTARXIS

Replace Zartarxis with an adult green dragon (MM 80), and replace his breath weapon as follows.

◀ **Breath Weapon** (standard; recharge ☼☼ ☼☼) ▶ **Poison**

Close blast 5; +15 vs. Fortitude; 1d10 + 5 poison damage, and the target takes ongoing 15 poison damage and is slowed until the end of Zartarxis's next turn. *Aftereffect:* Ongoing 5 poison damage, and the target is slowed (save ends both).