

Exemplars of Evil

4th Edition Conversion

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If you want to add the material from *Exemplars of Evil* into your 4th Edition campaign, this conversion should help you do that. Everything that has been converted shows up in the order in which it was covered in the original book.

Chapter 2: Zargath Human-Bane

Three encounters in this chapter are converted, and you can check the table below to find the original reference in *Exemplars of Evil*.

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Encounter 2–1: Trophy Room

Encounter Level 11 (3,300 XP)

Make the following replacements for this encounter:

- Replace the 13 orc soldiers with 13 orc warriors (see *Monster Manual*, page 203).
- Replace the gray ooze with an ochre jelly (see *Monster Manual*, page 202).
- Replace the wight with a dread zombie myrmidon (see *Open Grave*, page 197).
- There are no replacements for the wight spawns (see "Tactics," below).
- Replace the 2 gnoll mercenaries with 2 gnoll marauders (see *Monster Manual*, page 132).
- Replace the orc captain with an orc chieftain (see *Monster Manual*, page 204).



Tactics

Instead of a wight, the orcs in this room open a stone coffin containing a dread zombie myrmidon. The zombie myrmidon acts in the same way as the wight in the original adventure, but it lacks the ability to create spawns.

Encounter 2–2: Library

Encounter Level 11 (3,200 XP)

Make the following replacements for this encounter:

- See below for the replacement Dwarreg (D) stat block.
- Replace the 8 orc soldiers (O) with 8 orc warriors (see *Monster Manual*, page 203).
- Replace the orc captain (C) with 2 orc chieftains (see *Monster Manual*, page 204).
- Replace the human captives (H) with unarmed human rabble (see *Monster Manual*, page 162).

Tactics

The orc soldiers charge the nearest target who is an obvious fighter type. The orc captain uses *lead from the front* to inspire his troops and *wild strike* to try to move behind the party's main fighters.

Dwarreg skirts the main melee by using the tables and benches for cover as he tries to reach obvious spellcasters. He uses his *sticky concoction* power to keep attackers off his back, as he methodically goes after his prey. If things go badly, he grabs a human captive, threatening to kill him if the PCs do not let him leave safely.

Dwarreg

Medium natural humanoid, dwarf

Level 10 Elite Controller

XP 1,000

Initiative +5 **Senses** Perception +9; low-light vision

HP 208; **Bloodied** 104; see also *sudden daze*

AC 26; **Fortitude** 24, **Reflex** 21, **Will** 22

Saving Throws +2, +5 against poison

Speed 5

Action Points 1

⚔ **Warhammer** (standard; at-will) ✦ **Weapon**

Melee 1; +15 vs. AC; 1d10 + 5 damage.

☞ **Sticky Concoction** (minor 1/round; at-will)

Close blast 3; +14 vs. Reflex; target is immobilized and grants combat advantage to any enemy (save ends both).

Stand Your Ground

When an effect forces Dwarreg to move—through a pull, push, or a slide—he can move 1 square less than the effect specifies. When an attack would knock Dwarreg prone, Dwarreg can roll a saving throw to avoid falling prone.

Sudden Daze (when first bloodied; encounter) ✦ **Weapon**

Dwarreg's *knockout* power recharges and he can use it immediately.

Alignment Evil **Languages** Common, Dwarven

Skills Dungeoneering +16, Endurance +15

Str 21 (+10) **Dex** 10 (+5) **Wis** 18 (+9)

Con 16 (+8) **Int** 16 (+8) **Cha** 10 (+5)

Equipment chainmail, warhammer

Encounter 2–3: Audience Hall

Encounter Level 13 (4,000 XP)

Make the following replacements for this encounter:

- See below for the replacement Zargath Human-Bane (Z) stat block.
- See below for the replacement War Leader Grikfell (Gf) stat block.
- See below for the replacement Gurn Sirensong (G) stat block.
- Replace the bugbear ambassador (B) with a bugbear warrior (see *Monster Manual*, page 135).
- Replace Elbeth (E) with a worg (see *Monster Manual*, page 265).
- Replace the 8 orc soldiers (O) with 8 orc warriors (see *Monster Manual*, page 203).

Tactics

When the PCs enter the audience hall, the creatures within act quickly to deal with intruders.

Warleader Grikfell and Elbeth lead the orcs soldiers in a charge to keep the intruders away from the dais. He keeps as close as possible to Elbeth and other allies so they can benefit from his *inspiring shout*.

The bugbear ambassador aids where he can, attempting to sneak behind the PCs' defenses to use his *predatory eye* combined with a *skullthumper* attack on a soft leader or controller target.

Gurn takes cover when the PCs arrive and hurls a *fiery rain* into the largest concentration of visible foes. Thereafter he uses his *missile barrage* against controllers and other ranged attackers and *startling glamour* against enemies getting too close.

As soon as combat begins, Zargath wades into battle and seeks out the largest group of enemies so he can use his *dance of death* and *swift counterstrike* to greatest effect. If his troops are obviously losing, he flees,

sacrificing any of his companions to aid in his escape.

Zargath Human-Bane

Level 10 Elite Skirmisher

Medium natural humanoid, orc

XP 1,000

Initiative +12 **Senses** Perception +6; low-light vision

HP 212; **Bloodied** 106; see also *warrior's surge*

AC 26; **Fortitude** 22, **Reflex** 24, **Will** 20

Saving Throws +2

Speed 6 (8 while charging)

Action Points 1

⬇ **Short Sword** (standard; at-will) **Weapon**

Melee 1; +15 vs. AC; 1d6 + 2 damage.

⚡ **Hand Crossbow** (standard; at-will) **Weapon**

Ranged 10/20; +15 vs. AC.

⚡ **Dance of Death** (standard; encounter) **Weapon**

Zargath makes three melee basic attacks. Each time he hits with one of these attacks, he shifts 1 square.

⚡ **Swift Counterstrike** (immediate reaction, when an adjacent enemy misses Zargath with a melee attack; at will) **Weapon**

Melee 1; Zargath makes a melee basic attack against the triggering enemy.

⚡ **Warrior's Surge** (standard; encounter) **Healing, Weapon**

Melee 1; +15 vs. AC; 2d6 + 2 damage, and Zargath regains 53 hit points.

Combat Advantage

Zargath deals 2d6 extra damage against any target he has combat advantage against.

Alignment Chaotic evil **Languages** Common, Giant

Skills Endurance +14, Intimidate +10, Stealth +15, Thievery +15

Str 14 (+7) **Dex** 21 (+10) **Wis** 13 (+6)

Con 18 (+9) **Int** 12 (+6) **Cha** 11 (+5)

Equipment studded leather armor, short sword

Warleader Grikfell

Level 9 Elite Soldier (Leader)

Medium natural humanoid, orc

XP 800

Initiative +8 **Senses** Perception +5; low-light vision

HP 194; **Bloodied** 97; see also *warrior's surge*

AC 27; **Fortitude** 24, **Reflex** 20, **Will** 19

Saving Throws +2

Speed 5 (7 while charging)

Action Points 1

⬇ **Greataxe** (standard; at-will) **Weapon**

Melee 1; +16 vs. AC; 1d12 + 5 damage (17 + 1d12 on crit), and the target is marked until the end of Grikfell's next turn.

⚡ **Opportune Strike** (immediate reaction, when an ally moves into a flank with Grikfell) **Weapon**

Melee 1; Grikfell makes a melee basic attack against the newly flanked enemy.

⚡ **Warrior's Surge** (standard; encounter) **Healing, Weapon**

Melee 1; +15 vs. AC; 2d12 + 5 damage (29 + 1d12 on crit), and Grikfell regains 48 hit points.

⚡ **Wild Strike** (standard; usable while wielding a greataxe; at-will) **Weapon**

Melee 1; +17 vs. AC; 1d12 + 5 damage (17 + 1d12 on crit), the target is marked until the end of its next turn, and is pushed 1 square.

⚡ **Inspiring Shout** (minor; recharge ☒ ☒)

Blast 5; allies within blast make a basic attack as a free action.

Alignment Chaotic evil **Languages** Common, Goblin

Skills Endurance +14, Intimidate +9

Str 20 (+9) **Dex** 14 (+6) **Wis** 12 (+5)

Con 17 (+7) **Int** 10 (+4) **Cha** 11 (+4)

Equipment scale armor, greataxe

Gurn Sirensong

Small fey humanoid, gnome

Level 9 Elite Artillery

XP 800

Initiative +7 **Senses** Perception +6; low-light vision

HP 150; **Bloodied** 75

AC 22; **Fortitude** 20, **Reflex** 23, **Will** 21

Saving Throws +2

Speed 5

Action Points 1

⚔ **Dagger** (standard; at-will) **Weapon**

Melee 1; +16 vs. AC; 1d4 damage.

☄ **Magic Missile** (standard; at-will) **Force**

Ranged 20; +16 vs. AC; 2d4 + 5 damage.

☄ **Missile Barrage** (standard; at-will) **Force**

Ranged 20; Gurn makes two *magic missile* attacks against 2 different targets.

☄ **Startling Glamor** (minor; at-will) **Fear, Illusion**

Ranged 10; +16 vs. Will; the target slides 1 square.

☄ **Fiery Rain** (standard; recharge 1) **Fire**

Area burst 3 within 20; +14 vs. Reflex; targets enemy only; 3d8 + 5 damage. *Miss*: Half damage.

Fade Away (immediate reaction, when Gurn takes damage; encounter) **Illusion**

Gurn turns invisible until he attacks or until the end of his next turn.

Reactive Stealth

If Gurn has cover or concealment when he makes an initiative check, he can make a Stealth check to become hidden.

Alignment Evil **Languages** Common, Elven

Skills Arcana +16, Stealth +14

Str 10 (+4) **Dex** 16 (+7) **Wis** 14 (+6)

Con 15 (+6) **Int** 20 (+9) **Cha** 17 (+7)

Equipment dagger, robes, wand

Chapter 3: The Tolstoffs

Chapter 3 presents individuals that do not appear in any of the associated tactical encounters, plus encounter updates. Check the table below to find the original reference in *Exemplars of Evil*.

The encounters in this chapter can be used in conjunction with Chapter Nine of *Elder Evils*. Refer to the upcoming web enhancement for 4th Edition statistics of that book.

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Spawn of Kyuss

Medium natural humanoid (undead)

Level 7 Elite Soldier

XP 600

Initiative +9 **Senses** Perception +3

Fear of Worms (Fear) aura 3; any living creature that starts its turn within the aura takes a –2 penalty to attack rolls against spawn of Kyuss, larva undead, wormspawn praetorians, and Kyuss

HP 158 **Bloodied** 79

Regeneration 10 (if a spawn of Kyuss takes radiant damage, regeneration doesn't function until the end of its next turn)

AC 24; **Fortitude** 22, **Reflex** 19, **Will** 22

Immune disease, poison

Speed 5**Saving Throws +2**

Ⓣ Touch of Kyuss (standard; recharge ☒ ☒) ✦ Disease, Necrotic

Melee 1; +10 vs. Fortitude; 2d6 + 2 damage, and ongoing 10 necrotic damage (save ends). *First*

Failed Saving Throw: The target contracts worms of Kyuss (see below).

Alignment Evil **Languages** Common, Deep Speech

Skills Endurance +10, Intimidate +7

Str 18 (+7) **Dex** 18 (+7) **Wis** 10 (+3)

Con 15 (+5) **Int** 10 (+3) **Cha** 8 (+2)

Equipment chainmail

Worms of Kyuss

Level 11+ Disease

Delivered by the infectious touch of a spawn of Kyuss, this disease transforms its victim into a malicious undead, larval creature.

Endurance improve DC 15 + two-thirds spawn of Kyuss's level, maintain DC 10 + two-thirds spawn of Kyuss's level, worsen DC 9 + two-thirds spawn of Kyuss's level or lower

The target is cured. **Initial Effect** The target regains only half the normal hit points from healing effects.

Final State The target regains only half the normal hit points from healing effects. In addition, each time the afflicted creature fails to improve, it takes 5 necrotic damage that cannot be cured until the disease is removed. If the afflicted creature dies, it immediately rises as a level-equivalent spawn of Kyuss.

3–1 Barbican**Encounter Level 7 (1,600 XP)**

Make the following replacements for this encounter:

- See below for the replacement 4 corrupted warriors (G) stat block.
- See below for the replacement corrupted commander (C).

Tactics

When confronted with foes, the corrupted warriors prefer to stay in the barbican raining down arrows on those outside it. They use *corruption shot* to limit the effectiveness of their foes.

The corrupted commander gets into melee as soon as foes enter the barbican, commanding his archers to support him from a distance. He targets the biggest enemy warrior with *sickening blow* and then commands warriors around him to attack with his *commanding rally*.

Corrupted Warrior

Level 7 Artillery

Medium aberrant humanoid, human

XP 300

Initiative +7 **Senses** Perception +3

HP 63; **Bloodied** 31

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

Speed 5

Ⓣ **Longsword** (standard; at-will) ✦ **Weapon**

Melee 1; +12 vs. AC; 1d8 + 4 damage.

Ⓣ **Longbow** (standard; at-will) ✦ **Weapon**

Ranged 20/40; +15 vs. AC; 1d10 + 4 damage.

☞ **Corruption Shot** (standard; encounter) ✦ **Weapon**

+15 vs. AC; 1d10 + 4 damage, and the target is weakened until the end of its next turn.

Alignment Evil **Languages** Common, Deep Speech

Skills Endurance +10, Intimidate +7

Str 18 (+7) **Dex** 18 (+7) **Wis** 10 (+3)

Con 15 (+5) **Int** 10 (+3) **Cha** 8 (+2)

Equipment chainmail, longbow, longsword, quiver with 30 arrows

Corrupted Commander

Level 9 Soldier (Leader)

Medium aberrant humanoid, human

XP 400

Initiative +10 **Senses** Perception +7

HP 96; **Bloodied** 48

AC 25; **Fortitude** 22, **Reflex** 21, **Will** 20

Speed 5

⚔ **Battleaxe** (standard; at-will) ⚔ **Weapon**

Melee 1; +16 vs. AC; 1d10 + 5 damage, and the target is marked until the end of its next turn.

🏹 **Longbow** (standard; at-will) ⚔ **Weapon**

Ranged 20/40; +16 vs. AC; 1d10 + 4 damage.

⚔ **Sickening Blow** (standard; usable only while wielding a battleaxe; recharge 1) ⚔ **Necrotic, Weapon**

+14 vs. Fortitude; 2d10 + 6 necrotic damage, and the target takes a –2 penalty to all defenses (save ends).

Commanding Rally (standard; encounter) ⚔ **Weapon, Healing**

All allies within line of sight can make a basic attack as a free action and regain 10 hit points.

Alignment Evil **Languages** Common, Deep Speech

Skills Endurance +12, Intimidate +9

Str 20 (+9) **Dex** 19 (+8) **Wis** 16 (+7)

Con 16 (+7) **Int** 12 (+5) **Cha** 10 (+4)

Equipment scale armor, battleaxe, longbow, quiver with 30 arrows

3–2 Chapel

Encounter Level 7 (1,700 XP)

Make the following replacements for this encounter:

- Replace the gibbering moulder (M) with the monster of the same name (see *Monster Manual*, page 126).
- Replace the average psurlon (P) with a grell philosopher (see *Monster Manual*, page 144).

Tactics

In battle, the two creatures stay away from each other so that they do not catch each other with their burst powers. Both creatures also use the pews for cover with the hope that they can also stop foes from surrounding them.

The gibbering moulder uses its *gibbering* power following it up with *gibbering feast* whenever possible.

The grell uses *lightning lance* as soon as possible and *psychic storm* to slow its enemies' actions.

3–3 Catacombs

Encounter Level 11 (2,950 XP)

Make the following replacements for this encounter:

- See below for the replacement Edgar Tolstoff (E) stat block.
- See below for the replacement Katarin Tolstoff (K) stat block.
- Replace the gloom golem (G) with the blood amniote (see *Open Grave*, page 174).
- See below for the replacement Draen Ralgael stat block.
- Replace the 6 corrupted dire rats with 6 dire rats (see *Monster Manual*, page 219).



- There is no replacement for the fiendish wolverine.

Tactics

As soon as the blood amniote is aware of intruders, it oozes forth to dispatch them, wasting no time to pull enemies in with *body snatch* followed by its *deadly blood drain*.

Edgar and Katarin let the gloom golem take the brunt of melee attacks while hurling their spells from a distance.

If Draen and his rats are present, they dart into and out of battle to try to move behind the party's front rank to strike at weaker attackers. Draen tries to gain combat advantage against his foes so that he deals more damage.

Edgar Tolstoff

Level 11 Skirmisher

Medium natural humanoid, human

XP 600

Initiative +8 **Senses** Perception +5

HP 113; **Bloodied** 56

AC 23; **Fortitude** 25, **Reflex** 25, **Will** 28

Speed 6

☠ **Sickle** (standard; at-will) ♦ **Weapon**

Melee 1; +15 vs. AC; 1d6 + 6 damage.

☠ **Eldritch Blast** (standard; at-will)

Ranged 10; +14 vs. Reflex; 1d10 + 8 damage.

☠ **Dire Radiance** (standard; at-will) ♦ **Fear, Radiant**

Ranged 10; +14 vs. Fortitude; 1d6 + 8 damage. If the target moves nearer to Edgar on its next turn, it takes 1d6 + 8 extra damage.

☠ **Fearful Connection** (standard; recharge ☒ ☒) ♦ **Fear, Psychic**

Ranged 5; +16 vs. Will; 2d8 + 8 psychic damage, and when Edgar takes damage the target takes 10 psychic damage (save ends).

☠ **Corruption Curse** (minor; at-will) ♦ **Necrotic**

Ranged 10; targets closest enemy; automatically hits; until the end of the encounter, if Edgar hits the target with his *eldritch blast*, *dire radiance*, or *fearful connection*, the target takes 1d8 extra necrotic damage.

Far Step (move; encounter) ♦ **Necrotic**

Edgar teleports 6 squares. Any enemy adjacent to him before or after the teleportation move grants combat advantage to him until the end of his next turn.

Alignment Evil **Languages** Common, Deep Speech

Skills Arcana +12, History +12

Str 13 (+6) **Dex** 12 (+6) **Wis** 11 (+5)

Con 17 (+8) **Int** 14 (+7) **Cha** 20 (+10)

Equipment sickle, rod

Katarin Tolstoff

Level 11 Artillery

Medium natural humanoid, human

XP 600

Initiative +8 **Senses** Perception +8

HP 84; **Bloodied** 42

AC 23; **Fortitude** 22, **Reflex** 24, **Will** 22

Speed 6

☠ **Dagger** (standard; at-will) ♦ **Weapon**

Melee 1; +16 vs. AC; 1d4 + 5 damage.

☠ **Corruption Bolt** (standard at-will) ♦ **Necrotic**

Ranged 10; + 18 vs. Fortitude; 1d8 + 7 necrotic damage, and the target is weakened until the end of its next turn.

☠ **Cloud of Daggers** (standard; at-will) ♦ **Force**

1 square within 10; +18 vs. Reflex; 1d6 + 7 force damage; until the end of Katarin's next turn, any creature that enters or starts its turn in the spell's area takes 3 force damage.

☠ **Death Pulse** (standard; recharge ☞ ☞) ➔ **Necrotic**

Burst 3 within 20; +16 vs. Will; each enemy in the burst takes 2d6 + 7 necrotic damage, and ongoing 5 necrotic (save ends).

Sly Shift (move 1/round; at-will)

Katarin shifts 2 squares.

Alignment Evil **Languages** Common, Deep Speech

Skills Arcana +16, Diplomacy +13

Str 11 (+5) **Dex** 17 (+8) **Wis** 16 (+6)

Con 12 (+6) **Int** 21 (+10) **Cha** 14 (+7)

Equipment dagger, wand

Draen Raigael

Level 8 Skirmisher

Medium natural humanoid (shapechanger)

XP 350

Initiative +11 **Senses** Perception +6; low-light vision

HP 91; **Bloodied** 45

Regeneration 5 (if Draen takes damage from a silver weapon, his regeneration doesn't function on its next turn)

AC 24; **Fortitude** 22, **Reflex** 23, **Will** 21

Speed 6; climb 4 (not in human form)

☞ **Short Sword** (standard; at-will) ➔ **Weapon**

Melee 1; +13 vs. AC; 1d6 +5 damage.

☞ **Bite** (standard; at-will) ➔ **Disease**

Melee 1; +13 vs. AC; 1d8 + 2 damage, and the target takes ongoing 5 damage (save ends) and contracts filth fever (MM 180).

Change Shape (minor; at-will) ➔ **Polymorph**

Draen can alter his physical form to appear as a dire rat or a unique human (see Change Shape, *Monster Manual* 280). He loses his bite in human form.

Combat Advantage

Draen deals 2d6 extra damage on melee attacks against any target he has combat advantage against.

Alignment Evil **Languages** Common

Skills Bluff +12, Stealth +15, Streetwise +12, Thievery +15

Str 13 (+5) **Dex** 21 (+9) **Wis** 15 (+6)

Con 19 (+8) **Int** 13 (+5) **Cha** 14 (+6)

Equipment cloak, short sword

Chapter 4: Captain Gnash

Chapter 4 presents individuals that do not appear in any of the associated tactical encounters, plus some encounter updates. You can use the table below to reference the other original source material that accompanies the converted material.

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Captain Gnash

Level 9 Elite Brute

Medium natural humanoid, bugbear

XP 800

Initiative +8 **Senses** Perception +7; low-light vision

HP 236; **Bloodied** 118

AC 23; **Fortitude** 22, **Reflex** 23, **Will** 20

Saving Throws +2

Speed 6**Action Points** 1⌚ **Rapier** (standard; at-will) ♦ **Weapon**

Melee 1; +12 vs. AC; 2d10 + 6 damage.

‡ **Debilitating Strike** (standard; requires combat advantage against the target; usable only while wielding a rapier; at-will) ♦ **Weapon**

Melee 1; +12 vs. Fortitude; 3d10 + 6 damage, and the target is dazed (save ends both).

‡ **Savage Rebuke** (immediate reaction, when hit by a melee attack; at-will)

Melee 1; Gnash makes a melee basic attack against the triggering enemy.

Predatory Eye (minor; encounter)

Gnash deals 1d6 extra damage on the next attack it makes with combat advantage. It must apply this bonus before the end of its next turn.

Alignment Evil **Languages** Common, Goblin

Skills Intimidate +12, Stealth +15

Str 22 (+10) **Dex** 18 (+8) **Wis** 16 (+7)

Con 18 (+8) **Int** 11 (+4) **Cha** 12 (+5)

Equipment hide armor, rapier

Pog**Level 9 Elite Controller (Leader)**

Small natural humanoid, goblin

XP 800

Initiative +9 **Senses** Perception +8; low-light vision

HP 198; **Bloodied** 99

AC 25; **Fortitude** 21, **Reflex** 21, **Will** 24; see also *lead from the rear*

Saving Throws +2

Speed 6; see also *goblin tactics*

Action Points 1⌚ **Hexer Rod** (standard; at-will) ♦ **Weapon**

Melee 1; +13 vs. AC; 1d6 + 5 damage.

☞ **Blinding Hex** (standard; at-will)

Ranged 10; +12 vs. Fortitude; 2d6 + 7 damage, and the target is blinded (save ends).

☞ **Stinging Hex** (standard; recharge ☐ ☐)

Ranged 10; +16 vs. Will; the target takes 4d6 + 8 damage if it moves during its turn (save ends).

☞ **Incite Bravery** (immediate reaction, when an ally uses goblin tactics; at-will)

Ranged 10; the targeted ally can shift 2 more squares and make an attack.

☘ **Vexing Cloud** (standard; sustain minor; encounter) ♦ **Zone**

Area burst 3 within 10; automatic hit; any enemy within the zone take a –2 penalty to attack rolls. The zone grants concealment to Pog and his allies. Pog can sustain the zone as a minor action, moving it 5 squares.

Goblin Tactics (immediate interrupt, when targeted by a melee attack; at-will)

Pog shifts 1 square.

Lead from the Rear (immediate interrupt, when targeted by a ranged attack; at-will)

Pog can change the attack's target to an adjacent ally of 12th level or lower.

Consume Soul (immediate reaction, when an ally within 5 is reduced to 0 hit points) ♦ **Healing**

Pog regains 6 hit points.

Alignment Evil **Languages** Common, Goblin

Skills Stealth +16, Thievery +16

Str 15 (+6) **Dex** 20 (+9) **Wis** 18 (+8)

Con 19 (+8) **Int** 14 (+6) **Cha** 23 (10)

Equipment leather robes, hexer rod

Use the bugbear strangler (*Monster Manual*, page 136) for Cruglutch, the ship's second mate.

4–1 Main Deck

Encounter Level 7 (1,625 XP)

Make the following replacements for this encounter:

- Replace the goblin lookout (C) with a goblin sharpshooter (see *Monster Manual*, page 137).
- Replace 6 pseudonatural goblins (G) with 6 goblin skullcleavers (see *Monster Manual*, page 137).
- Replace the 4 pseudonatural hobgoblins (H) with 4 hobgoblins soldiers (see *Monster Manual*, page 139).

In the original text, the goblins and hobgoblins have the pseudonatural template, which radically alters their appearance. Be sure to use the appropriate descriptive text presented in the readaloud text for this encounter to properly evoke the otherworldly strangeness of the crew.

Tactics

In battle, the goblin lookout stays in the crow's nest and rains down bolts at any intruders. He targets wizards and other ranged attackers whenever possible.

The rest of the crew charges into battle as soon as opponents appear. The goblins are particularly foolhardy, and they try to bull rush intruders off the *Much Kill* if they linger near the rails. The hobgoblins approach more cautiously, fighting in pairs or even larger groups to make best use of cooperative tactics.

**4-2 Lower Deck****Encounter Level 6 (1,450 XP)**

Make the following replacements for this encounter:

- Replace Felcar the Unclean (E) with a foulspawn berserker (see *Monster Manual*, page 112).
- Replace 2 Fecar's Boys (V) with 3 foulspawn manglers (see *Monster Manual*, page 112).

Tactics

Fecar's boys charge fearlessly into combat using *dagger dance* to force a way through the party's front line, and they create opportunities for their master, while staying out his *berserker aura*.

Fecar charges into the fray, disrupting enemies with its aura and wreaking as much havoc as possible.

4-3 The Hold of Madness**Encounter Level 10 (2,800 XP)**

Make the following replacements for this encounter:

- See below for the replacement The Thing in the Hold (K) stat block.
- Replace 7 bloodloaters (B) with 3 bloodrots (see *Open Grave*, page 174).

Tactics

As soon as intruders enter the hold, the hungry bloodrots swarm toward them.

The Thing stays behind the swarm of bloodrots and uses its reach to strike at foes. It also uses its stinger to position itself so that the immobilized opponents cannot attack it. When the Thing is bloodied, it moves forward to attack as many foes as it can.

The Thing in the Hold

Large elemental humanoid (demon)

Level 10 Elite Brute

XP 1,000

Initiative +8 **Senses** Perception +7; darkvision

HP 260; **Bloodied** 130

AC 26; **Fortitude** 27, **Reflex** 24, **Will** 21

Resist 10 poison, 10 variable (1/encounter, see *MM* 282)

Speed 6

m Claws (standard; at-will)

Melee 2; +13 vs. AC; 1d10 + 6 damage.

m Bite (standard; at-will)

Melee 2; +13 vs. AC; 1d8 + 6 damage, and ongoing 5 damage (save ends).

M Frenzy of Claws and Teeth (standard; usable only while bloodied; at-will)

Melee 2; the Thing in the Hold makes two claws and a bite attack.

Stinger (minor; recharge @4 @5 @6)

Melee 2; +11 vs. Fortitude; 2d6 + 4 poison damage, and the target takes ongoing 10 poison damage and is immobilized (save ends both).

Alignment Chaotic evil **Languages** understands Abyssal

Str 23 (+11) **Dex** 16 (+8) **Wis** 14 (+7)

Con 20 (+10) **Int** 5 (+2) **Cha** 8 (+4)

Chapter 5: Calais Archwinter

Chapter 5 presents individuals that do not appear in any of the associated tactical encounters, plus encounters that have been updated. You can use the table below to reference the other original source material that accompanies the converted material.

Section/Statistics	Page
Kjarlo the Unseen	85
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Kjarlo the Unseen

Medium natural humanoid, human

Level 12 Controller

XP 700

Initiative +9 **Senses** Perception +10

HP 121; **Bloodied** 60

AC 26; **Fortitude** 23, **Reflex** 25, **Will** 24

Speed 6

☠ **Dagger** (standard; at-will) ✦ **Weapon**

+17 vs. AC; 1d4 + 1 damage.

☠ **Demonic Death** (standard; at-will) ✦ **Fear, Psychic**

Ranged 5; +16 vs. Will; 2d6 +2 psychic damage, and the target takes a –2 penalty to all defenses (save ends).

☠ **Shadows of Doom** (standard; recharge ☠ ☠) ✦ **Fear, Psychic**

Close burst 5; targets any enemy; +14 vs. Will; 2d8 + 1 psychic damage, the targets are pushed 5 squares and immobilized (save ends).

Alignment Unaligned **Languages** Common

Skills Arcana +17, History +17

Str 12 (+7) **Dex** 16 (+9) **Wis** 19 (+10)

Con 17 (+9) **Int** 22 (+12) **Cha** 14 (+8)

Equipment robes, dagger

5–1 Warehouse

Encounter Level 11 (3,400 XP)

Make the following replacements for this encounter:



- Replace the 4 Chelicerata guards with 4 drow warriors (see *Monster Manual*, page 94).
- Replace Darzemaan with a drow arachnomancer (see *Monster Manual*, page 94).

Tactics

The guards target dangerous-looking intruders with *darkfire* and then pepper them with hand crossbow fire. They continue to use their crossbows as long as possible before entering melee.

Darzemaan stays away from intruders as long as possible, supporting the guards from a distance.

5–2 Altar Ego

Encounter Level 10 (2,800 XP)

Make the following replacements for this encounter:

- Replace the shadesteel golem with a shield guardian (see *Monster Manual*, page 149); this shield guardian has no master and acts independently.
- Replace 4 tomb spider broodswarms with 6 bloodweb spider swarms (see *Monster Manual*, page 246).



Tactics

The shield guardian stomps into combat using its powerful slam attack as often as possible.

5–3 Calais's Chamber

Encounter Level 11 (3,400 XP)

Make the following replacements for this encounter:

- Replace the Oros, Nillaien, and Hloethdrin (D) with 3 drow warriors (see *Monster Manual*, page 94).
- See below for the replacement stat block for Calais Archwinter (C) (see *Monster Manual*, page 94).

Tactics

Calais's guards react immediately to intruders by using *darkfire* to improve their damage with their hand crossbows. They each fire once before closing with intruders.

Calais stays out of melee as long as possible and uses her powers to injure intruders and to heal her guards. She uses *dread command* on the first opponent getting close to her and *Loth's doom* against obvious enemy spellcasters.

Calais Archwinter

Medium fey humanoid, drow

Level 13 Elite Controller (Leader)

XP 1,600

Initiative +8 **Senses** Perception +10; darkvision

HP 250; **Bloodied** 125

AC 26; **Fortitude** 24, **Reflex** 25, **Will** 29

Saving Throws +2

Speed 6

Action Points 1

⚔ **Mace** (standard; at-will) ✦ **Weapon**

Melee 1; +18 vs. AC; 1d8 + 8 damage.

☞ **Loth's Sting** (standard; at-will) ✦ **Poison**

Ranged 5; +15 vs. Fortitude; 1d8 + 9 poison damage, and one ally Calais can see gains a +2 power

bonus to attack rolls against the target until the end of her next turn.

☞ **Dread Command** (minor 1/round; at-will) ♦ **Charm**

Ranged 5; +15 vs. Will; Calais slides the target 5 squares and the target makes a basic attack against a target of Calais's choice.

☞ **Loth's Doom** (standard; encounter; recharges when bloodied) ♦ **Fear**

Ranged 10; +15 vs. Fortitude; 3d8 + 4 damage, and the target takes a -2 penalty to all defenses (save ends).

☞ **Cloud of Darkness** (minor; encounter) ♦ **Zone**

Close burst 1; this power creates a zone of darkness that remains in place until the end of Calais's next turn. The zone blocks line of sight for all creatures except Calais. Any creature (except Calais) within the area is blinded.

☞ **Darkfire** (minor; encounter)

Ranged 10; +13 vs. Reflex; until the end of Calais's next turn, the target grants combat advantage to all attackers, and the target cannot benefit from invisibility or concealment.

Alignment Evil **Languages** Common, Elven

Skills Diplomacy +15, Religion +11

Str 17 (+9) **Dex** 14 (+8) **Wis** 19 (+10)

Con 13 (+7) **Int** 11 (+6) **Cha** 18 (+10)

Equipment chainmail, mace, holy symbol

Chapter 6: Emmara Ishandrenn

Chapter 6 presents individuals that do not appear in any of the associated tactical encounters plus updated encounters. You can use the table below to reference the other original source material that accompanies the converted material.

Section/Statistics	Page
Farror	99
Encounter 6-1	104
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Encounter 6-3	108

Farror

Level 15 Controller

Medium immortal humanoid (devil, shapechanger), succubus

XP 1,200

Initiative +13 **Senses** Perception +12; darkvision

HP 140; **Bloodied** 70

AC 29; **Fortitude** 25 **Reflex** 27, **Will** 29

Resist 20 fire

Speed 6; fly 6

⊕ **Corrupting Touch** (standard; at-will)

Melee 1; +20 vs. AC; 2d8 + 7 damage.

‡ **Charming Kiss** (standard; at-will)

Melee 1; +20 vs. AC; on a hit, Farror makes a secondary attack against the same target. *Secondary Attack*: +18 vs. Will; the target cannot attack Farror, and if the target is adjacent to Farror when Farror is attacked by a melee or ranged attack, the target interposes itself and becomes the target of the attack instead. The effects last until Farror or one of his allies attacks the target or until Farror dies. If the target is still under the effect of this power at the end of the encounter, Farror can sustain the effect indefinitely by kissing the target once per day. Farror can affect only one target at a time with *charming kiss*.

☞ **Dominate** (standard; at-will) ♦ **Charm**

Ranged 5; +18 vs. Will; the target is dominated until the end of Farror's next turn.

Change Shape (minor; at-will) ♦ **Polymorph**

Farror can alter his physical form to take on the appearance of any Medium humanoid, including a unique individual (see *Change Shape*, *MM* 280).

Alignment Evil **Languages** Common, Supernal

Skills Bluff +19, Diplomacy +19, Insight +17

Str 12 (+8) **Dex** 20 (+12) **Wis** 20 (+12)

Con 12 (+8) **Int** 16 (+10) **Cha** 24 (+14)

6–1 Durrin’s Rest

Encounter Level 17 (8,000 XP)

Make the following replacements for this encounter:

- Use the following stat block for the scyllan.

Tactics

As soon as it is aware of intruders, the scyllan bursts forth from the water and attempts to grab as many opponents as possible. In subsequent rounds it crushes grabbed targets. Once a target is bloodied, the scyllan swallows it.

Scyllan

Huge natural beast

Level 17 Solo Soldier

XP 8,000

Initiative +15 **Senses** Perception +12; darkvision

Frightful Wailing aura 5; any creature that enters or starts its turn within the aura takes 10 thunder damage.

HP 825; **Bloodied** 412

AC 35; **Fortitude** 32, **Reflex** 29, **Will** 30

Saving Throws +5

Speed swim 6

Action Points 2

⊕ **Tentacle** (standard; at-will)

Melee 3; +24 vs. AC; 2d8 + 7 damage, plus the target is grabbed. The scyllan has four tentacles and it can use each to grab an enemy.

‡ **Double Tentacle** (standard; at-will)

The scyllan makes two tentacle attacks against two different creatures.

‡ **Crushing Tentacle** (standard; at-will)

Melee 3; if the scyllan begins its turn grabbing at least one creature, it can make the following attack against each grabbed creature: +24 vs. Reflex; 2d8 + 7 damage. *Miss*: Half damage.

Swallow (standard; at-will)

The scyllan attempts to swallow a bloodied Medium or smaller creature it is grabbing. +24 vs. Fortitude; on a hit the target is swallowed and restrained (no saving throw and takes 10 damage plus 10 acid damage on subsequent rounds at the start of the scyllan’s turn. The swallowed creature can make melee basic attacks only, and only with one-handed or natural weapons. If the scyllan dies, any creature trapped in its gullet can escape as a move action, ending that action in a square formerly occupied by the scyllan.

Alignment Unaligned **Languages** --

Str 24 (+15) **Dex** 20 (+13) **Wis** 18 (+12)

Con 21 (+13) **Int** 10 (+8) **Cha** 8 (+7)

6–2 Ceremonial Landing

Encounter Level 16 (7,000 XP)

Make the following replacements for this encounter:

- Replace the 2 minotaur guards with 3 savage minotaurs (see *Monster Manual*, page 191).
- See below for the replacement stat block for Jebrix.

Tactics

The minotaur guards use *thrashing horns* to push intruders down the stairway. They use *goring charge* to knock

targets trying to attack Jebrix prone.

Jebrix stays back from melee using *horns of force* to aid his guards. Once a guard is bloodied he uses *call out the beast*. When one of his guards is killed, he charges into battle using *goring charge*. Subsequently, he lays about him with his great cursed mace.

Jebrix

Large natural humanoid, minotaur

Level 16 Elite Controller (Leader)

XP 2,800

Initiative +9 **Senses** Perception +16

HP 308; **Bloodied** 154

AC 32; **Fortitude** 34, **Reflex** 27, **Will** 31

Saving Throws +2

Speed 6

Action Points 1

⚔ **Great Cursed Mace** (standard; at-will) **◆Necrotic, Weapon**

Melee 2; +21 vs. AC; 1d10 + 7 damage plus 1d6 necrotic damage.

⚔ **Goring Charge** (standard; at-will) **◆Necrotic**

Melee 1; Jebrix makes a charge attack; +21 vs. AC; 2d6 + 8 damage plus 1d6 necrotic damage, and the target is knocked prone.

☞ **Call Out the Beast** (standard; at-will)

Ranged 10; one bloodied ally in range makes a melee attack against one enemy within its reach.

☞ **Horns of Force** (standard; at-will) **◆Force**

Ranged 5; +21 vs. AC; 1d8 + 3 force damage, and the target is pushed 2 squares.

☞ **Blast Back** (immediate reaction, when Jebrix is injured by a ranged attack; at-will) **◆Force**

Ranged 5; +21 vs. AC; 1d8 + 3 force damage, and the target is pushed 2 squares.

Ferocity (when reduced to 0 hit points)

Jebrix makes a melee basic attack.

Alignment Chaotic evil **Languages** Common

Skills Dungeoneering +16, Intimidate +16, Nature +18, Religion +14

Str 24 (+15) **Dex** 12 (+9) **Wis** 17 (+11)

Con 18 (+12) **Int** 13 (+9) **Cha** 16 (+11)

Equipment robes, mace

6–3 Calais's Chamber

Encounter Level 17 (9,600 XP)

Make the following replacements for this encounter:

- Replace the 2 stone golems with monsters of the same name (see *Monster Manual*, page 142).
- See below for the replacement stat block for Emmara Ishandrenn.
- The animated chunks of masonry no longer appear in this encounter.
- The howler no longer appears in this encounter.

Tactics

The golems wade into battle, trying to bottle intruders up outside the chamber. In the first round, one golem uses *golem rampage*, with the other following suit in the subsequent round. When not using *golem rampage*, they use *double attack* wherever possible.

Emmara stays back from melee, using the golems as cover. She starts with *warlock's bargain* and uses *warlock's curse* to deal more damage to her target. She uses *harrowstone* to deal with an intruder reaching her position and saves *thirsting maw* for when she is bloodied. If her golem servants are slain and she is gravely



threatened, she uses *cloak of shadows* to flee.

Emmara Ishandrenn

Level 17 Elite Skirmisher

Medium natural humanoid, human

XP 3,200

Initiative +10 **Senses** Perception +9

HP 324; **Bloodied** 162

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

Saving Throws +2

Speed 6

Action Points 1

⚔ **Falchion** (standard; at-will) ✦ **Weapon**
Melee 1; +19 vs. AC; 2d4 + 3 damage.

⚡ **Eldritch Blast** (standard; at-will)
Ranged 10; +20 vs. AC; 1d10 + 10 damage.

⚡ **Harrowstone** (standard; recharges when first bloodied) ✦ **Thunder**
Ranged 10; +19 vs. Fortitude; 4d8 + 4 thunder damage, and push the target 3 squares and knock it prone.

⚡ **Thirsting Maw** (standard; daily; sustain minor) ✦ **Healing**
Ranged 5; +19 vs. Fortitude; 4d8 + 5 damage, and Emmara regains hit points equal to half the damage dealt. *Sustain Minor*: The target takes 2d8 damage (save ends). Each time the target takes damage, Emmara regains hit points equal to half the damage.

⚡ **Warlock's Bargain** (standard; encounter)
Ranged 5; +19 vs. Fortitude; Emmara takes 15 damage, and the target takes 3d10 + 12 damage.

⚡ **Warlock's Curse** (minor 1/turn; at-will)
Targets closest enemy; no attack roll necessary; Emmara deals 2d6 extra damage to any creature she has cursed.

Cloak of Shadows (move; encounter)

Emmara flies 8 squares. Until the end of her next turn, Emmara is insubstantial and cannot affect, attack, or use powers on creatures or objects.

Alignment Chaotic evil **Languages** Common

Skills Bluff +18, Intimidate +18

Str 13 (+9) **Dex** 11 (+8) **Wis** 12 (+9)

Con 18 (+12) **Int** 14 (+10) **Cha** 20 (+13)

Equipment leather armor, falchion

Chapter 7: Valbryn Morlydd

Chapter 7 has three encounters that have been converted. You can use the table below to reference the other original source material that accompanies the converted material.

Section/Statistics	Page
Encounter 7–1	122
Encounter 7–2	124
Encounter 7–3	126

7–1 The Guards

Encounter Level 19 (12,000 XP)

Make the following replacements for this encounter:

- Replace the 6–8 fire giant guards (G) with 6 fire giants (see *Monster Manual*, page 123).

Tactics



The fire giant guards hurl their javelins at intruders until they close to melee. As soon as they enter melee, the guards use *sweeping sword* and then attempt to bull rush intruders off the bridge.



7-2 Inner Ward

Encounter Level 23 (27,600 XP)

Make the following replacements for this encounter:

- See below for the replacement stat block for Helthra Morlydd (H).
- Replace the 2 urdred (U) with 2 fire giant forge callers (see *Monster Manual*, page 123).
- Replace the 6 fire giant guards (G) with 6 fire giants (see *Monster Manual*, page 123).
- Replace the 8 hell hounds (X) with 6 firebred hell hounds (see *Monster Manual*, page 160).

Tactics

Helthra stays at the rear of battle behind a protective screen of guards and hell hounds. She hurls javelins at any enemy targeting her with spells or ranged attacks and joyfully enters combat when an enemy wins past her minions. If the battle is going badly, she calls for the forge callers to cover her escape.

The hell hounds use their *fiery breath* to fill the area in front of the gate with flame and death. If a hell hound's *fiery breath* recharges, it uses it immediately.

The fire giants let the hell hounds breathe before spreading out across the courtyard to stop opponents slipping past them.

The forge callers stay with Helthra and use their *pillar of flame* and *flame burst* to protect their leader.

Helthra Morlydd

Level 18 Soldier

Large elemental humanoid (giant)

XP 2,000

Initiative +11 **Senses** Perception +9

HP 174; **Bloodied** 87

AC 34; **Fortitude** 34, **Reflex** 30, **Will** 30; see also *body of flame*

Resist 15 fire

Speed 7

⚔ **Searing Greataxe** (standard; at-will) ♦ **Fire, Weapon**

Melee 2; +23 vs. AC; 2d6 + 6 damage plus 2d8 fire damage, and the target is marked until the end of Helthra's next turn.

☞ **Iron Javelin** (standard; at-will) ♦ **Weapon**

Ranged 15/30; +21 vs. AC; 1d10 + 6 damage, and the target is slowed until the end of Helthra's next turn.

⚔ **Sweeping Sword** (standard; usable only while wielding a greataxe; encounter) ♦ **Fire, Weapon**

Close blast 2; +21 vs. AC; 1d12 + 6 damage plus 2d8 fire damage, and the target is marked until the end of Helthra's next turn.

Body of Flame ♦ **Fire**

Any creature that hits Helthra with a melee attack takes 11 fire damage.

Alignment Evil **Languages** Giant

Skills Intimidate +14

Str 23 (+15) **Dex** 11 (+9) **Wis** 10 (+9)

Con 22 (+15) **Int** 10 (+9) **Cha** 11 (+9)

Equipment plate armor, greataxe, 4 javelins

7-3 Gatehouse

Encounter Level 24 (30,400 XP)

Make the following replacements for this encounter:

- See below for the replacement stat block for Valbryn Morlydd (V).
- See below for the replacement stat block for Thaden Felstorm (T).
- See below for the replacement stat block for Helthra Morlydd (H).
- Replace the 4 urdred (U) with 4 fire giant forge callers (see *Monster Manual*, page 123).
- See below for the replacement stat block for the fire giant guards (G).
- Replace the 8 noble salamander reinforcements with 8 salamander nobles (see *Monster Manual*, page 227).

Tactics

Valbryn stays behind a protective screen of guards using *fire pillar* and *flame burst* to soften up enemy spellcasters. Whenever possible, she keeps two guards next to her to benefit from mob defense.

Thaden hurls himself into combat by attacking the enemy nearest to Valbryn with *bleeding strike*. As soon as more than one enemy is nearby, he uses *storm of blows*. Helthra also wades into battle and positions herself so that as many enemies as possible suffer from her body of flame.

Valbryn Morlydd

Level 20 Soldier

Large elemental humanoid (giant)

XP 2,800

Initiative +14 **Senses** Perception +18

HP 190; **Bloodied** 95

AC 34; **Fortitude** 34, **Reflex** 30, **Will** 32

Speed 8

⚔ **Smoldering Mace** (standard; at-will) ✦ **Fire, Weapon**

Melee 2; +36 vs. AC; 1d10 + 6 damage plus 1d10 fire damage, and the target is marked by Valbryn until the end of her next turn whether or not the attack hits.

🔥 **Fire Pillar** (standard; at-will) ✦ **Fire**

Ranged 20; +23 vs. Reflex 3d8 + 3 fire damage.

🔥 **Flame Burst** (standard; recharge 1) ✦ **Fire**

Area burst 2 within 10; +21 vs. Reflex; 2d8 + 3 fire damage, and ongoing 10 fire damage (save ends).

Mob Defense

Valbryn gains a +1 bonus to all defenses for each ally adjacent to her (maximum +4).

Alignment Evil **Languages** Giant

Skills Intimidate +14

Str 23 (+16) **Dex** 15 (+12) **Wis** 16 (+13)

Con 22 (+16) **Int** 10 (+0) **Cha** 11 (+10)

Equipment hide armor, mace

Thaden Felstorm

Level 18 Brute

Medium natural humanoid, human

XP 2,000

Initiative +14 **Senses** Perception +10

HP 210; **Bloodied** 105

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

Speed 6

⚔ **Greatsword** (standard; at-will) ✦ **Weapon**

Melee 1; +21 vs. AC; 1d10 + 8 damage.

🏹 **Longbow** (standard; at-will) ✦ **Weapon**

Ranged 10/20; +21 vs. AC; 1d10 + 8 damage.

⚔ **Bleeding Strike** (standard; usable only while wielding a greatsword; at-will) ✦ **Weapon**

Melee 1; + 21 vs. AC; 2d10 + 8 damage, and ongoing 10 damage (save ends).

👊 **Storm of Blows** (standard; usable only while wielding a greatsword; encounter) ✦ **Weapon**

Burst 1; + 21 vs. Reflex; 1d10 + 8 damage, and the target is pushed 2 squares.

Alignment Unaligned **Languages** Common, Giant

Skills Endurance +19, Intimidate +16

Str 22 (+15) **Dex** 20 (+14) **Wis** 12 (+10)**Con** 20 (+14) **Int** 14 (+11) **Cha** 14 (+11)**Equipment** leather armor, greatsword, longbow, quiver with 20 arrows**Helthra Morlydd****Level 18 Soldier**

Large elemental humanoid (giant)

XP 2,000

Initiative +11 **Senses** Perception +9**HP** 174; **Bloodied** 87**AC** 34; **Fortitude** 34, **Reflex** 30, **Will** 30; see also *body of flame***Resist** 15 fire**Speed** 7⚔ **Searing Greataxe** (standard; at-will) ✦ **Fire, Weapon**

Melee 2; +23 vs. AC; 2d6 + 6 damage plus 2d8 fire damage, and the target is marked until the end of Helthra's next turn.

☞ **Iron Javelin** (standard; at-will) ✦ **Weapon**

Ranged 15/30; +21 vs. AC; 1d10 + 6 damage, and the target is slowed until the end of Helthra's next turn.

☞ **Sweeping Sword** (standard; usable only while wielding a greataxe; encounter) ✦ **Fire, Weapon**

Close blast 2; +21 vs. AC; 1d12 + 6 damage plus 2d8 fire damage, and the target is marked until the end of Helthra's next turn.

Body of Flame ✦ **Fire**

Any creature that hits Helthra with a melee attack takes 11 fire damage.

Alignment Evil **Languages** Giant**Skills** Intimidate +14**Str** 23 (+15) **Dex** 11 (+9) **Wis** 10 (+9)**Con** 22 (+15) **Int** 10 (+9) **Cha** 11 (+9)**Equipment** plate armor, greataxe, 4 javelins**Fire Giant Guard****Level 18 Soldier Minion**

Large elemental humanoid (giant)

XP 500

Initiative +11 **Senses** Perception +14**HP** 1; a missed attack never damages a minion**AC** 34; **Fortitude** 34, **Reflex** 28, **Will** 28**Resist** 15 fire**Speed** 7⚔ **Searing Greatsword** (standard; at-will) ✦ **Fire, Weapon**

Melee 2; +23 vs. AC; 7 damage plus 5 fire damage.

Alignment Evil **Languages** Giant**Str** 23 (+15) **Dex** 11 (+9) **Wis** 10 (+9)**Con** 22 (+15) **Int** 10 (+9) **Cha** 11 (+9)**Equipment** plate armor, greatsword**Chapter 8: Kastya Zurith-Movya**

Chapter 8 has a few encounters within it. You can use the table below to reference the other original source material that accompanies the converted material.

Section/Statistics	Page
Encounter 8–1	138
Encounter 8–2	140
Encounter 8–3	142

8–1 Voidstone Pillar

Encounter Level 24 (33,204 XP)

Make the following replacements for this encounter:

- See below for the replacement stat block for the hullathoin (H).
- See below for the replacement stat block for the 4 bloodfiend locust swarms.
- See below for the replacement stat block for the 8 xeg-yi.

Tactics

The hullathoin lumbers into battle using *lumbering charge*. It then uses *crushing grab* against a warrior type. Unless distracted, it repeatedly bites the grabbed opponent until it is slain.

The bloodfiend locust swarms stay out of the hullathoin's way by using *flyby attack* to move about the battlefield while concentrating on spellcasters. The xeg-yi zip about the battlefield attacking those wielding melee weapons.

**Hullathoin****Level 22 Elite Brute**

Huge immortal beast (undead)

XP 8,300

Initiative +13 **Senses** Perception +12; darkvision

HP 508; **Bloodied** 254

AC 34; **Fortitude** 35, **Reflex** 29, **Will** 29

Speed 6

m Bite (standard; at-will)

Melee 3; +25 vs. AC; 4d6 + 8 damage.

M Lumbering Charge (standard; recharge @5 @6)

Use as part of a charge; +25 vs. AC; 4d6 + 8 damage, and knocks the target prone.

M Crushing Grab (standard; at-will)

Melee 3; +23 vs. Reflex; 4d8 + 8 damage, plus the target is grabbed.

C Ring of Pus (standard; encounter) ♦ Necrotic

Close burst 3; + 23 vs. Fortitude; 2d8 + 8 necrotic damage, and the target is weakened (save ends).

Alignment Chaotic evil **Languages** Common

Str 27 (+19) **Dex** 14 (+13) **Wis** 12 (+12)

Con 24 (+18) **Int** 10 (+11) **Cha** 14 (+13)

Bloodfiend Locust Swarm**Level 22 Skirmisher**

Medium immortal beast

XP 4,150

Initiative +21 **Senses** Perception +11

Swarm Attack aura 1; the bloodfiend locust swarm makes a basic attack as a free action against each enemy that begins its turn within the aura.

HP 204; **Bloodied** 152

AC 36; **Fortitude** 34, **Reflex** 35, **Will** 30

Resist half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks.

Speed 4; fly 6

⬇ Bite (standard; at-will)

Melee 1; +27 vs. AC; 4d6 + 7 damage.

⬇ Swarm of Teeth (standard; encounter)

Melee 1; +27 vs. AC; 4d6 + 7 damage, and ongoing 10 damage (save ends).

⬇ Flyby Attack (standard; recharge ☞ ☞ ☞)

The bloodfiend locust swarm flies 6 squares and makes one melee basic attack at any point during its movement. This movement does not provoke opportunity attacks.

Alignment Chaotic evil **Languages** --

Str 24 (+18) **Dex** 27 (+19) **Wis** 10 (+11)

Con 20 (+16) **Int** 8 (+10) **Cha** 9 (+10)

Xeg-Yi Deathspitter

Medium immortal beast

Level 22 Artillery Minion

XP 1,038

Initiative +21 **Senses** Perception +15; darkvision**HP** 1; a missed attack never damages a minion**AC** 36; **Fortitude** 34, **Reflex** 35, **Will** 34**Speed** fly 10Ⓢ **Necrotic Feedback** (standard; at-will) ⚔ **Necrotic**

Melee 1; +24 vs. Reflex; 6 necrotic damage.

☞ **Ebon Ray** (standard; at-will) ⚔ **Necrotic**

Ranged 20; +27 vs. AC; 10 necrotic damage.

Alignment Unaligned **Languages** Common**Str** 2 (+7) **Dex** 27 (+19) **Wis** 18 (+15)**Con** 24 (+18) **Int** 18 (+15) **Cha** 24 (+18)**8–2 Lich Lair****Encounter Level 24 (32,000 XP)**

Make the following replacements for this encounter:

- See below for the replacement stat block for Kastya Zurith-Movya.
- See below for the replacement stat block for Illiss Githom-Vass.

Tactics

Kastya uses *psychic barrage* as soon as combat begins, trying to catch as many foes as possible within it. He then switches to *mindslice* until opponents close to melee range. He follows that up with *crush the mind*. If in serious danger, he uses *telekinetic leap* to escape.

Illiss wades fearlessly into battle using *telekinetic grasp* to stop her chosen victim escaping. As soon as she is surrounded by more than one opponent she uses *whirling strike*.

Both githyanki use *mindmaster* as often as possible to recover their encounter powers.

Kastya Zurith-Movya

Medium natural humanoid (undead), githyanki lich

Level 26 Elite Artillery

XP 18,000

Initiative +20 **Senses** Perception +26; darkvision**HP** 368; **Bloodied** 184**Regeneration** 10 (if Kastya takes radiant damage, his regeneration power does not function on his next turn)**AC** 40; **Fortitude** 38, **Reflex** 40, **Will** 42**Immune** disease, poison; **Resist** 15 necrotic**Saving Throws** +2**Speed** 6; see also *telekinetic leap***Action Points** 1Ⓢ **Silver Longsword** (standard; at-will) ⚔ **Psychic, Weapon**

+33 vs. AC; 1d8 + 5 damage plus 2d8 psychic damage.

Ⓢ **Mindslice** (standard; at-will) ⚔ **Psychic**

Ranged 20; +31 vs. Will; 3d8 + 10 psychic damage.

☞ **Black Ray** (minor 1/turn; at-will) ⚔ **Necrotic**

Ranged 20; +31 vs. Fortitude; 2d8 + 10 necrotic damage.

☞ **Telekinetic Leap** (move; encounter)

Ranged 10; Kastya or an ally within range can fly 5 squares.

⚡ **Crush the Mind** (standard; encounter) ⚔ **Psychic**

Close burst 5; +31 vs. Will; 4d8 + 10 psychic damage, and the target is pushed 3 squares.

⚡ **Psychic Barrage** (standard; recharge 1) ⚔ **Psychic**

Area burst 1 within 20; +31 vs. Will; 3d6 + 10 psychic damage, and ongoing 5 psychic damage (save ends), and the target can't use daily or encounter powers (save ends).

Indestructible

When Kastya is reduced to 0 hit points, his body and possessions crumble into dust, but he is not destroyed. He reappears (along with his possessions) in 1d10 days within 1 square of his phylactery, unless the phylactery is also found and destroyed.

Mindmaster (minor; encounter)

Kastya regains the use of an expended encounter power or recharges *psychic barrage*.

Alignment Evil **Languages** Common, Deep Speech

Skills Arcana +28, History +30

Str 20 (+18) **Dex** 24 (+20) **Wis** 26 (+21)

Con 22 (+19) **Int** 31 (+23) **Cha** 17 (+16)

Equipment robes, overcoat, silver longsword

Illiss Githom-Vaas

Level 25 Elite Controller

Medium natural humanoid (undead), githyanki lich

XP 14,000

Initiative +21 **Senses** Perception +19; darkvision

HP 450; **Bloodied** 225

Regeneration 10 (if Illiss takes radiant damage, her regeneration power does not function on her next turn)

AC 43; **Fortitude** 42, **Reflex** 34, **Will** 38

Immune disease, poison; **Resist** 16 necrotic

Saving Throws +2

Speed 5; see also *telekinetic leap*

Action Points 1

☠ **Silver Greatsword** (standard; at-will) **☠Psychic, Weapon**

Melee 1; +32 vs. AC; 1d10 + 8 damage plus 2d8 psychic damage, plus 3d8 extra psychic damage if the target is immobilized.

☞ **Telekinetic Grasp** (standard; sustain minor; encounter)

Ranged 5; Medium or smaller target; +30 vs. Fortitude; the target is immobilized (save ends).

☞ **Telekinetic Leap** (move; encounter)

Ranged 10; Illiss or an ally within range can fly 5 squares.

☞ **Whirling Strike** (standard; usable only while wielding a greataxe; encounter) **☠Weapon, Psychic**

Close burst 1; +30 vs. AC; 1d10 + 8 damage plus 2d8 psychic damage, plus 3d8 extra psychic damage if the target is immobilized and the target is pushed 2 squares.

Indestructible

When Illiss is reduced to 0 hit points, her body and possessions crumble into dust, but she is not destroyed. She reappears (along with her possessions) in 1d10 days within 1 square of her phylactery, unless the phylactery is also found and destroyed.

Mindmaster (minor; encounter)

Illiss regains the use of an expended encounter power.

Alignment Evil **Languages** Common, Deep Speech

Skills History +15, Insight +18

Str 28 (+21) **Dex** 20 (+17) **Wis** 15 (+14)

Con 17 (+15) **Int** 15 (+14) **Cha** 16 (+15)

Equipment plate armor, silver greatsword

8–3 Lair of the Wyrms

Encounter Level 22 (24,900 XP)

Make the following replacements for this encounter:

- Replace Albrathax (A) with the elder red dragon (see *Monster Manual*, page 83).
- Replace the trilloch (T) with a burning vortex (see *Draconomicon*, page 229).

Tactics

Albrathax attacks as soon as intruders appear. In the first round he uses his *breath weapon* and then immediately spends an action point to use *immolate foe* on a spellcaster or archer. When he is among foes, he uses frightful presence and then spends another action point to perform a double attack on an unstunned foe.

The burning vortex attacks in support of the dragon, granting it more firepower and the tactical flank.

Chapter 9: Borak, Thunder Tyrant

Chapter 9 references creatures that do not appear in any of the associated tactical encounters, plus it updates the encounters. You can use the table below to reference the other original source material that accompanies the converted material.

Section/Statistics	Page
Rajief	148
Encounter 9–1	152
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Encounter 9–3	156

Make the following replacement:

- Replace Rajief with an efreet karadjin (see *Monster Manual*, page 100), but add Common to its list of languages.

9–1 AI-Iborak Camp

Encounter Level 27 (58,500 XP)

Make the following replacements for this encounter:

- Replace 2 AI-Iborak warriors with 2 AI-Ibroak leaders (see below).
- See below for the replacement stat block for the remaining 10 AI-Iborak warriors.

Tactics

When battle commences, the guards rush into combat and the leaders position themselves at either end of the battle line.

While the guards attack, the leaders flank opponents to deal extra damage with *battle lord tactics* and use *dragon breath* against groups of enemies. The AI-Iborak leaders prefer to strike prone foes, even spending an action point to do so, so that they deal extra damage with *no remorse*. The leaders position themselves to use *furious blade* when they take significant damage.

AI-Iborak Leaders

Medium natural humanoid, dragonborn

Initiative +20 **Senses** Perception +16

HP 478; **Bloodied** 239; see also *dragonblood fury* and *furious blade*

AC 44; **Fortitude** 44, **Reflex** 40, **Will** 41

Resist 30 acid, 30 cold, 30 fire, 30 lightning, 30 poison

Saving Throws +2

Speed 5; fly 8 (clumsy)

Action Points 1

⚔ **Bastard Sword** (standard; at-will) ♦ **Weapon**

+31 vs. AC (+32 while bloodied); 2d10 + 9 damage, and the leader makes a secondary attack against the same target. *Secondary Attack*: + 29 vs. Fortitude (+30 while bloodied); the target is stunned until the end of the guard's next turn and knocked prone.

⚡ **Dragon Breath** (minor; encounter) ♦ **Lightning**

Close blast 3; +27 vs. Reflex (+28 vs. while bloodied); 2d6 + 6 lightning damage.

Level 26 Elite Soldier (Leader)

XP 18,000

☞ **Furious Blade** (free; when first bloodied; usable only while wielding a bastard sword; encounter)

✦ **Weapon**

Close burst 1; targets any enemy; + 32 vs. AC (includes bonus for *dragonborn fury*); 2d10 + 9 damage.

Battle Lord Tactics

The Al-Iborak leader and its allies deal 3d6 extra damage against any enemy that the Al-Iborak leader flanks.

Battle Talent

The Al-Iborak leader scores a critical hit on attack rolls of natural 19 and 20.

Dragonborn Fury (only while bloodied)

A dragonborn gains a +1 racial bonus to attack rolls.

Inspiring Assault ✦ **Healing**

Whenever it scores a critical hit, an Al-Iborak leader and all allies within 5 squares of it regains 13 hit points.

No Remorse

A dragonborn deals 2d10 extra damage on melee attacks against a prone target.

Shake It Off (free; recharge ☐☐☐☐☐)

A dragonborn automatically succeeds on a saving throw against one effect that a save can end.

Alignment Evil **Languages** Common, Draconic

Skills Athletics +23, History +22, Intimidate +26

Str 29 (+22) **Dex** 20 (+18) **Wis** 17 (+16)

Con 23 (+19) **Int** 15 (+15) **Cha** 22 (+19)

Equipment plate armor, heavy shield, bastard sword

Al-Iborak Warriors

Level 26 Soldier Minion

Medium natural humanoid, dragonborn

XP 2,250

Initiative +20 **Senses** Perception +16

HP 1; a missed attack never damages a minion

AC 42; **Fortitude** 42, **Reflex** 40, **Will** 41

Resist 30 acid, 30 cold, 30 fire, 30 lightning, 30 poison

Speed 5; fly 8 (clumsy)

☑ **Bastard Sword** (standard; at-will) ✦ **Weapon**

Melee 1; +31 vs. AC; 10 damage, and the target is marked until the end of the Al-Iborak warrior's next turn.

Al-Iborak's Tactics

The Al-Iborak guard does 2 extra damage while attacking a marked creature.

Alignment Evil **Languages** Common, Draconic

Skills Athletics +23, History +22, Intimidate +26

Str 29 (+22) **Dex** 20 (+18) **Wis** 17 (+16)

Con 23 (+19) **Int** 15 (+15) **Cha** 22 (+19)

Equipment plate armor, heavy shield, bastard sword

9–2 Harem Room

Encounter Level 26 (54,000 XP)

Make the following replacements for this encounter:

- Replace 6 Al-Iborak guards with 6 dragonborn champions (see *Monster Manual*, page 87).

Tactics

The guards fearlessly charge into combat. As they close, they unleash their *dragon breath* before positioning themselves to use *furious blade* while bloodied. They attack prone targets in preference to other foes, plus they use their *no remorse* ability to deal even more damage.

9–3 Throne Room

Encounter Level 28 (65,000 XP)

Make the following replacements for this encounter:

- Replace Boraksaghegirak with an ancient blue dragon (see *Monster Manual*, page 79).

Tactics

Boraksaghegirak revels in battle. She uses her *breath weapon* as quickly as possible and spends an action point to follow this up with *draconic fury* (if in melee) or *lightning burst* if she is still some distance from her foes. In the subsequent rounds she uses her *frightful presence* and then spends her last action point to use *draconic fury* against a stunned opponent. If one of her foes is isolated from the rest, she uses *wingclap* to reach the foe. Whenever her breath weapon recharges, she uses it right away.



About the Author

Creighton Broadhurst lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children (“Genghis” and “Khan”) and his very patient wife. He is famed locally for his enduring love affair with booze and pizza. A huge GREYHAWK fan he has just miraculously survived the terrors of the Temple of Elemental Evil and is now bravely investigating a certain ruined house outside Saltmarsh. His freelance credits include work with Wizards of the Coast, Paizo, and Expeditious Retreat Press. You can check out his blog at <http://raging-swan.livejournal.com>.

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