When the PCs approach the middle of the chamber, read:

A roughly dragon-shaped mass of purple energy advances toward you.

Perception Check
DC 19: Lurking in the shadows are a pair of shaggy, bull-headed humanoids the size of ogres.
DC 26: Near the center of the cavern, a hole in the ceiling might connect to an upper chamber.
DC 36: A tiny movement from one large stalagmite warns that it might be a living creature.
Orukurtz (O)  
Elder purple dragon  
Huge natural magical beast (dragon)  
XP 12,000

Initiative +15  
Senses Perception +14; darkvision  
HP 895; Bloodied 447; see also bloodied breath  
AC 37, Fortitude 33, Reflex 35, Will 37  
Resist 25 psychic  
Saving Throws +5  
Speed 9, fly 9 (hover), overland flight 18; phasing  
Action Points 2

Bite (standard; at-will)  
✦ Psychic  
Reach 3; +24 vs. AC; 2d6 + 4 damage, and the target takes ongoing 15 psychic damage (save ends).

Claw (standard; at-will)  
Reach 3; +24 vs. AC; 2d8 + 4 damage.

Double Attack (standard; at-will)  
The dragon makes two claw attacks.

Phasing Strike (immediate reaction, when an enemy ends its turn within 3 squares of the dragon; at-will)  
✦ Psychic  
The dragon attacks the triggering creature; reach 3; +23 vs. Will; 2d6 + 4 psychic damage, and the target is pushed 5 squares. The target gains the phasing quality during this forced movement.

Nightmare Gaze (minor; at-will)  
✦ Charm, Gaze, Psychic  
Ranged 10; targets a stunned or dazed creature; +23 vs. Will; the target is dominated (save ends). A creature dominated by this effect must attack an ally on its turn or take 20 psychic damage at the end of its turn (even if it saves against this effect).

Breath Weapon (standard; recharge 5d6)  
✦ Psychic  
Close blast 10; +23 vs. Fortitude; 2d10 + 8 psychic damage, and the target takes ongoing 10 psychic damage and is dazed (save ends both). Miss: Half damage, and the target is not dazed and does not take ongoing damage. Each time the target fails the saving throw against this effect, the purple dragon can slide it 5 squares.

Bloodied Breath (free, when first bloodied; encounter)  
✦ Psychic  
The dragon’s breath weapon recharges, and the dragon uses it immediately.

Frightful Presence (standard; encounter)  
✦ Fear  
Close burst 10; +23 vs. Fortitude; 2d10 + 8 psychic damage, and the target takes ongoing 10 psychic damage and is dazed (save ends both). Miss: Half damage, and the target is not dazed and does not take ongoing damage. Each time the target fails the saving throw against this effect, the purple dragon can slide it 5 squares.

Harmed by Sunlight  
An elder purple dragon that begins its turn in direct sunlight can take only a single standard action on its turn. If it ends the turn in direct sunlight, it also takes 223 damage.

Alignment Evil  
Languages Common, Draconic  
Skills Bluff +22, Diplomacy +22, Intimidate +22, Dungeoneering +19, Insight +19  
Str 19 (+13)  
Dex 22 (+15)  
Wis 21 (+14)  
Con 19 (+13)  
Int 21 (+14)  
Cha 27 (+17)

Tactics
The PCs are in for quite a fight.

Round 1: The primal storm snipes PCs at range from behind cover. The roper uses its tentacles to move PCs into the primal storm’s range, into melee with the minotaurs, or into clumps where the dragon can breathe on them. Each minotaur charges the nearest enemy.

Round 2: Orukurtz flies into the cavern from whichever entrance is most tactically advantageous. If several PCs are grouped near his allies, he uses his frightful presence, hoping to leave them vulnerable. He might spend an action point to use his breath weapon as well.

Round 3+: Orukurtz focuses on breath attacks, using his abilities as appropriate. The dragon flees if bloodied.

Features of the Area
Illumination: None.
Ledges: Multiple ledges (areas marked 4) lead up to various corridors or down into the crevice (area 8). A hole in the ceiling leads up to area 10.
Odorous Mushrooms: Any living creature that begins its turn in this square inhales the fumes of mushrooms crushed beneath its feet. As a result, the creature becomes distracted, granting combat advantage to all enemies, until the end of its next turn. The inhabitants of the lair have developed a tolerance to the fumes and are unaffected.
Small Stalagmites: Squares that contain small stalagmites are difficult terrain. In addition, anyone knocked prone in such a square takes 1d6 damage.
The primal storm targets up to three creatures; the first target Reach 2; +25 vs. AC; 2d8 + 8 psychic damage.

Con Str Alignment

Close burst 2; +21 vs. Reflex; 2d6 + 8 psychic damage, and the target is dazed until the end of its next turn.

HP

Orukurtz, elder purple dragon, sporadically (O)

Encounter Level 17 (9,752 XP), subtract:

Orukurtz, elder purple dragon, does not appear

Encounter Level 22 (21,752 XP), add:

Orukurtz, elder purple dragon, stays and fights until defeat (O)

Provide the read-aloud text, then place the primal storm, two firebred hell hounds, and four grimlock followers as shown on the map. (If the PCs enter through area 7, place the primal storm at the blue "P"; otherwise, place it at the red "P.") Do not place Orukurtz until he enters the chamber on round 3 of combat; he flies into the cavern from whichever entrance is tactically advantageous.

When the PCs enter the chamber, read:

A roughly dragon-shaped mass of purple energy advances toward you. Across the cavern are a quartet of gray-skinned humanoids and two great hounds.

Primal Storm, purple dragon (P)

Large natural animate (construct) XP 2,400

Initiative +17 Senses Perception +13; tremorsense 5

HP 140; Bloodied 70

AC 31; Fortitude 29, Reflex 31, Will 29

Immune poison; Resist 30 psychic

Speed 10, fly 4

✦ Slam (standard; at-will) ✦ Psychic

Reach 2; +25 vs. AC; 2d8 + 8 psychic damage.

✦ Psychic Bolt (standard; at-will) ✦ Psychic

The primal storm targets up to three creatures; the first target must be within 20 squares of the primal storm, the second target within 10 squares of the first, and the third target within 10 squares of the second; +21 vs. Reflex; 2d6 + 8 psychic damage, and the target is dazed until the end of its next turn. Miss: Half damage, and the target is not dazed.

✦ Psychic Step (standard; recharge [1]) ✦ Psychic, Teleportation

Close burst 2; +21 vs. Reflex; 2d8 + 8 psychic damage, and the target is dazed until the end of its next turn. Miss: Half damage, and the target is not dazed. Effect: The primal storm teleports 8 squares after making this attack.

Alignment Unaligned Languages –

Str 17 (+12) Dex 26 (+17) Wis 19 (+13)

Con 20 (+14) Int 7 (+7) Cha 7 (+7)

Orukurtz (O) Level 19 Solo Controller

Elder purple dragon

Huge natural magical beast (dragon) XP 12,000

Initiative +15 Senses Perception +14; darkvision

HP 895; Bloodied 447; see also bloodied breath

AC 37, Fortitude 33, Reflex 35, Will 37

Resist 25 psychic

Saving Throws +5

Speed 9, fly 9 (hover), overland flight 18; phasing

Action Points 2

✦ Bite (standard; at-will) ✦ Psychic

Reach 3; +24 vs. AC; 2d6 + 4 damage, and the target takes ongoing 15 psychic damage (save ends).

✦ Claw (standard; at-will)

Reach 3; +24 vs. AC; 2d8 + 4 damage.

✦ Double Attack (standard; at-will)

The dragon makes two claw attacks.

✦ Phasing Strike (immediate reaction, when an enemy ends its turn within 3 squares of the dragon; at-will) ✦ Psychic

The dragon attacks the triggering creature; reach 3; +23 vs. Will; 2d6 + 4 psychic damage, and the target is pushed 5 squares. The target gains the phasing quality during this forced movement.

✦ Nightmare Gaze (minor; at-will) ✦ Charm, Gaze, Psychic

Ranged 10; targets a stunned or dazed creature; +23 vs. Will; the target is dominated (save ends). A creature dominated by this effect must attack an ally on its turn or take 20 psychic damage at the end of its turn (even if it saves against this effect).

✦ Breath Weapon (standard; recharge ₋ ₋ 1) ✦ Psychic

Close blast 10; +23 vs. Fortitude; 2d10 + 8 psychic damage, and the target takes ongoing 10 psychic damage and is dazed (save ends both). Miss: Half damage, and the target is not dazed and does not take ongoing damage. Each time the target fails the saving throw against this effect, the purple dragon can slide it 5 squares.

✦ Bloodied Breath (free, when first bloodied; encounter) ✦ Psychic

The dragon’s breath weapon recharges, and the dragon uses it immediately.

✦ Frightful Presence (standard; encounter) ✦ Fear

Close burst 10; targets enemies; +23 vs. Will; the target is stunned until the end of the dragon’s next turn. Aftereffect: The target takes a –2 penalty to attack rolls (save ends).

Harmed by Sunlight

An elder purple dragon that begins its turn in direct sunlight can take only a single standard action on its turn. If it ends the turn in direct sunlight, it also takes 223 damage.

Alignment Evil Languages Common, Draconic

Skills Bluff +22, Diplomacy +22, Intimidate +22, Dungeoneering +19, Insight +19

Str 19 (+13) Dex 22 (+15) Wis 21 (+14)

Con 19 (+13) Int 21 (+14) Cha 27 (+17)
**2 Firebred Hell Hounds (H) Level 17 Brute**

Medium elemental beast (fire) XP 1,600 each

- Initiative +10
- Senses Perception +17; darkvision
- Fire Shield (Fire) aura 1; any creature that enters or begins its turn in the aura takes 1d10 fire damage.
- HP 205; Bloodied 102
- AC 30; Fortitude 30, Reflex 28, Will 29
- Resist fire 40
- Speed 8
  - Bite (standard; at-will) ✦ Fire
    +20 vs. AC; 1d10 + 6 plus 1d10 fire damage.
  - Fiery Breath (standard; recharge ⚁ ⚄ ⚅) ✦ Fire
    Close blast 3; +18 vs. Reflex; 4d6 + 7 fire damage.
  - Fiery Burst (standard; recharge ⚁) ✦ Fire
    Close burst 3; +18 vs. Reflex; 4d10 + 7 fire damage.
- Alignment Unaligned
- Languages —
- Str 22 (+14)
- Dex 14 (+10)
- Wis 19 (+12)
- Con 25 (+15)
- Int 2 (+4)
- Cha 12 (+9)

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**4 Grimlock Followers (G) Level 22 Minion**

Medium natural humanoid (blind) XP 1,038 each

- Initiative +9
- Senses Perception +10; blindsight 10
- Immune gaze
- AC 35; Fortitude 32, Reflex 30, Will 30
- Speed 6
  - Greataxe (standard; at-will) ✦ Weapon
    +25 vs. AC; 9 damage (12 damage against a bloodied target).
- Alignment Evil
- Languages Common, Deep Speech
- Str 17 (+11)
- Dex 14 (+9)
- Wis 15 (+10)
- Con 14 (+10)
- Int 7 (+6)
- Cha 9 (+7)
- Equipment greataxe

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**Tactics**

The fight proceeds as follows.

**Round 1:** The grimlocks delay until the hounds and the primal storm have attacked. The hounds move in to bathe as many PCs as possible in their fiery breath. Depending on where the primal storm started, it either remains on the ledge in area 7 or hovers above the stalagmites on the opposite side of the cavern.

**Round 2:** The hell hounds close to melee, flanking enemies who are already engaged with the grimlocks. They shift back and breathe in any round in which their fiery breath recharges, regardless of the placement of grimlock allies.

**Round 3:** Orukurtz flies into the cavern from whichever entrance is tactically advantageous. If several PCs are grouped near his allies, he uses his frightful presence, hoping to leave them vulnerable. He might spend an action point to use his breath weapon as well.

**Round 4:** Orukurtz flees the chamber once more. If he can exit in a single move, he attacks before doing so; otherwise, he double moves.

**Round 5+:** Orukurtz reappears on a roll of 5 or 6 on a d6, attacks once or twice, and departs. For the most part, he focuses on breath attacks.

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**Features of the Area**

**Illumination:** None.

**Ledge:** The ledge in area 7 is 40 feet high. It requires a DC 27 Athletics check to climb.

**Odorous Mushrooms:** Any living creature that begins its turn in this square inhales the fumes of mushrooms crushed beneath its feet. As a result, the creature becomes distracted, granting combat advantage to all enemies, until the end of its next turn. The inhabitants of the lair have developed a tolerance to the fumes and are unaffected.

**Sloped Floor:** A square of sloped floor is difficult terrain if it is entered by someone ascending the slope. A sloped square is normal terrain if it is entered by someone descending the slope.

**Small Stalagmites:** Squares that contain small stalagmites are difficult terrain. In addition, anyone knocked prone in such a square takes 1d6 damage.

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**Conclusion**

The primal storm and the grimlocks fight to the death, the hell hounds flee if reduced to 5 hit points, and Orukurtz attempts to flee the lair if reduced to one-quarter of his hit points. If the battle ends while Orukurtz is absent, he does not reappear in the chamber.