

Morphed Infernal Basilisks		Level 21 Solo Controller (Leader)
Huge aberrant magical beast		XP 16,000
HP 800; Bloodied 400		Initiative +15
AC 35; Fortitude 34; Reflex 32; Will 33		Perception +16
Speed 6		
Saving Throws +5; Action Points 2		
Traits		
Dual Mind		
Morphed Infernal Basilisks takes a turn on its initiative check result and on its initiative check result -10. It has a full set of actions on each of its turns, and its ability to take an immediate action refreshes on each turn.		
Standard Actions		
⌚ Bite • At-Will		
<i>Attack:</i> Reach 2 (targets one or two adjacent creatures); +26 vs. AC		
<i>Hit:</i> 3d10 + 8 fire damage (6d10 + 8 when bloodied), and the target is dazed (save ends). Morphed Infernal Basilisks grabs one target		
⌚ Tentacle • At-Will		
<i>Attack:</i> Reach 4; +26 vs. AC		
<i>Hit:</i> 2d8 + 8 damage, and Morphed Infernal Basilisks grabs the target		
⬇ Two-Maws Rampage • At-Will		
<i>Effect:</i> Morphed Infernal Basilisks makes two tentacle attacks and one bite attack		
⬇ Swallow (acid) • At-Will		
<i>Attack:</i> Reach 4 (targets a bloodied creature Morphed Infernal Basilisks is grabbing); +24 vs. Fortitude		
<i>Hit:</i> The target is swallowed and is no longer grabbed. While swallowed, the target is restrained and takes 10 damage plus 10 acid damage (both 15 when bloodied) at the start of Morphed Infernal Basilisks's turn. The swallowed creature has line of sight and line of effect only to Morphed Infernal Basilisks, and no creature has line of sight or line of effect to it. The swallowed creature can make only melee and close attacks. If swallowed creatures deal 50 or more damage to Morphed Infernal Basilisks between the end of one of its turns and the start of its next turn, it regurgitates swallowed creatures into an adjacent square, and those creatures are no longer swallowed. When Morphed Infernal Basilisks drops to 0 hit points, the target is no longer swallowed and can escape as a move action, appearing in Morphed Infernal Basilisks's former space		
Minor Actions		
↩ Petrifying Gaze (gaze) • At-Will		
<i>Attack:</i> Close blast 5; +24 vs. Fortitude		
<i>Hit:</i> The target is slowed (save ends).		
<i>First Failed Saving Throw:</i> The target is immobilized (save ends).		
<i>Second Failed Saving Throw:</i> The target is petrified (no save)		
Triggered Actions		
↩ Tail Smash • At-Will		
<i>Trigger:</i> when a creature hits Morphed Infernal Basilisks		
<i>Attack (immediate reaction):</i> Reach 3 (targets the triggering creature); +24 vs. Reflex		
<i>Hit:</i> 2d8 + 7 damage, and the target slides 3 squares and is knocked prone		
Str 18 (+14)	Dex 20 (+15)	Wis 23 (+16)
Con 24 (+17)	Int 16 (+13)	Cha 19 (+14)
Languages —		