

Young Red Dragon (Stage 1)**Level 9 Boss Soldier**

Large natural magical beast (dragon)

XP -

HP 130**Initiative** +8**AC** 25; **Fortitude** 22; **Reflex** 21; **Will** 21**Perception** +6**Speed** 6, fly 8 (hover), overland flight 10

Darkvision

Vulnerability 5 cold**Saving Throws** +5; **Action Points** 1**Traits****Draconic Alacrity**

A dragon makes two initiative checks and it takes a full turn on each initiative result. A dragon may take one immediate action between the end of each of its turns and the start of its next.

Draconic Resilience

A dragon may save any effect or condition causing it to be dazed, dominated, or stunned at the end of each of its turns, even if the effect does not normally allow a save. A successful save ends the effect or condition.

Standard Actions⊕ **Bite (fire) • At-Will**

Attack: Melee 2 (one creature); +16 vs. AC

Hit: 1d8 + 5 damage and the target takes ongoing 5 fire damage (save ends).

⊕ **Claw • At-Will**

Attack: Melee 2 (one creature); +16 vs. AC

Hit: 1d10 + 8 damage.

↓ **Double Attack • At-Will**

Effect: The young red dragon makes two claw attacks.

Minor Actions↓ **Tail Slap • At-Will**

Attack: Melee 2 (one creature); +14 vs. Reflex

Hit: The young red dragon slides the target 2 squares to a square adjacent to the dragon.

Triggered Actions↓ **Wing Snap • At-Will**

Trigger: An enemy attacks the young red dragon while flanking it.

Attack (Immediate Reaction): Melee 1 (the triggering enemy); +14 vs. Fortitude

Hit: 1d8 + 5 damage and the target is pushed 1 square.

← **Breath Weapon (fire) • At-Will**

Trigger: The young red dragon is reduced to 0 or fewer HP

Special: The dragon may use this power even if a condition exists that would normally prevent it from doing so.

Attack (No Action): Close blast 5 (each creature in blast); +12 vs. Reflex

Hit: 4d6 + 5 fire damage. The young red dragon may make this attack even if a condition exists that would normally prevent him from doing so. .

Effect: The dragon flies 8 squares. This movement does not provoke opportunity attacks.

Effect: After this action is fully resolved, the young red dragon is removed from the battlefield and replaced with a furious young red dragon. The furious young red dragon rolls initiative and fights normally as a new creature entering the combat.

Skills Bluff +9, Insight +11, Intimidate +9**Str** 20 (+9)**Dex** 14 (+6)**Wis** 14 (+6)**Con** 17 (+7)**Int** 11 (+4)**Cha** 11 (+4)**Alignment** evil **Languages** Common, Draconic

Furious Young Red Dragon (Stage 2)**Level 9 Solo Soldier**

Large natural magical beast (dragon)

XP -

HP 130

Initiative +8

AC 25; Fortitude 22; Reflex 21; Will 21

Perception +6

Speed 6, fly 2 (hover), overland flight 4

Darkvision

Saving Throws +5; Action Points 1

Traits**Roiling Flames • Aura 1**

All creatures except the dragon treat all squares within the aura as difficult terrain. Any creature that begins its turn within the aura takes 5 fire damage

Strafe

The dragon gains a +2 bonus to attack rolls until the start of its next turn if it begins its turn with no enemies adjacent to it

Draconic Alacrity

A dragon makes two initiative checks and it takes a full turn on each initiative result. A dragon may take one immediate action between the end of each of its turns and the start of its next.

Draconic Resilience

A dragon may save any effect or condition causing it to be dazed, dominated, or stunned at the end of each of its turns, even if the effect does not normally allow a save. A successful save ends the effect or condition.

Standard Actions**⬇ Bite (fire) • At-Will**

Attack: Melee 2 (one creature); +16 vs. AC

Hit: 1d8 + 5 damage and the target takes ongoing 5 fire damage (save ends).

⬇ Claw • At-Will

Attack: Melee 2 (one creature); +16 vs. AC

Hit: 1d10 + 8 damage.

⬇ Double Attack • At-Will

Effect: The young red dragon makes two claw attacks.

⬇ Flyby Attack • At-Will

Effect: The young red dragon flies 8 squares and makes a one melee basic attack at any point during that movement. The dragon doesn't provoke opportunity attacks when moving away from the target. .

↘ Stream of Flame (fire) • At-Will

Attack: Ranged 10 (one creature); +14 vs. Reflex+16 vs. AC

Hit: 2d6 + 6 fire damage and make a secondary attack against each creature adjacent to the primary target.

Secondary Attack: +16 vs. AC

Hit: 1d6 + 3 fire damage.

Minor Actions**⬇ Tail Slap • At-Will**

Attack: Melee 2 (one creature); +14 vs. Reflex

Hit: The young red dragon slides the target 2 squares to a square adjacent to the dragon.

Triggered Actions**⬇ Spitfire Reaction • At-Will**

Trigger: An enemy hits the young red dragon with a ranged attack.

Attack (Immediate Interrupt): Ranged 10 (the triggering enemy); +14 vs. Reflex

Hit: 1d8 + 5 fire damage.

↩ Fiery Dive (fire) • Encounter

Trigger: The young red dragon is reduced to 0 or fewer HP.

Special: The dragon may use this power even if a condition exists that would normally prevent it from doing so.

Effect: The dragon flies up to 8 squares before making this attack. This movement does not provoke opportunity attacks. The dragon must end this movement on the ground.

Attack: Close burst 2 (Each creature in burst); +14 vs. Reflex

Hit: 4d6 + 5 fire and thunder damage and the target is knocked prone.

Effect: After this action is fully resolved, the furious young red dragon is removed from the battlefield and replaced with a bloodied young red dragon. The bloodied young red dragon rolls initiative and fights normally as a new creature entering the combat.

Skills Bluff +9, Insight +11, Intimidate +9

Str 20 (+9)

Dex 14 (+6)

Wis 14 (+6)

Con 17 (+7)

Int 11 (+4)

Cha 11 (+4)

Alignment evil Languages Common, Draconic

Bloody Young Red Dragon (Stage 3)**Level 9 Solo Soldier**

Large natural magical beast (dragon)

XP 2,000

HP 130

Initiative +8

AC 25; Fortitude 22; Reflex 21; Will 21

Perception +6

Speed 6, fly 8 (hover), overland flight 10

Darkvision

Resist 5 cold, 10 fire

Saving Throws +5; Action Points 1

Traits**Roiling Flames • Aura 1**

All creatures except the dragon treat all squares within the aura as difficult terrain. Any creature that begins its turn within the aura takes 5 fire damage. Creatures within the aura that have any fire resistance do not take damage from the aura, but otherwise lose all fire resistance while they remain in the aura.

Draconic Alacrity

A dragon makes two initiative checks and it takes a full turn on each initiative result. A dragon may take one immediate action between the end of each of its turns and the start of its next.

Draconic Resilience

A dragon may save any effect or condition causing it to be dazed, dominated, or stunned at the end of each of its turns, even if the effect does not normally allow a save. A successful save ends the effect or condition.

Bloodied

The bloodied young red dragon is considered bloodied, regardless of its hit point total

Standard Actions**⬇ Bite (fire) • At-Will**

Attack: Melee 2 (one creature); +16 vs. AC

Hit: 1d8 + 5 damage and the target takes ongoing 5 fire damage and suffers a -2 penalty to attacks (save ends both).

⬇ Claw (fire) • At-Will

Attack: Melee 2 (one creature); +16 vs. AC

Hit: 1d10 + 8 fire damage.

⬇ Draconic Fury • At-Will

Effect: The young red dragon makes a claw attack against each creature within reach.

⬅ Breath Weapon (fire) • Encounter

Attack: Close blast 5 (each creature in blast); +12 vs. Reflex

Hit: 4d6 + 5 fire damage and the target suffers a -2 penalty to AC (save ends).

Minor Actions**⬇ Tail Slap (fire) • At-Will**

Attack: Melee 2 (one creature); +14 vs. Reflex

Hit: 1d6 + 6 fire damage and the young red dragon slides the target 2 squares to a square adjacent to the dragon.

Triggered Actions**⬇ Wing Snap • At-Will**

Trigger: An enemy attacks the dragon while flanking it.

Attack (Immediate Reaction): Melee 1 (the triggering enemy and an enemy flanking with the triggering enemy); +14 vs. Fortitude

Hit: 1d8 + 5 damage and the target is pushed 1 square.

Skills Bluff +9, Insight +11, Intimidate +9

Str 20 (+9)

Dex 14 (+6)

Wis 14 (+6)

Con 17 (+7)

Int 11 (+4)

Cha 11 (+4)

Alignment evil Languages Common, Draconic

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