

Annihilation**Level 24 Solo Brute**

Gargantuan natural magical beast

XP 30,250

(dragon, trillith)

HP 1145; **Bloodied** 572**Initiative** +15**AC** 38; **Fortitude** 43; **Reflex** 37; **Will** 38**Perception** +21**Speed** 9, fly 9 (hover), overland flight 12

Darkvision

Saving Throws +5; **Action Points** 2**Traits**☼ **Aura of Destruction** (cold) • **Aura** 5

A creature that enters or begins its turn in the aura takes 30 damage.

The ground is treated as difficult terrain, and creatures flying in the

aura (other than the dragon) move at half speed. Creatures in the

aura cannot spend healing surges. Creatures outside the aura have

partial concealment applied ranged attacks into the aura (-2 to hit).

Elder of Annihilation

Annihilation's attacks ignore all resistances.

Standard Actions↓ **Bite** • **At-Will***Attack:* Reach 4; +29 vs. AC*Hit:* 5d12 + 7 damage (plus an extra 3d12 damage on a critical hit)⊕ **Claw** • **At-Will***Attack:* Reach 4; +29 vs. AC*Hit:* 2d12 + 7 damage↓ **Dragon's Fury** • **At-Will***Effect:* The dragon makes three claw attacks {four if bloodied}. If the

dragon hits a single target with both claws, it makes a bite attack

against the same target;

↶ **Thunderous Roar** (thunder, rattling) • **Recharge** ☒ ☒*Attack:* Close blast 5; +27 vs. Fortitude*Hit:* 3d10 + 9 damage, the target is slowed and weakened (save ends

both) and Rattled (save ends, -2 to hit)

⊕ **Tail Lash** • **At-Will***Attack:* Reach 4; +30 vs. AC*Hit:* 3d10 damage, and the target is slid 4 squares↓ **Trampelling Charge** • **Recharge** ☒*Attack:* Melee (Over-run creatures); +25 vs. Reflex Annihilation moves

his speed and can enter enemy spaces.

Hit: 2d10 + 10 damage to any over-run creature. At the end of his

move he makes a basic attack.

Move Actions↶ **Frightful Presence** (fear, rattling) • **Recharge** ☒*Attack:* Close burst 10 (targets enemies); +27 vs. Will*Hit:* The target is stunned (save ends)*Aftereffect:* The target gains +4 versus Frightful Presence attacks until

the end of the encounter {stacks with itself} and is Rattled {save

ends, -2 to hit Annihilation}.

Minor Actions**Shake it off***Effect:* Annihilation can make a save against any effect a save can end,

or a save with a -5 penalty against an effect a save cannot end.

Triggered Actions↶ **Bloodied Breath** • **Encounter***Trigger:* when first bloodied*Attack (Free):* +25 vs. Reflex*Hit:* The dragon's breath weapon recharges, and the dragon uses it

immediately

Skills Athletics +24**Str** 25 (+19)**Dex** 17 (+15)**Wis** 18 (+16)**Con** 29 (+21)**Int** 15 (+14)**Cha** 15 (+14)**Alignment** evil**Languages** Common, Draconic