

Adult Blue Dragon (Classic)

Level 13 Solo Lurker

Large elemental magical beast (dragon, earth)

XP 4,000

Initiative +14 **Senses** Perception +13; darkvision
HP 655; **Bloodied** 327
AC 32; **Fortitude** 31; **Reflex** 28; **Will** 27
Resist 20 lightning
Saving Throws +5
Speed 8 , Fly 10 (hover), Overland Flight 15
Action Points 2

⚡ **Gore** (standard; at-will) • **Lightning**

Reach 2; +16 vs AC; 1d8 + 6 damage, plus 1d6 lightning damage, and the target is pushed 1 square and knocked prone

⚡ **Claw** (standard; at-will)

Reach 2; +14 vs AC; 1d6 + 6 damage

⚡ **Breath Weapon** (standard; recharge ⏏ ⏏) • **Lightning**

The dragon targets up to three creatures with its lightning breath; the first target must be within 10 squares of the dragon, the second target within 10 squares of the first, and the third target within 10 squares of the second; +16 vs Reflex; 2d12 + 10 lightning damage. Miss: Half damage. This attack does not provoke opportunity attacks

⚡ **Bloodied Breath** (free, when first bloodied; encounter) • **Lightning**

The dragon’s breath weapon recharges, and the dragon uses it immediately. This attack does not provoke opportunity attacks.

👹 **Frightful Presence** (standard; encounter) • **Fear**

Close burst 5; targets enemies; +16 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)

⚡ **Sudden Strife** (free; encounter) • **Charm, Divine**

Range 5. Target two creatures within 3 squares of each other. These targets take a -4 penalty to attack rolls as long as they remain within 3 squares of each other, until the end of the dragon's next turn

⚡ **Storm Sacrifice** (minor; encounter) • **Divine**

Range 10. The dragon loses its lightning resistance, and one target creature also loses theirs. If the target has no lightning resistance, it gains Vulnerable 5 Lightning. The effects last until the end of the dragon's next turn.

⚡ **"Over Here!"** (standard; at-will) • **Charm, Illusion**

The dragon can only use this power while invisible. It targets a creature within 10 squares, and an unoccupied square within 5 squares. The creature believes the dragon is in the square. On the target creature's next turn, if they make an attack, they must include that square in their attack.

Combat Advantage (standard; at-will)

The blue dragon deals 2d6 extra damage against a target that is granting it combat advantage

Master of Tyranny (minor; encounter) • **Divine**

The dragon gains a +2 bonus to attack rolls against bloodied creatures until the end of its next turn.

Mirage (standard; at-will) • **Illusion**

The blue dragon gains Invisibility until the end of its next turn. Sustain: Move

RITUAL: Create Water (short rest; at-will) • **Conjuration**

Creates one day's worth of water.

RITUAL: Destroy Water (short rest; at-will)

Destroys one day's worth of water.

RITUAL: Minor Image (short rest; at-will) • **Illusion**

Ceates the visual illusion of an object, creature, or force, as visualized by the dragon. The illusion does not create, smell, texture, or temperature. The illusion creates simple sounds, but not intelligible speech. The illusion affects an area up to 10 squares in size. The dragon can change the illusion within that area simply by concentrating, and it otherwise lasts for one day. Any interaction with the illusion allows a DC 22 Perception check to notice that it is false.

RITUAL: Hallucinatory Sound (short rest; at-will) • **Illusion**

Creates an illusionary sound originating from some point within 10 squares. The sound can be any volume between the slightest whisper and a dragon's roar, and can produce any sound, from speech to the squeak of rats to a clap of thunder. Anybody hearing the illusion can make a DC 22 Perception check to notice that it is false.

RITUAL: Ventriloquism (minor; at-will) • **Illusion**

The blue dragon can make any sound that it can make appear to be coming from any square within 5 of the dragon's actual location. A DC 22 Perception check notices this is false.

TRAIT: Sound Imitation (free; at-will)

The blue dragon can mimic any sound it has heard. A DC 24 Perception check notices that this sound is an imitation.

Alignment Evil **Languages** Common, Draconic

Skills Insight +13, Arcana +12, Bluff +14, Stealth +15