

Dracotaur Fire Beast **Level 8 Elite Brute**Large elemental beast (reptile, fire, dragon) XP 700**HP** 222; **Bloodied** 111 **Initiative** +9
AC 23; **Fortitude** 22; **Reflex** 20; **Will** 19 **Perception** +10
Speed 8, desert walk 8 Darkvision, Low-light vision
Resist 10 fire; **Vulnerable** 5 cold**Saving Throws** +2; **Action Points** 1**Traits****Savage Blood**

While bloodied, the dracotaur can score a critical hit on a roll of 17-20.

Steady-Footed

A dracotaur can make a saving throw to avoid falling prone.

⚙️ **Elemental Aura** • **Aura** 1

While bloodied, any enemy that starts its turn within the aura, or enters the aura takes 5 fire damage.

Standard Actions⬇️ **Battleaxe** (weapon) • **At-Will***Attack:* Melee 1 (one creature); +12 vs. AC*Hit:* 1d10 + 10 damage.⬇️ **Double Attack** (poison) • **At-Will***Effect:* The dracotaur makes two battleaxe attacks.⬅️ **Tail Slap** • **Recharge** [1] [2] [3] [4]*Attack:* Close blast 2 (enemies in the blast); +11 vs. Fortitude*Hit:* 2d6 + 13 damage, and the dracotaur pushes the target 2 squares and knocks it prone.**Minor Actions**⬅️ **Fiery Breath** (fire) • **Recharge** [1] [2]*Attack:* Close blast 5 (Creatures in the blast); +10 vs. Reflex*Hit:* 2d6 + 8 fire damage, and ongoing 5 fire damage.*Miss:* Half damage, and no ongoing damage.**Triggered Actions**⬇️ **Tail Strike** • **At-Will***Trigger:* An enemy leaves a square within 2 squares of the dracotaur.*Attack (Immediate Reaction):* Melee 2 (the triggering enemy); +11 vs. Reflex*Hit:* 1d6 + 5 damage, and the target falls prone.**Skills** Athletics +13, Endurance +14**Str** 18 (+8) **Dex** 14 (+6) **Wis** 12 (+5)**Con** 21 (+9) **Int** 9 (+3) **Cha** 8 (+3)**Alignment** chaotic evil **Languages** Draconic, Common**Equipment** battleaxe x2