

**Sindra, Dragonspawn of****Level 8 Elite Brute****Malys****(Leader)**

Medium natural magical beast  
(fire)

XP 700

**HP** 216; **Bloodied** 108

**Initiative** +6

**AC** 21; **Fortitude** 24; **Reflex** 17; **Will** 16

**Perception** +7

**Speed** 6 Fly 4

Darkvision

**Immune** sleep; **Resist** 12 fire; **Vulnerable** 5 cold

**Saving Throws** +2; **Action Points** 1

**Standard Actions**

⬇ **Bite** • **At-Will**

*Attack:* Melee 1 (one creature); +14 vs. AC, or +16 vs. AC while Sindra is bloodied

*Hit:* 2d6 + 7 damage, or 2d6 + 9 while the Sindra is bloodied.

↩ **Fiery Breath** (fire) • **Recharge** ☹ ☹ ☹

*Attack:* Close blast 3; +10 vs. Reflex

*Hit:* 2d6 + 8 fire damage.

⬇ **Hellfire Lash** (weapon) • **At-Will**

*Attack:* Reach 2; +13 vs. AC

*Hit:* 2d4 + 9 damage, and ongoing 5 fire damage (save ends)

⬇ **Whip of Howling Souls** (weapon) • **At-Will**

*Attack:* Reach 3; +11 vs. Reflex

*Hit:* 2d4 + 6 damage, ongoing 5 fire damage, pull 2 and the target is grabbed and knocked prone.

**Triggered Actions**

↩ **Fiery Throes** (fire)

*Trigger:* when the dragonspawn drops to 0 hit points

*Attack ():* Close burst 2; +13 vs. Fortitude

*Hit:* 2d8 + 6 fire damage, the target is knocked prone, and takes ongoing 5 fire damage. (save ends) *Miss:* half damage and no ongoing damage.

↩ **Bloodied Breath** • **Encounter**

*Trigger:* Sindra is first bloodied.

*Effect (Free Action):* Breath weapon recharges, and Sindra uses it.

⬇ **Tail Strike** • **At-Will**

*Trigger:* An enemy leaves a square adjacent to Sindra.

*Attack (Immediate Interrupt):* Melee 1 (the triggering enemy); +11 vs. Reflex

*Hit:* 1d6 + 4 damage, and the target falls prone.

**Skills** Athletics +13, Endurance +13, Intimidate +11

**Str** 18 (+8)                      **Dex** 15 (+6)                      **Wis** 12 (+5)

**Con** 18 (+8)                      **Int** 11 (+4)                      **Cha** 10 (+4)

**Alignment** chaotic evil                      **Languages** Common, Draconic

**Equipment** breastplate, dagger, hellfire lash