

<b>Young Sand Drake</b>		<b>Level 6 Solo Controller</b>
Large natural magical beast (dragon)		XP 1,250
<b>HP</b> 272; <b>Bloodied</b> 136	<b>Initiative</b> +5	
<b>AC</b> 24; <b>Fortitude</b> 21; <b>Reflex</b> 22; <b>Will</b> 25	<b>Perception</b> +5	
<b>Speed</b> 7, fly 7 (hover), overland flight 14, burrow 7	Darkvision	
<b>Resist</b> 10 psychic		
<b>Saving Throws</b> +5; <b>Action Points</b> 2		
<b>Traits</b>		
<b>Harmed by Darkness</b>		
A sand drake that begins its turn in darkness can take only a single standard action on its turn. If it ends the turn in darkness (other than burrowing into sand), it also takes 85 damage.		
<b>Standard Actions</b>		
⊕ <b>Bite</b> (psychic) • <b>At-Will</b>		
<i>Attack:</i> Reach 2; +11 vs. AC		
<i>Hit:</i> 1d10 + 5 damage, and the target takes ongoing 5 psychic damage (save ends).		
⊕ <b>Claw</b> • <b>At-Will</b>		
<i>Attack:</i> Reach 2; +11 vs. AC		
<i>Hit:</i> 1d10 + 5 damage.		
↓ <b>Double Attack</b> • <b>At-Will</b>		
<i>Effect:</i> The drake makes two claw attacks and shifts 2.		
↩ <b>Breath Weapon</b> (psychic) • <b>Recharge</b> ☄ ☹		
<i>Attack:</i> Close blast 5; +10 vs. Fortitude		
<i>Hit:</i> 2d6 + 5 psychic damage, and the target takes ongoing 5 psychic damage and is dazed (save ends both). Each time the target fails the saving throw against this effect, the drake can slide it 3 squares.		
<i>Miss:</i> Half damage, and the target is not dazed and does not take ongoing damage.		
↩ <b>Frightful Presence</b> (fear) • <b>Encounter</b>		
<i>Attack:</i> Close burst 5 (targets enemies); +10 vs. Will		
<i>Hit:</i> The target is stunned until the end of the drake's next turn.		
<i>Aftereffect:</i> The target takes a -2 penalty to attack rolls (save ends).		
<b>Move Actions</b>		
<b>Vanish into the Sands</b> • <b>Recharge</b> ☹		
<i>Effect:</i> The drake burrows into the ground and is removed from play. At the beginning of its next turn the drake appears on the surface within 14 squares of his original location.		
<b>Minor Actions</b>		
↘ <b>Dominating Gaze</b> (charm, gaze) • <b>At-Will</b>		
<i>Attack:</i> Ranged 10 (targets a stunned or dazed creature); +10 vs. Will		
<i>Hit:</i> The target is dominated until the end of the drake's next turn. The drake can use dominating gaze on only one creature at a time. When dominated, a creature takes a single standard action as directed by their controller on the controller's turn. They in addition can take a single action of their choice on their own turn. This keeps players from "sitting idle" when dominated.		
<b>Free Actions</b>		
↩ <b>Bloodied Breath</b> (psychic) • <b>Encounter</b> free, when bloodied		
<i>Effect:</i> The drake's breath weapon recharges, and the dragon uses it immediately.		
<b>Skills</b> Bluff +13, Diplomacy +13, Intimidate +13, Dungeoneering +10, Insight +10		
<b>Str</b> 12 (+4)	<b>Dex</b> 15 (+5)	<b>Wis</b> 14 (+5)
<b>Con</b> 12 (+4)	<b>Int</b> 13 (+4)	<b>Cha</b> 20 (+8)
<b>Alignment</b> evil <b>Languages</b> Common, Draconic		