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This is a species page. Maybe you're looking for character. Clubbed repThree pairs eyesMassive sizeHead frillBumps and nipples all over the body Emits a naging signal to control other dragonsMagma-proof skinVacuum mouth Wedgwood blue with red spikes and peach belly Gigantic: 400 meters (121.92 meters) long (AoHTYD)99 feet (400 meters (121.92 meters) long (AoHTYD)99 feet (30.18 meters) tall[1] 22,000 pounds (10 tons) (WoD) 550 feet (167.67 meters) (AoHTYD) Animals provided by his subordinatesOther dragons Red Death in how to train a dragon Image Gallery for red death can be viewed here. The Red Death is a giant Stoker-class dragon that first appeared in How to Induce a Dragon. Official description Secretly responsible for centuries of human and dragon conflict, the Red Death used its commanding presence to order other dragons to raid nearby villages and bring it a steady supply of food. From his lair deep in the volcano's corona, this Titanic wing reigned supreme, until Bezubi led Stoick, Gobber and the other Berk Vikings to the burning shores of the Dragon Island.So he convenged to power at this time that he had to smash up his mountain home to appear and fight these human intruders. Fortunately, the timely arrival of Berk's dragon rider and the fateful reunion of Hiccup and Bezubog led to the discovery of the only vulnerable place of the Red Death: its interior. Similar to Bewilderbeast's ability to bend other dragons at will, the Red Death emitted a grinding signal that invited other dragons into its lava- sprinkled nest. This call was created by a combination of sub-vocal ululation and the terrifying gaze of his many, many eyes! Dragonpedia All dragons have a blind spot. Except for this one. That's one of the reasons we gave her six eyes instead of two. The second reason is that we wanted it to be generally disturbing. This is our Godzilla. — Chris Sanders[2] Development Nico Marlet's concept art Initially red death was depicted as a Leviathan beast from the sea, as seen by the conceptual art of character designer Nico Marlet. His concept, as mentioned in The Art of Dragon Training, consisted of jellyfish-like bioluminescence, coral-shaped manes with stylized tendrils floating like sea plants, and detailed barnacle-inspired scale designs. However, production designer Kathy Altieri found it too elegant, which perceptively made it hard to kill. The final design, however, went with a combination of original book features and retained the aforementioned coral-like spikes. A slightly more robust and terrifying concept of red death at sea would be Zhaoping Wei's Red Head of Death. Zhaoping Wei concept art Directors kept telling us to make it more disgusting, giving notes like, add blisters, wounds, cataract in the eyes, broken teeth, dilapidated spikes and a more decomposed look at his skin. – Sabrina Riegel, Head of Surfament In an attempt to make this dragon scarier and more frightening, many other pieces have been demolished. For example, Ricardo Delgado's conceptual art contained significantly more spikes, protrusions, teeth and additional limbs. Others contained a more mysterious, colossal dragon with glowing parts. Ricardo Delgado concept art Because of its size it was difficult for him to work according to the scale of the cameras. Visual effects supervisor Craig Ring, thankfully, said progress at CG Animation made it possible to scale Red Death as needed in appropriate scenes. Animating the fire of the Red Death proved to be a challenge, as its flame had to give the impression of something 'ancient and dusty'. The effects team 'created strands of fire that are animated on a group of curves to create a huge, dimmed, fiery element that appears to be illuminated from the core, fading towards the outside of the smoke; says the effect manager, Matt Baer. The team also created a number of fluid simulations to use inside the footage, in addition to its 2,000 feet of flame. The last fight with Red Death was modified in the final scenes. After hiccups and inunity send a fire bolt into his stomach and it starts to explode, they fly down his spine and far to safety. In this scene, the size of a dragon is tripled to make the scene more dramatic. [3] The physical appearance of hatching an adult Red Death is a giant species of dragon, thuded in size only by titanium Bewilderbeasts. Based on the only individual seen, the head of the Red Death is heavily armed with a nasal horn, a coral-shaped steering wheel and jaws that are lined with huge needle-like teeth. Red deaths possess three sets of eyes that give him little or a little blind spot. Their color is mostly grayish blue with an orange underside, and their huge bodies sport coral spines as well as red spikes that give this type of dragon its name. The tail of the Red Death is tilted with an ankylosaur-like pin that can be used as a devastating weapon. Despite their gargantuan size, the Wings of the Red Death are more than large and strong enough to give the dragon a full flight. Firepower Abilities Based on the only individual seen, the Red Death methane-based jets of flame are huge and powerful enough to bring down an entire fleet of Viking ships in just one breath. Flaming torrents can generate huge amounts of black smoke, which also makes them resemble volcanic pyroclast flows. They move fire into giant, long-lasting, explosive streams. Durability The body of the Red Death is heavily encased in dense scales, horns and coral frills, allowing titanic beasts to permeate, break through, as well as demolish huge rocks of volcanoes and smaller mountains. Their thick hide and size itself allow them to overcome a barrage of fires, several explosions of plasma of night rage, and various physical blows from the other riders almost unharmed. However, plasma explosions of night rage can drill holes through the wings of the Red Death membrane fairly easily. Strength and struggle Based on the only individual seen, the Red Death contains tremendous strength, capable of effortlessly lifting Viking ships into the mouth and then crushing them with one powerful bite, and making its way through the volcano and numerous dragon island sea stacks without showing strain. This Red Death has harnessed its many advantages in fighting a few brave souls who dared to oppose it, using its tail beaten and huge size and weighth to score and push, and a powerful jaw and limb to break through enemies. He also used his sharp senses and escape to locate and track opponents and destroy whatever was left with his powerful, explosive breath from the fire. Endurance and endurance Not only with brutal, destructive power, but it turned out that the dragon queen has incredible endurance in flight despite its enormous size, since it can keep up with Bezubim for a long time. This giant dragon can take many attacks from other dragons, boulders from catapults, Stoick's strength from throwing a wooden spear, punches in the eye with Snotlout, attacks of the mute plasma and be able to withstand the damage from falling into sea stacks, seemingly suffering little or no damage. Agility and speed red deaths are immense and as a result they are slower compared to other dragons. However, he can swing his tail or swing his head to smash other dragons or objects. Despite this, the Red Death showed no lack of speed during the flight, as it was fast enough to catch up with Bezubim in the air, however, it is quite possible that Bezubi only slowed down to keep the Red Death close, or that the tail fin mechanism Bezubog did not allow Night Fury to fly at maximum speed at that time. Senses Despite having six well-developed eyes, Red Deaths primarily uses its enlarged nostrils (which are a little reminiscent of those deadly Nadders) and hearing to find and catch their prey. They also don't have a blind spot. An individual on Dragon Island was able to smell and quickly detect intruders in his volcanic dwelling. Commanding similar bewilderbeasts, Red Deaths are an alpha species and are capable of conducting smaller dragons to listen, even against their will. Their control measure is somewhat similar to the methods used by Bewilderbeasts, Valka and Drago Bludvist - sounds. Like bees, the queen roars subtitle winding signals that reach miles away to call the subject. It is unknown how powerful this ability is compared to Bewilderbeast, and so far the red death has only been seen forcing other dragons to go to their nest. Red death at the end of how to train It seemed dragon couldn't stop the Dragon Riders from attacking him, or call in other dragons for help. Unlike bewilderbeasts and kinder individuals, this Red Death also harnessed the fear of enslaving other dragons; one look from his six eyes was enough to completely diminish the self-service of smaller dragons. The dragon, while in magma, seemed to command his subjects to drop the collected food in the exact place: Mouth. Otherwise, the food would be cremated before passing through the queen's eyelids. Vacuum as titanium-sized dragons, the Red Deaths possess the ability to bulk up and suck victims inside the mouth. The vacuum is strong enough to pull in even fast and maneuverable dragons such as the Deadly Nadder in just a few seconds. Magma-resistant red deaths also have magma-resistant skin, as one is seen living in a volcano's corona chamber or magma and suffering no ill effects after continuous and prolonged periods in direct contact with boiling magma. Tail Bludgeon Red Deaths possess a long tail that ends in a round formation studded with sharp spikes, allowing them to use it as a boozing or bludgeon to swing against targets such as rocks or opponents, causing devastating damage. However, the Red Death seen in the film was not seen actively using it during the clash with Hiccup and dragon riders, possibly because there was no possibility of using it. Behavior and personality According to legend, the Red Death lives for 2,000 years and, before dying, lays 3,000 eggs. Cubs fight each other to death, a process that can take up to 100 years, until only one survives. Living in the chamber of an active volcano with the Red Death, the dragons, known as Brutes, have been enslaved and forced to serve harmful parasitism since the Red Death. Those seen in the first film include Deadly Nadders, Gronckles, Monstrous Nightmares, Disgusting Zipplebacks and even the mighty Night Fury. It seems that all or most of the dragons in the film serve a red death. Several signs compared Red Death to a nut or litter parasite. She is the leader and everyone else serves her apparently for fear of being eaten, although it is unknown with certainty how she became the leader of other dragons. (It is possible that he invaded their home and declared himself such or perhaps some kind of mind control similar to bewilderbeast). Unlike other massive dragon leaders like Bewilderbeast or Foreverwing, the Red Death is said to rule by force instead of making good, often portrayed as the dictator of the dragon world. She rules without mercy, willingly consuming one of her dragon subjects if they don't provide her with enough food. It is not known whether all Red Deaths are as cruel and dominant as the individual seen in the film. Weaknesses like other dragons, The red death cannot be effectively hunted if its wings are damaged and is equally sensitive to fire from the inside. Premature burning of methane can cause gas chambers to explode, resulting in an explosion tearing it apart from the inside. Because dragons are incredible sizes, the Red Death takes more time to properly thud the thud while in flight. They have less agility and agility than most dragons, easily thuded into obstacles. Comparative statistics seem to show how to train a dragon The main article: Red Death (character) Hiccup and Astrid discovered this dragon when Bezubi escorted a group of dragons to the volcano where the Dragon's Beehive was located. There, they witnessed the Red Death eating an unfortunate Gronckle who didn't bring enough food, later concluded that this dragon was forcing everyone else to steal food from Berk. Stoick Vast got that information from his son, and soon took the party to where Hiccup explained, using a restrained Bezubi as their guide. Hiccups help his friends tame their own dragons in order to save Toothless from the hooligan tribe that captured the Night's Anger and used it to find the lair of the Red Death. Hiccups allied to his friends with those dragons: Astrid and her Deadly Nadder, Snotlout and his monstrous nightmare, Fishlegs and his Gronckle, and Ruffnut and Tuffnut and their Hideous Zippleback. Hiccup then shares a ride with Astrid, and they part ways for the Red Death lair where they will find Bezubi and their tribe. The hooligans opened fire on the side of the volcano and smashed a hole in it, freeing the dragons inside and beating the Red Death. The dragons have gone, they've flew away, in fear of the angst of the Red Death. The hooligans, though, weren't aware of it until she came out of the mountain, ploughing through the wall. The hooligans fired at the dragon with their catapults, which only started to break them. Terrified, they tried to retreat to their ships, but she destroyed them all before most of them even got there. Before she could kill them, however, Hiccup and his allies arrived with their dragons and diverted attention. Hiccup and Stoick later helped free Toothless from his connections, and together Hiccup and Toothless bombarded the Red Death with their fire. The duo lead the Red Death into the sky, into the clouds. The red death lost its mark in the clouds because they used it as cover. Bezubi shot the Red Death in an insidious attack and then disappeared into the clouds; He repeated it repeatedly, breaking holes in the wings of the Red Death and indling it, and in a flurry of anger with circular movements set the surrounding area on fire. The bezubby synthetic tail caught fire, and they had to hurry up their plan. The hiccups drove Toothless down, and the Red Death came quietly behind. Bezubi flew as fast as he could, even though the red death was always Closer. Shortly before Red's death was about her fire on them, Hiccup told Bezuba to turn around and fire an explosion into the mouth of the Red Death, igniting her flammable throat gases. After seeing the ground at a low altitude, she tried to slow down. But her wings were damaged by toothless plasma explosions and torn apart when she tried to reduce her swing. The red death then lost control and crashed ashore, exploding to death from impact. Now that the Red Death is gone, the dragons are now free and no longer have to attack the swelling of Berk's food, and hooligans are taught to live with them in peace. DreamWorks Dragons: The Red Death series mentions Dagur Deranged in the episode, Twinsanity. Dagur heard rumours about Hiccup defeating a massive dragon, helping him feed his belief that Berk had trained dragons and could use them to schedule a war with the Bears. When Hiccup flies through the skeleton of Vanaheim Bewilderbeast in an episode of Looking for Oswald... And Chicken, it says it's bigger than the Red Death. The Red Death comics are mentioned by Ruffnut and Tuffnut Thorston when dragon riders try to find out where Astrid Hofferson was after she disappeared. The twins believed she had been eaten by the Red Death, which other Thugs found funny. How to train a mobile game dragon Red Death emerges as the ultimate big boss opponent that a player - playing like Hiccup in the summer on The Bezuba - must win. Only the head is shown and the battle takes place over the sea, not on dragon scathing. The Red Death Dragon Skeleton School is seen on Dragon Island during the expansion of Return to dragon island. Harald Forkbeard also tried to sell one of her teeth, claiming she could turn other dragons into stone, tricking people into trusting them by showing them dragon fossils and claiming they once lived recently. Dragons: Rising of Berk Meade Hall looks like it could stand up to 100 Red Deaths now, eh, Stoick? — Gobber Red Death is mentioned in the 2017 Gauntlet event, in which Hiccup and Astrid travel there to follow the tracks on the map to find Bork Bold's lost treasure. The clue was simply stymied with the letter B. Astrid said that B might have been harder to find that the Red Death was still on the swell. Gobber also mentioned the Red Death during the search. Dreamworks Dragons: Dawn of New Riders Red Death does not appear or verbally mention in this game. However, it appears in art works and structures within old ruins found inside the ism of Havenholme. The large metal input way governed by mechanisms open to riddles forms the shape of the head of the Red Death. There's also a large entrance designed as the head of the Red Death in the ruins beneath valkina. Trivia Valka says at the School of Dragons that the Red Death in how to train a dragon is a female Titan wing with stronger control over dragons than its smaller cousins. Therefore, it is not known what the younger Red Death looks like. However, it can be assumed that at the very least it is slightly smaller and less pointy than the version seen in the film. Although it should serve a similar role as the Green Death from the book, the antagonist, The Red Death has many differences from the Green Death: it does not appear to be a sea dragon and instead lives in lava, and while the Green Death is almost a victim of fate, the Red Death is largely responsible for all the troubles caused in the film. Red Death seems to be truly malicious and cruel, unlike mere instinctive animals, as shown when exploiting and enslaving dragons (in sharp contrast to white Bewilder, who rules through respect and his as opposed to fear and intimidation of the Red Death, and actively feeds and protects his subjects). In How to Elond the Dragon, Tuffnut Thorston cites Beowuleff as calling red death a 'Grandel's news.' Red Death's distinctive hoot has been repeatedly used as a sound effect in DreamWorks Dragons: The Series. Despite what's called the Red Death, the only red parts on the body are the small spikes on its sides and the ridges of its wings. The name most likely flows from its massive and destructive firepower. In how to train your Dragon Live Spectacular, the head of the Red Death has traits similar to the Boulder class, a bit like a monstrous version of Gronckle. She also has only two eyes. Dragon Guide, 2, said the Red Death length was 999 feet (304 meters). That's probably a mistake because Bewilderbeast is currently the biggest dragon in the DreamWorks Dragons franchise. Look-wise, Red Death has some resemblance to Kai from Pacific Rim films. The red death seen in the first film is the first and only dragon ever killed by Hiccup and Bezubi. At the School of Dragons, Valka refers to both Red and Green deaths as females. The Red Death Spole is ambiguous: many sources call him a female and he is referred to as the Queen, but Hiccup calls him a 'he' during the battle. It is not known how Green's death relates to the Red Death. In search of unlocking the Green Death in dragons: The Rise of Berk, Astrid Hofferson suggests that Green Death is a less aggressive cousin of the Red Death, which probably suggests a subspecies of the Red Death. In the expansion of Return to Dragon Island at the School of Dragons, Valka states that the Red Death and the Green Death are different individuals of the same species. Finally, Richard Hamilton declared that the Red Death and the Green Death were two very .related species. [4] Reference references

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