

Ragesian War Platoon		Level 22 Artillery
Huge natural humanoid (swarm)		XP 4,150
HP 159; Bloodied 80		Initiative +19
AC 34; Fortitude 34; Reflex 36; Will 32		Perception +15
Speed 6		Low-Light Vision
Traits		
☼ Deadly Blades • Aura 1 Enemies that start thier turn in, or enter the aura take 15 damage		
Champion		
When the platoon is marked, it can shed the mark by summoning a Ragesian Champion adjacent to the swarm. That Champion takes the mark with it.		
Mask Leader		
A Ragesian Commander or Master Necromancer may share the same space as the platoon and thereby gain cover and concealment.		
Standard Actions		
⬇ Handaxe (weapon) • At-Will		
<i>Attack:</i> Melee 1 (one creature); +27 vs. AC		
<i>Hit:</i> 2d6 + 7 damage.		
🏹 Longbow (weapon) • At-Will		
<i>Attack:</i> Ranged 20/40 (up to 4 attacks); +24 vs. AC		
<i>Hit:</i> 3d10 + 11 damage, and the push the target 1 square.		
✳ Clustered Volley (weapon) • At-Will		
<i>Attack:</i> Area 3 within 20 (creatures in burst); +25 vs. Reflex		
<i>Hit:</i> 2d10 + 12 damage.		
Triggered Actions		
Platoon Fragments • Encounter		
<i>Trigger:</i> When the Platoon is reduced to 0 or fewer hit points.		
<i>Effect (No Action):</i> 4 Ragasian Champions appear in the Platoons space and act immediately.		
Str 24 (+18)	Dex 27 (+19)	Wis 19 (+15)
Con 21 (+16)	Int 17 (+14)	Cha 18 (+15)
Alignment chaotic evil Languages Common, Giant		
Equipment handaxe, longbow, arrow x30		