

Coldlands Barbarian		Level 21 Minion Brute	
Medium natural humanoid, human		XP 800	
HP 1; a missed attack never damages a minion.		Initiative +16	
AC 33; Fortitude 35; Reflex 33; Will 33		Perception +16	
Speed 7			
Standard Actions			
⊕ Slam • At-Will			
<i>Attack:</i> Melee 1 (one creature); +26 vs. AC			
<i>Hit:</i> 18 damage.			
↓ Smash! • At-Will			
<i>Effect:</i> The barbarian uses slam twice. If both attacks hit the same target, the target is pushed 2 squares and falls prone.			
Triggered Actions			
Relentless			
<i>Trigger:</i> The coldlands barbarian drops to 0 hit points for the first time.			
<i>Effect ():</i> Make a new initiative check for the barbarian. On its next turn, the barbarian rises (a move action) with 1 hit point.			
Skills Athletics +20, Endurance +23			
Str 21 (+15)	Dex 23 (+16)	Wis 23 (+16)	
Con 26 (+18)	Int 10 (+10)	Cha 12 (+11)	
Alignment evil		Languages —	