

Level 7 Soldier (Leader)

XP₃₀₀

Fey within 10 squares **crit on 19+**, Fstep 5

- Harvest's Sorrow** (imm react, ally in 5 sq damaged) – redirect ½ dmg to knight

Level 5 Soldier

XP₂₀₀

Fly 10, overland fly 12

- Sturdy Mount** (while mounted by a friendly rider of 5th level or higher; at-will)
When an attack forces the dreadmount to move, it moves 1 less square than the attack specifies. When an attack would knock it or its rider prone, the dreadmount can roll an immediate saving throw to prevent it or its rider from falling prone.

Level 4 Artillery

XP_{I75}

Feystep 5 squares 1/enc, hover 2

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| ④ | Longsword (standard; at-will)
+4 vs AC; 1d8+1 dmg |
| ↘ | Icy ray (standard; at-will)
Ranged 10; +8 vs Reflex; 1d10+5 cold damage and target immobilized for 1 rnd |
| ↶ | Color spray (standard; at-will)
Close blast 5; +8 vs Will; 1d6+5 radiant damage and target dazed for 1 rnd |
| ↘ | Spectral ram (standard; encounter)
Ranged 10; +8 vs Fortitude; 2d10+5 force damage and target pushed 3 squares and knocked prone |

Level 4 Skrimisher

XP_{I75}Feystep 5 squares 1/enc

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| ⊕ Longsword (standard; at-will) |
| +7 vs AC; 1d8+4 dmg |
| ↓ Twin Longsword (standard; at-will) |
| +7 vs AC; 1d8+4 dmg, two attacks |