

Gallo Archers

Level 11 Artillery

Large natural humanoid (squad), human

XP 300

HP 45; Bloodied22

Initiative +10

AC 23; Fortitude23, Reflex 24, Will 23

Perception +9

Speed 6

Standard Actions

★ Arrow Volley (weapon) • At-Will

Attack: Area burst 1 within 20 (creatures in burst); +14 vs. Reflex

Hit: 1d6 + 4 damage.

Special: On an attack roll of 5 or less on the die, the volley instead hits one ally (determined randomly) within 2 squares of the targeted enemy.

⌘ Short Sword (weapon) • At-Will

Attack: Melee 1 (adjacent enemies); +16 vs. AC

Hit: 1d6 + 2 damage.

Str 14 (+7)

Dex 21 (+10)

Wis 12 (+6)

Con 13 (+6)

Int 11 (+5)

Cha 12 (+6)

Alignment Good

Languages Common

Gallo Pike Square

Level 11 Soldier

Huge natural humanoid (swarm), human

XP 600

HP 114; Bloodied57

Initiative +13

AC 27; Fortitude24, Reflex 23, Will 23

Perception +9

Speed 6

Resist half damage from melee and ranged attacks

Vulnerable 10 to close and area attacks

Traits

● Swarm Attack • Aura 2

Any enemy that ends its turn in the aura takes 5 damage.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for a Medium creature.

Thicket of Iron

The pike square ignores other swarms' resistance to melee attacks.

Standard Actions

⌘ Pike Thrust • At-Will

Attack: Melee 2 (one creature); +16 vs. AC

Hit: 2d12 + 7 damage.

✓ Pike Charge • At-Will

Effect: The pike square charges and makes two Pike Thrust attacks instead of one. (Each attacks gains the +1 to-hit bonus from charging. The pike square's turn ends after the charge.)

Move Actions

✓ Hold the Line (stance) • At-Will

Effect: The pike square adopts the Hold the Line stance until the end of its next turn. While in the stance, it may make opportunity attacks within its weapons' reach (2 squares).

✓ Repulse Charge (stance) • At-Will

Effect: The pike square adopts the Repulse Charge stance until the end of its next turn. While in the stance, it may make the following attack as an opportunity action.

Trigger: An enemy attacks the pike square while charging.

Attack: Melee 2 (triggering enemy); +16 vs. AC

Hit: 4d12 + 4 damage, and the enemy falls prone.

Str 21 (+10)

Dex 14 (+7)

Wis 11 (+5)

Con 18 (+9)

Int 10 (+5)

Cha 12 (+6)

Alignment Good

Languages Common

(based on Bloodspear Savage Throng & revised heavily)

Gallo Chaplain

Level 12 Minion Lurker

Medium natural human

XP 175

HP 1; a missed attack never damages a minion.

Initiative +6

AC 26; Fortitude24, Reflex 24, Will 25

Perception +8

Speed 6

Standard Actions

⌘ Desperate Defense (weapon) • At-Will

Attack: Melee 1 (one creature); +17 vs. AC

Hit: 5 damage.

Minor Actions

◀ Healing Word (healing) • 2/Encounter

Effect: Close burst 10 (one ally in burst); the target spends a healing surge.

Str 10 (+6)

Dex 13 (+7)

Wis 16 (+9)

Con 11 (+6)

Int 14 (+8)

Cha 15 (+8)

Alignment good

Languages -