

**Giliad's Rest Archers** **Level 22 Solo Artillery**

Medium natural beast, human XP 20,750

**HP** 820; **Bloodied** 410 **Initiative** +20**AC** 36; **Fortitude** 34; **Reflex** 35; **Will** 34 **Perception** +21**Speed** 6**Saving Throws** +5; **Action Points** 2**Traits**☀ **Blot Out the Sun** • **Aura** 20

The Giliad's Rest Archers use volley as a free action against any enemy on the battlefield at the start of that enemy's turn. Minions make a saving throw at the start of their turn to avoid this effect.

**Standard Actions**✳ **All Loose!** • **Recharge** ☒ ☒

*Attack:* Area burst 3 within 20 (creatures in the burst); +25 vs. Fortitude

*Hit:* 4d6 + 14 damage, and the target is stunned until the end of the Giliad's Rest Archer's next turn.

*Miss:* Half damage, and the target is dazed until the end of the Giliad's Rest Archer's next turn.

☺ **Volley** • **At-Will**

*Attack:* 20 (one creature); +27 vs. AC

*Hit:* 4d8 + 12 damage.

☞ **Knock Them From the Walls!** • **At-Will**

*Attack:* Ranged 5 (one or two creatures); +25 vs. Fortitude

*Hit:* 3d8 + 11 damage and the target is pushed 3 squares.

*Miss:* The target is pushed 3 squares.

**Triggered Actions**↩ **Rally From the Brink!** • **Encounter**

*Trigger:* The Giliad's Rest Archers is first bloodied.

*Effect (Free Action):* All Loose! recharges, and the Giliad's Rest Archers uses it.

**Skills** Athletics +20**Str** 19 (+15) **Dex** 23 (+17) **Wis** 21 (+16)**Con** 21 (+16) **Int** 17 (+14) **Cha** 17 (+14)**Languages** —