

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 ☒ ☒ ☒		
<i>Attack:</i> Area burst 3 within 20 (creatures in the burst); +25 vs. Fortitude		
<i>Hit:</i> 4d6 + 14 damage, and the target is stunned until the end of the Giliad's Rest Archer's next turn.		
<i>Miss:</i> Half damage, and the target is dazed until the end of the Giliad's Rest Archer's next turn.		
☺️ Volley • At-Will		
<i>Attack:</i> 20 (one creature); +27 vs. AC		
<i>Hit:</i> 4d8 + 12 damage.		
🏹 Knock Them From the Walls! • At-Will		
<i>Attack:</i> Ranged 5 (one or two creatures); +25 vs. Fortitude		
<i>Hit:</i> 3d8 + 11 damage and the target is pushed 3 squares.		
<i>Miss:</i> The target is pushed 3 squares.		
Triggered Actions		
⬅️ Rally From the Brink! • Encounter		
<i>Trigger:</i> The Giliad's Rest Archers is first bloodied.		
<i>Effect (Free Action):</i> 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 —		