

Iron King



Description.

Iron King Lore

A character knows the following information with a successful Skill check.

DC 15: Text.

DC 20: Text.

DC 25: Text.

Iron King Tactics

Encounter Groups

Level Encounter (XP)

1 (level artillery)

1 (level brute)

1 (level controller)

1 (level lurker)

1 (level skirmisher)

1 (level soldier)

Iron King Level 12 Elite Skirmisher (Leader)

Large natural animate

XP 1,400

Initiative +12

Senses Perception +12

Iron Crown Aura 10; All iron allies gain a +2 bonus to AC and all defenses.

HP 246; **Bloodied** 123

AC 26; **Fortitude** 24, **Reflex** 24, **Will** 24

Regeneration 10 (functions only so long as an iron ally is within 10 squares)

Speed 7, Fly 7

⬇ **Slashing Claws** (standard; at-will)

+17 vs. AC; 1d10 + 4 damage and target is dazed until the end of the Iron King's turn.

⬆ **Inspiring Strike** (standard; at-will)

+17 vs. AC; 1d10 + 4 damage and iron ally within 5 squares gains 15 temporary hit points.

⬅ **Iron Heart** (minor 1/round; at-will)

Iron ally within 10 squares may make a free save and move.

⬅ **Intimidating Roar** (minor; recharge ⏏ ⏏) * **Fear**

Close burst 10, targets enemies; +15 vs. Will; target takes a -2 penalty to AC and all defenses (save ends).

⬅ **Rallying Roar** (minor; encounter)

Close burst 10, targets allies; target gains a +2 bonus to attack and damage rolls and heals 20 hit points.

Eye for an Eye (immediate reaction, iron ally is hit by an attack that does not include the Iron King; recharge ⏏ ⏏)

Iron king charges the attacker. The charge movement does not provoke opportunity attacks.

Alignment Unaligned

Languages Common

Skills Arcana +15, Diplomacy +15, Insight +12, Intimidate +15

Str 18 (+10)

Dex 13 (+7)

Wis 12 (+7)

Con 19 (+10)

Int 18 (+10)

Cha 19 (+10)