

QUARAPHON

Belligerent, swaggering creatures that wander the plains looking to hone their fighting prowess, quaraphons often infringe upon the territory of other creatures. These intrusions almost always turn violent, for quaraphons take great joy in battle and require enormous amounts of food.

A quaraphon vaguely resembles a deep blue centaur, but its skin is covered with warty knots. Its head is unusually large, including two mouths atop one another and four eyes. The placement of the eyes and mouths of a quaraphon varies from individual to individual, with some even having them in the back or sides of their heads.

Quaraphon Swaggerer

Level 14 Soldier

Large aberrant magical beast

XP 1,000

HP 142; **Bloodied** 71

Initiative +9

AC 30; **Fortitude** 28; **Reflex** 24; **Will** 26

Perception +12

Speed 8

Resist 10 thunder

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 1d12+9 damage, and the quaraphon marks the target (save ends).

(close) Deafening Bellow (thunder) * Encounter

Attack: Close blast 4 (creatures in blast); +15 vs. Fortitude.

Hit: 4d8+6 thunder damage and the target is deafened (save ends).

Miss: Half damage and the target is deafened until the end of its next turn.

MINOR ACTIONS

(melee) Quick Hoof * At Will 1/round

Requirement: The quaraphon must have hit with its *bite* attack previously this turn.

Attack: Melee 1 (the creature the quaraphon hit with *bite*); +19 vs. AC.

Hit: 2d6+3 damage.

TRIGGERED ACTIONS

(melee) We're Not Done Yet * At Will

Trigger: A creature marked by the quaraphon exits a square adjacent to it.

Attack (Immediate Interrupt): Melee 1 (the triggering creature); +21 vs. AC.

Hit: 2d6+3 damage and the quaraphon knocks the target prone.

Str 24 **Dex** 10 **Wis** 20

Con 22 **Int** 7 **Cha** 13

Alignment unaligned

Languages Giant

Quaraphon Bully

Level 14 Brute

Large aberrant magical beast

XP 1,000

HP 172; **Bloodied** 86

Initiative +7

AC 26; **Fortitude** 28; **Reflex** 24; **Will** 26

Perception +12

Speed 8

Resist 10 thunder

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 2d12+7 damage.

(melee) Bullying Blow * At Will

Attack: Melee 1 (one creature); +19 vs. AC.

Hit: 3d6+17 damage, and the quaraphon pushes the target 1 square.

(close) Deafening Bellow (thunder) * **Encounter**

Attack: Close blast 4 (creatures in blast); +15 vs. Fortitude.

Hit: 4d8+12 thunder damage and the target is deafened (save ends).

Miss: Half damage and the target is deafened until the end of its next turn.

MINOR ACTIONS

(melee) Quick Hoof * **At Will** 1/round

Requirement: The quaraphon must have hit with its *bite* attack previously this turn.

Attack: Melee 1 (the creature the quaraphon hit with *bite*); +19 vs. AC.

Hit: 2d6+3 damage.

Str 24 **Dex** 10 **Wis** 20

Con 22 **Int** 7 **Cha** 13

Alignment unaligned

Languages Giant

Quaraphon Bellower

Large aberrant magical beast

Level 16 Artillery

XP 1,400

HP 121; **Bloodied** 60

Initiative +8

AC 28; **Fortitude** 30; **Reflex** 26; **Will** 28

Perception +13

Speed 8

Resist 10 thunder

STANDARD ACTIONS

(mbasic) Bite * **At Will**

Attack: Melee 1 (one creature); +21 vs. AC.

Hit: 2d10+8 damage. If the target is deafened, it takes an extra 2d6 damage.

(close) Deafening Bellow (thunder) * **At Will**

Attack: Close blast 4 (creatures in blast); +19 vs. Fortitude.

Hit: 3d6+8 thunder damage, and the target is deafened until the end of the quaraphon bellower's next turn.

(close) Frightful Bellow (fear, thunder) * **Recharge 6**

Attack: Close blast 6 (creatures in blast); +19 vs. Will.

Hit: 3d10+6 thunder damage and the quaraphon pushes the target 2 squares, and the target is deafened (save ends).

Miss: Half damage and the quaraphon pushes the target 1 square.

Skills Athletics +18, Endurance +20

Str 20 **Dex** 10 **Wis** 21

Con 25 **Int** 7 **Cha** 15

Alignment unaligned

Languages Giant

Quaraphon Charger

Large aberrant magical beast

Level 18 Skirmisher

XP 2,000

HP 174; **Bloodied** 87

Initiative +18

AC 32; **Fortitude** 32; **Reflex** 31; **Will** 28

Perception +14

Speed 8

Resist 10 thunder

STANDARD ACTIONS

(mbasic) Bite * **At Will**

Attack: Melee 1 (one creature); +23 vs. AC.

Hit: 2d8+13 damage.

(melee) Brash Charge * At Will

Effect: The quaraphon charges and makes the following attack:

Attack: Melee 1 (one or two creatures); +23 vs. AC.

Hit: 3d8+13 damage, and the quaraphon pushes the target 2 squares.

MOVE ACTIONS

Arrogant Gallop * At Will

Effect: The quaraphon moves up to 4 squares. If any creature makes an opportunity attack against it, the quaraphon makes the following attack against that creature as a free action after the opportunity attack resolves:

Attack: Melee 1 (the triggering creature); +23 vs. AC.

Hit: 1d6+6 damage.

Str 22 **Dex** 25 **Wis** 20

Con 22 **Int** 8 **Cha** 15

Alignment unaligned

Languages Giant

Quaraphon Punk

Large aberrant magical beast

Level 19 Minion Brute

XP 600

HP 1; a missed attack never damages a minion

Initiative +12

AC 31; **Fortitude** 33; **Reflex** 29; **Will** 31

Perception +14

Speed 8

Resist 15 thunder

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +24 vs. AC.

Hit: 11 damage, or 16 damage against a deafened creature.

MINOR ACTIONS

(mbasic) Quick Hoof * At Will 1/round

Attack: Melee 1 (one creature); +24 vs. AC.

Hit: 5 damage, or 8 damage against a deafened creature.

Str 25 **Dex** 17 **Wis** 20

Con 22 **Int** 8 **Cha** 15

Alignment unaligned

Languages Giant

Quaraphon Herder

Large aberrant magical beast

Level 20 Controller (Leader)

XP 2,800

HP 195; **Bloodied** 97

Initiative +10

AC 34; **Fortitude** 34; **Reflex** 30; **Will** 32

Perception +16

Speed 8

Resist 15 thunder

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +25 vs. AC.

Hit: 3d8+15 damage.

(close) Deafening Bellow (thunder) * Encounter

Attack: Close blast 4 (creatures in blast); +23 vs. Fortitude.

Hit: 4d8+13 thunder damage and the target is deafened (save ends).

Effect: Each quaraphon in the blast may shift up to 3 squares. Each creature adjacent to a quaraphon at the end of this shift grants combat advantage to that quaraphon until the end of the quaraphon herder's next turn.

(close) Call the Herd * Recharges when an enemy within sight drops to 0 hit points

Effect: Close burst 10 (up to four allies in the burst); the herder slides each target up to 4 squares. Any enemies adjacent to the target after this slide grants combat advantage to it until the end of the herder's next turn. One target then makes a basic attack.

MINOR ACTIONS

(melee) Herding Instinct * At Will

Attack: Melee 1 (one or two creatures); +23 vs. Will.

Hit: The quaraphon herder slides the target 1 square.

Skills Athletics +18, Endurance +20, Intimidate +19

Str 24 **Dex** 18 **Wis** 23

Con 27 **Int** 9 **Cha** 19

Alignment unaligned

Languages Giant