

Steel Cobra		Level 6 Solo Skirmisher	
Medium animate (construct)		XP 1250	
Initiative +7		Senses Perception +9; darkvision	
HP 300; Bloodied 150			
AC 22; Fortitude 22, Reflex 20, Will 17			
Saving Throws +5			
Speed 7; also see <i>slithering shift</i>			
Action Points 2			
⬇ Bite (standard; at-will) • Poison			
+11 vs. AC; 1d8 + 4 damage, and ongoing 5 poison damage (save ends).			
↘ Poison the Mind (minor 1/round; at-will) • Psychic			
Ranged 10; only affects creatures taking ongoing poison damage; +8 vs. Will; the target is dazed and slowed (save ends both); see also <i>guard area</i> .			
⬇ Double Attack (standard; at-will)			
The steel cobra makes two bite attacks.			
↙ Breath Weapon (standard; recharge ⏏⏏⏏⏏) • Poison			
Close blast 5; +8 vs. Fortitude; 1d10 + 3 poison damage, and the target takes ongoing 5 poison damage and is slowed (save ends both). <i>Aftereffect</i> : The target is slowed (save ends).			
⬇ Tail Sweep (immediate reaction, if an adjacent enemy does not move on its turn; at-will)			
+8 vs. Reflex; 1d8 + 5 damage, and the target is knocked prone.			
Guard Area			
A steel cobra can use its <i>poison the mind</i> power against any creature in its guarded area, even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.			
Slithering Shift (move; at-will)			
The iron cobra shifts 3 squares as a move action.			
⬇ Slithering Attack (standard; recharge ⏏⏏⏏)			
The cobra moves up to 7 squares and makes a bite attack at any point during the move without provoking an opportunity attack from the target.			
Alignment Unaligned		Languages -	
Skills Stealth +10			
Str 17 (+6)	Dex 15 (+5)	Wis 13 (+4)	
Con 19 (+7)	Int 5 (+0)	Cha 12 (+4)	