

Steel Cobra		Level 6 Solo Skirmisher	
Medium animate (construct)		XP 1250	
<b>Initiative</b> +7		<b>Senses</b> Perception +9; darkvision	
<b>HP</b> 300; <b>Bloodied</b> 150			
<b>AC</b> 22; <b>Fortitude</b> 22, <b>Reflex</b> 20, <b>Will</b> 17			
<b>Saving Throws</b> +5			
<b>Speed</b> 7; also see <i>slithering shift</i>			
<b>Action Points</b> 2			
⬇ <b>Bite</b> (standard; at-will) • <b>Poison</b>			
		+11 vs. AC; 1d8 + 4 damage, and ongoing 5 poison damage (save ends).	
🐍 <b>Poison the Mind</b> (minor 1/round; at-will) • <b>Psychic</b>			
		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> .	
⬇ <b>Double Attack</b> (standard; at-will)			
		The steel cobra makes two bite attacks.	
↩ <b>Breath Weapon</b> (standard; recharge ⏏⏏⏏⏏) • <b>Poison</b>			
		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).	
⬇ <b>Tail Sweep</b> (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.	
<b>Guard Area</b>			
		A steel cobra can use its <i>poison the mind</i> power against any creature in its guarded are, even if the power hasn't recharged and even if the target isn't taking ongoing poison damage.	
<b>Slithering Shift</b> (move; at-will)			
		The iron cobra shifts 3 squares as a move action.	
⬇ <b>Slithering Attack</b> (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.	
<b>Alignment</b> Unaligned		<b>Languages</b> -	
<b>Skills</b> Stealth +10			
<b>Str</b> 17 (+6)	<b>Dex</b> 15 (+5)	<b>Wis</b> 13 (+4)	
<b>Con</b> 19 (+7)	<b>Int</b> 5 (+0)	<b>Cha</b> 12 (+4)	