

MUSKETEERS

CREATURE 7

LN

GARGANTUAN

HUMANOID

HUMAN

TROOP

Created by VaranSL

Perception +15

Languages Common

Skills Acrobatics +17, Athletics +13, Intimidation +14, Society +12

Str +2, **Dex** +6, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3

AC 25; **Fort** +15, **Ref** +17, **Will** +13

HP 115 (Thresholds 80 (12 squares), 40 (8 squares)); **Weaknesses** area damage 10, splash damage 5

Troop Defenses

Speed 25 feet, troop movement

Bayonets ♦ to ♦♦♦ **Frequency** once per round; **Effect** The musketeers engage in a coordinated melee attack against each enemy within 10 feet, with a DC 25 basic Reflex save. The damage depends on the number of actions.

♦ 2d6 piercing damage

♦♦ 3d6+4 piercing damage

♦♦♦ 4d6+4 piercing damage

Bayonet Charge ♦♦♦ The musketeers Forms Up, then Strides twice. If it moves at least 10 feet, the musketeers deal 4d8+4 piercing damage (DC 25 basic Reflex save) to each enemy within 10 feet of the musketeers at the end of its movement.

Form Up ♦

Ready, Aim, Fire! ♦♦ The musketeers draw or reload their muskets, then launch a ranged attack in the form of volley fire. This volley is a 10-foot-wide, 70-foot-long line that deals 4d6 piercing damage (DC 25 basic Reflex save). When the musketeers are reduced to 8 or fewer squares, this line decreases to 5-foot-wide.

Troop Movement Whenever the musketeers Stride, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving; for instance, if any square of the musketeers enters difficult terrain, the extra movement cost applies to all the musketeers.