

VIRTUOUS CHARGER **EPIC**
177
POINTS

CG

LEVEL (SAVE)
11

MELEE ATTACK
+19/+14
(20 magic/15 magic)

TYPE
Large Mounted Humanoid – Elf – Magical Beast

SPEED
12

AC
21

HP
185

SPECIAL ABILITIES
Aura of Protection from Evil (This creature and adjacent creatures get +2 AC against evil creatures); DR 5; Evil Foe +5 (Damage +5 against evil creatures); Immune Confusion, Dominate, Poison; Enhanced Mobility 12 (This creature can move up to 12 squares on its turn and use all its melee attacks); Skirmish Attack +10 (Damage +10 if this creature has moved at least 2 squares this turn); Resist 10 Acid, Cold, Electricity; Spell Resistance; Trample 20 (Can move through 1 smaller enemy's space to deal 15 damage; DC 21)

SPELLS
4th—*holy smite* ☐ (sight; radius 4; 20 damage to evil creatures or 25 damage to evil Outsiders; DC 16); 3rd—*searing light* ☐☐ (sight; 10 damage, or 20 damage against Undead); 1st—*remove fear* ☐☐ (range 6; automatically rally routing creature)



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