



Malikh Plunderer

Size 2
Long sling (3/13)
Escapees

	2	2	2	3	4	4
	1	2	3	3	4	4

Malikh Plunderer (I) 18pt

Escapees
Escapees ignore the effect of the skill "Diplomatic Immunity".

Run, yes, it's a good idea, especially if your race is fast.
Run and you'll escape the vicious double blades.
Run and you'll dodge the chains that want to bind you.
Run as fast as you can. But do you move faster than our claws?

AM 04/06