

**MONSTER NAME**

These monsters revere sheep and tend to dwell in and around

places where sheep are known to graze. They skulk in the

long grass, hiding from stronger foes and swarming to overwhelm

weaker ones. These monsters are cowardly and usually flee

once bloodied unless they are surrounded by a fence.

Monster Names like to set traps baited with warm pasta. If they can’t get

their enemies to walk into a trap they try to sneak up as close

as they can and yell “boo!”.

Kobold Minion Level 1 Minion

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| **Monster Name** | **Level 1 Role**  |
| **Medium natural beast** | **XP XX00** |
| **Initiative** +XX | **Senses** Perception +XX; low-light vision |
| **HP** XX; **Bloodied** XX**AC** XX; **Fortitude** XX, **Reflex** XX, **Will** XX**Speed** XX |
| **Melee** (standard; at-will) ✦ **Weapon** |
| +XX vs. AC; 1d + XX damage. |
| **Ranged** (standard; at-will) ✦ **Force** |
| Range XX; +XX vs. Reflex; 3d + XX force damage and the target is pushed 1 square. |
| **Recharges** (standard; recharge 4 5 6) ✦ **Psychic** |
| Close blast 5; +XX vs. Will; 2d + XX psychic damage and ongoing XX psychic damage (save ends). |
| **Once Per Encounter** (minor; encounter) ✦ **Zone** |
| Area burst 1 within 10 squares; +XX vs. Fortitude; target is knocked prone. This power creates a zone of difficult terrain. Any creature who enters or starts its turn in the area takes 5 damage. |
| **Triggered** (immediate reaction, when damaged; encounter) |
| The monster gains XX temporary hit points.  |
| **Alignment** Evil | **Languages** Common |
| **Skills** Athletics +6 |
| **Str** 13 (+1) | **Dex** 12 (+1) | **Wis** 14 (+2) |
| **Con** 11 (+0) | **Int** 10 (+0) | **Cha** 15 (+2) |