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| **Monster** | | | | **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 | | | | | | |
| M **Melee** (standard; at-will) **\* Weapon** | | | | | | |
| +XX vs. AC; 1d + XX damage. | | | | | | |
| r **Ranged** (standard; at-will) **\*** **Force** | | | | | | |
| Range XX; +XX vs. Reflex; 3d + XX force damage and the target is pushed 1 square. | | | | | | |
| c **Recharges** (standard; recharge 456) **\* Psychic** | | | | | | |
| Close blast 5; +XX vs. Will; 2d + XX psychic damage and ongoing XX psychic damage (save ends). | | | | | | |
| a **OncePerEncounter** (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) | |

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| **Elite Monster** | | | | **Level 1 Elite Role** | | |
| Medium aberrant humanoid | | | | | | XP XX00 |
| **Initiative** +XX | **Senses** Perception +XX; darkvision | | | | | |
| **HP** XX; **Bloodied** XX  **AC** XX; **Fortitude** XX, **Reflex** XX, **Will** XX **Saving Throws** +2 **Speed** XX **Action Points** 1 | | | | | | |
| M **Melee** (standard; at-will) **\* Weapon** | | | | | | |
| +XX vs. AC; 1d + XX damage. | | | | | | |
| r **Ranged** (standard; at-will) **\*** **Force** | | | | | | |
| Range XX; +XX vs. Reflex; 3d + XX force damage and the target is pushed 1 square. | | | | | | |
| c **Recharges** (standard; recharge 456) **\* Psychic** | | | | | | |
| Close blast 5; +XX vs. Will; 2d + XX psychic damage and ongoing XX psychic damage (save ends). | | | | | | |
| a **OncePerEncounter** (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) | |

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| **Solo Monster** | | | | **Level 1 Solo Role** | | |
| Large shadow humanoid (undead) | | | | | | XP XX00 |
| **Initiative** +XX | **Senses** Perception +XX; darkvision | | | | | |
| **Aura of Death (Necrotic) Aura 2; XX**  **HP** XX; **Bloodied** XX  **AC** XX; **Fortitude** XX, **Reflex** XX, **Will** XX **Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant **Saving Throws** +5 **Speed** XX, flight (hover) **Action Points** 2 | | | | | | |
| M **Melee** (standard; at-will) **\* Weapon** | | | | | | |
| +XX vs. AC; 1d + XX damage. | | | | | | |
| r **Ranged** (standard; at-will) **\*** **Force** | | | | | | |
| Range XX; +XX vs. Reflex; 3d + XX force damage and the target is pushed 1 square. | | | | | | |
| c **Recharges** (standard; recharge 456) **\* Psychic** | | | | | | |
| Close blast 5; +XX vs. Will; 2d + XX psychic damage and ongoing XX psychic damage (save ends). | | | | | | |
| a **OncePerEncounter** (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) | |

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| **Minion** | | | | **Level 1 Minion** | | |
| Medium elemental magical beast | | | | | | XP XX |
| **Initiative** +XX | **Senses** Perception +XX | | | | | |
| **HP** 1; a missed attack never damages a minion.  **AC** XX; **Fortitude** XX, **Reflex** XX, **Will** XX **Speed** XX | | | | | | |
| M **Melee** (standard; at-will) **\* Weapon** | | | | | | |
| +XX vs. AC; XX damage. | | | | | | |
| **Passive Benefit** | | | | | | |
| Minion gains +2 bonus to defense when adjacent to another minion. | | | | | | |
| **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) | |