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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) |