

### **Human Rabble Level 2 Minion (3N+1)**

Medium natural humanoid XP 31

Initiative +0 Senses Perception +0

HP 1; a missed attack never damages a minion.

AC 15; Fortitude 13, Reflex 11, Will 11; see also mob rule (+2 to all)

Speed 6

- Club (standard; at-will) ♦ Weapon +6 vs. AC; 4 damage.
- Mob Rule: The human rabble gains a +2 power bonus to all defenses while at least two other human rabble are within 5 squares of it.

Alignment Any Languages Common

Str 14 (+2) Dex 10 (+0) Wis 10 (+0) Con 12 (+1) Int 9 (-1) Cha 11 (+0)

Skill Challenge, Complexity 1, Level 1 – 4 successes, 3 failures

Rooms 1-3: Perception in rooms 1-3, also Athletics and Acrobatics in the usual way

Rooms 4-7: Bluff, Intimidate, Stealth – Diplomacy and Insight actually create *more* of them

All: Arcana (specifically to see how bad the dead-end is)

Each failure = pulled away and isolated

Full failure: horde worships you now