

**Minor Fell Taint**

Small Aberrant Magical Beast

**Level 2 Minion****Soldier**

31 XP each

**Initiative** +2**HP 1**, a missed attack never damages a minion**AC 16; Fortitude 12, Reflex 13, Will 14****Resist** insubstantial **Vulnerable** Psychic (see Psychic Disruption)**Speed** 1, Fly 6 (hover) **Tendril Caress** (standard; at-will) • **Psychic**

+5 vs. Reflex; 4 damage

**Descend Upon**

A minor fell taint's melee attacks deal 2 extra damage against any enemy that has two or more of the minor fell taint's allies adjacent to it.

**Psychic Disruption**

If an attack which deals psychic damage hits a minor fell taint and kills it, the attacking player may repeat the attack on one adjacent minor fell taint with a -2 penalty to the attack roll. This can be repeated multiple times; penalties are cumulative.

**Alignment** Unaligned **Languages** -**Str 12** (+1) **Dex 12** (+1) **Wis 16** (+3)**Con 13** (+1) **Int 4** (-3) **Cha 10** (+0)