

MEEPO

Small humanoid (kobold), lawful evil

Armor Class 12

Hit Points 5 (2d6 - 2)

Speed 30 ft.

STR

7 (-2)

DEX

15 (+2)

CON

9 (-1)

INT

8 (-1)

WIS

7 (-2)

CHA

8 (-1)

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic, Goblin

Challenge 1/8 (25 XP)

Fearsome Loyalty. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Whip. Melee Attack: +4 to Hit, reach 10 ft, one target. Hit (1d4 + 2) Slashing Damage