

**Goblin Bat Rider Level 2 Skirmisher (E)**

Medium Natural Humanoid

**INIT: ( +5 )\_\_\_\_\_**

**STR: 13 (+2)**  
**DEX: 18 (+5)**  
**WIS: 13 (+2)**  
**CON: 13 (+2)**  
**INT: 8 (0)**  
**CHA: 8 (0)**

**AC: 19**  
**FORT: 12**  
**REF: 16**  
**WILL: 12**

**Senses:**  
Perception 5  
Low-light Vision

**Skills:**  
Athletics 13

**HP 34; Bloodied 17 DAMAGE: \_\_\_\_\_**

**SPEED 7**

**Languages:** goblin

<b>Harpoon</b> (standard; at-will) • <b>Weapon</b> +9 vs. AC, 1d4+3 damage plus Harpooned (see text)
<b>Thrown Harpoon</b> (standard; at-will) • <b>Weapon</b> Range 5; +9 vs. AC; 1d4+3 plus Harpooned (see text)
<b>Goblin Rider Tactics</b> (immediate reaction, when an attack misses the goblin bat rider; at-will) Immediately shifts mount away from the attacker.
<b>Harpooned</b> Can't move more than 5 from this creature. Remove standard; Str vs. Fort.
<b>Snatch and Drag</b> (standard; at-will) • <b>Weapon</b> Medium or smaller Harpooned enemy; +4 vs. Fortitude; slide 3 squares (slide 1 square on miss).

**Bat Mount Level 3 Soldier (U)**

Large Natural Animal

**INIT: ( +6 )\_\_\_\_\_**

**STR: 10 (+1)**  
**DEX: 18 (+5)**  
**WIS: 11 (+1)**  
**CON: 13 (+2)**  
**INT: 8 (0)**  
**CHA: 8 (0)**

**AC: 17**  
**FORT: 13**  
**REF: 16**  
**WILL: 12**

**Senses:**  
Blindsight

**Skills:**  
Acrobatics 14  
Athletics 13

**HP 38; Bloodied 19 DAMAGE: \_\_\_\_\_**

**SPEED 4, Fly 8 (perfect)**

**Languages:**

<b>Bite</b> (standard; at-will) • +6 vs. AC, 1d3 damage
<b>Claw</b> (standard; at-will) • +3 vs. AC; 2 damage
<b>Shriek</b> (standard; daily) close burst 1 Sonic +6 vs Fortitude target stunned Recharge 5, 6