

**Balhannoth Level 13 Skirmisher ()**

Large Aberrant Magical Beast

**HP 80; Bloodied 40 DAMAGE:** \_\_\_\_\_**SPEED 5, Climb 5****Languages:****INIT: ( +12 )**\_\_\_\_\_**STR:****DEX:****WIS:****CON:****INT:****CHA:****AC: 27****FORT: 26****REF: 22****WILL: 25****Tentacle** (standard; at-will) Reach 3; +19 vs. AC, 2d6+8 and push or pull 3**Sneak Attack** +3d6 damage with combat advantage.**Reality Distortion** (move; recharge 4,5,6) • Teleport Teleport 5 and combat advantage against all adjacent after teleport**Tentacle Flurry** (standard; recharge 5,6) Tentacle attack against each in reach.**Warp Attack** (immediate reaction, if attacked by enemy within 3; recharge 4,5,6) Roll d20: 1-9 miss and pull attacker 1; 10+ resolve normally.**Senses:**Perception +13  
darkvision**Skills:**

Stealth +17

**Hobgoblin Soldier Level 3 Soldier (E)**

Medium natural humanoid (goblin) xp 150

**HP 47; Bloodied 23 DAMAGE:** \_\_\_\_\_**SPEED 5****Languages:** Common, Goblin**INIT: ( +7 )**\_\_\_\_\_**STR: 19****DEX: 14****WIS: 14****CON: 15****INT: 11****CHA: 10****AC: 20****FORT: 18****REF: 16****WILL: 16****Flail** (standard; at-will) +7 vs AC; 1d10+4 damage; the target is slowed until the end of the hobgoblin soldier's next turn, and the target is marked until the end of the hobgoblin soldier's next turn.**Formation Strike** (standard; at-will) Requires flail; +7 vs AC; 1d10+4 damage, and the hobgoblin soldier shifts 1 square provided it ends in a space adjacent to another hobgoblin.**Hobgoblin Resilience** (immediate reaction, when the hobgoblin soldier suffers an effect that a save can end; encounter) The hobgoblin soldier makes a saving throw against the triggering effect.**Phalanx Soldier** The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.**Senses:**Perception +3  
low-light vision**Skills:**Athletics +12  
Stealth +10**Boneclaw Level 14 Soldier (E)**

Large shadow animate (undead) xp 1,000

**HP 136; Bloodied 68 DAMAGE:** \_\_\_\_\_**SPEED 8****Languages:** Common**INIT: ( +15 )**\_\_\_\_\_**STR: 17****DEX: 23****WIS: 12****CON: 16****INT: 10****CHA: 18****AC: 30****FORT: 24****REF: 27****WILL: 25****Immune** disease, poison**Resist** 20 necrotic**Vulnerable** 5 radiant**Claw** (standard; at-will) Reach 3; +20 vs AC; 1d12 +6 damage.**Necrotic Pulse** (immediate reaction, when first bloodied; encounter) • Healing, Necrotic Close burst 10; undead allies in the burst regain 10 hit points, and enemies in the burst take 10 necrotic damage.**Relentless Opportunist** If the boneclaw hits win an opportunity attack, it makes another opportunity attack against the same target the next time it provokes during its current turn.**Threatening Reach** The boneclaw can make opportunity attacks against all enemies within its reach (3 squares).**Senses:**Perception +13  
darkvision**Skills:**Intimidate +16  
Stealth +18