

<b>Balhannoth Level 13 Skirmisher ()</b>		<b>INIT: ( +12 )_____</b>	
Large Aberrant Magical Beast		STR: ()	
<b>HP 80; Bloodied 40 DAMAGE: _____</b>		DEX: ()	
<b>SPEED 5, Climb 5</b>		WIS: () <b>AC: 27</b>	
<b>Languages:</b>		CON: () <b>FORT: 26</b>	
<b>Tentacle</b> (standard; at-will) Reach 3; +19 vs. AC, 2d6+8 and push or pull 3		INT: () <b>REF: 22</b>	
<b>Sneak Attack</b> +3d6 damage with combat advantage.		CHA: () <b>WILL: 25</b>	
<b>Reality Distortion</b> (move; recharge 4,5,6) • Teleport Teleport 5 and combat advantage against all adjacent after teleport		<b>Senses:</b>	
<b>Tentacle Flurry</b> (standard; recharge 5,6) Tentacle attack against each in reach.		Perception +13	
<b>Warp Attack</b> (immediate reaction, if attacked by enemy within 3; recharge 4,5,6) Roll d20: 1-9 miss and pull attacker 1; 10+ resolve normally.		darkvision	
		<b>Skills:</b>	
		Stealth +17	

<b>Hobgoblin Soldier Level 3 Soldier (E)</b>		<b>INIT: ( +7 )_____</b>	
Medium natural humanoid (goblin) xp 150		STR: 19 (+4)	
<b>HP 47; Bloodied 23 DAMAGE: _____</b>		DEX: 14 (+2)	
<b>SPEED 5</b>		WIS: 14 (+2) <b>AC: 20</b>	
<b>Languages:</b> Common, Goblin		CON: 15 (+2) <b>FORT: 18</b>	
<b>Flail</b> (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.		INT: 11 (+0) <b>REF: 16</b>	
<b>Formation Strike</b> (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.		CHA: 10 (+0) <b>WILL: 16</b>	
<b>Hobgoblin Resilience</b> (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.		<b>Senses:</b>	
<b>Phalanx Soldier</b> The hobgoblin soldier gains a +2 bonus to AC while at least one hobgoblin ally is adjacent to it.		Perception +3	
		low-light vision	
		<b>Skills:</b>	
		Athletics +12	
		Stealth +10	

<b>Boneclaw Level 14 Soldier (E)</b>		<b>INIT: ( +15 )_____</b>	
Large shadow animate (undead) xp 1,000		STR: 17 (+3)	
<b>HP 136; Bloodied 68 DAMAGE: _____</b>		DEX: 23 (+6)	
<b>SPEED 8</b>		WIS: 12 (+1) <b>AC: 30</b>	
<b>Languages:</b> Common		CON: 16 (+3) <b>FORT: 24</b>	
<b>Immune</b> disease, poison		INT: 10 (+0) <b>REF: 27</b>	
<b>Resist</b> 20 necrotic		CHA: 18 (+4) <b>WILL: 25</b>	
<b>Vulnerable</b> 5 radiant		<b>Senses:</b>	
<b>Claw</b> (standard; at-will) Reach 3; +20 vs AC; 1d12 +6 damage.		Perception +13	
<b>Necrotic Pulse</b> (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.		darkvision	
<b>Relentless Opportunist</b> 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.		<b>Skills:</b>	
<b>Threatening Reach</b> The boneclaw can make opportunity attacks against all enemies within its reach (3 squares).		Intimidate +16	
		Stealth +18	