

GOBLIN CURSESPITTER		LEVEL 1 HORDE HEXER
Goblin, Humanoid		EV 3
Stamina 10		
Speed 5 (climb)	Size 1S / Stability 0	Free Strike 1
Might -2 Agility +1 Reason +0 Intuition +2 Presence +0		
Eye of Surlach (Action) ◆ 2d10 + 2 ◆ Signature		
Keywords Magic, Ranged, Strike		
Distance Ranged 15	Target One creature	
◆ ≤11 3 corruption damage; I<0 weakened (save ends)		
★ 12–16 4 corruption damage; I<1 weakened (save ends)		
* 17+ 5 corruption damage; I<2 weakened (save ends)		
Dizzying Hex (Maneuver) ◆ 2d10 + 2 ◆ 1 Malice		
Keywords Magic, Ranged		
Distance Ranged 10	Target One creature	
◆ ≤11 I<0 prone		
★ 12–16 I<1 prone can't stand (EoT)		
* 17+ prone I<2 and can't stand (save ends)		
Crafty		
The cursespitter doesn't provoke opportunity attacks by moving.		

GOBLIN MONARCH		LEVEL 1 LEADER
Goblin, Humanoid		EV 12
Stamina 86		
Speed 6 (climb)	Size 1S / Stability 1	Free Strike 4
Might +3 Agility +2 Reason -4 Intuition +0 Presence -3		
Handaxe (Action) ◆ 2d10 + 3 ◆ Signature		
Keywords Melee, Ranged, Strike, Weapon		
Distance Melee 1 or Ranged 5	Target Two creatures or objects	
◆ ≤11 7 damage		
★ 12–16 10 damage		
* 17+ 13 damage		
Effect An ally within 10 of the monarch can make a free strike.		
Get in Here! (Maneuver) ◆ 1 Malice		
Keywords —		
Distance Ranged 20		Target Special
Effect Two goblin runners appear in unoccupied spaces.		
Meat Shield (Triggered Action)		
Keywords —		
Distance Melee 1		Target One ally
Trigger A creature targets the monarch with a strike.		
Effect The ally becomes the target of the triggering strike instead.		
End Effect		
At the end of their turn, the monarch can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.		
Crafty		
The monarch doesn't provoke opportunity attacks by moving.		
What Are You Waiting For? (Villain Action 1)		
Keywords Area		
Distance 10 burst		Target Each ally
Effect Each target can move up to their speed or make a free strike.		
Focus Fire (Villain Action 2)		
Keywords —		
Distance Ranged 10		Target One enemy or object
Effect Each ally within 10 squares of the target can move up to their speed toward the target.		
Kill! (Villain Action 3)		
Keywords —		
Distance Special		Target Special
Effect Each enemy in the encounter takes 2 damage for each goblin adjacent to them.		