

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.				

WAR SPIDER		LEVEL 1 ELITE MOUNT		
Animal, Goblin		EV 12		
Stamina 60				
Speed 7 (climb)	Size 3 / Stability 2	Free Strike 4		
Might +2	Agility +1	Reason -4	Intuition +0	Presence -3
Bite (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 1		Target One creature or object		
♦ ≤11	7 poison damage			
★ 12–16	11 poison damage			
* 17+	14 poison damage; M<2 weakened (save ends)			
Effect 2 Malice M<3 weakened (save ends).				
Leg Blade (Action) ♦ 2d10 + 2				
Keywords Melee, Strike, Weapon				
Distance Melee 1		Target Two creatures or objects		
♦ ≤11	6 damage			
★ 12–16	9 damage			
* 17+	12 damage			
Trample (Action) ♦ 5 Malice				
Keywords —				
Distance Self		Target Self		
Effect The spider shifts up to their speed and makes a Leg Blade strike against each creature who comes within 1 of the spider during the move. The spider makes one power roll against all targets.				
Web (Maneuver)				
Keywords Area, Weapon				
Distance 3 cube within 1		Target All creatures in the cube		
♦ ≤11	A<0 restrained (save ends)			
★ 12–16	A<1 restrained (save ends)			
* 17+	A<2 restrained (save ends)			
Effect The affected area is considered difficult terrain for enemies.				
Skitter (Triggered Action)				
Keywords —				
Distance Self		Target Self		
Trigger The spider or an ally riding the spider take damage.				
Effect The spider halves the damage, and then shifts 2 squares after the triggering effect resolves.				
Ride Launcher				
An ally who leaps off the back of the spider can jump up to 6 squares without a test, and takes no damage if they fall during the jump. After the jump, the first melee strike an ally makes on the same turn gains an edge.				
Wide Back				
Two of the spider's size 1 allies can occupy the same space while riding the spider.				