

GOBLIN BATTLEBORN		LEVEL 2 HORDE BRUTE
Goblin, Humanoid, Mystic Goblin		EV 4
Stamina 25		Size 1L / Stability 2
Speed 6 (climb)		Free Strike 5
Might +2 Agility +1 Reason +0 Intuition +1 Presence +0		
Spear Charge (Action) ♦ 2d10 + 2 ♦ Signature Keywords Charge, Melee, Strike, Weapon Distance Melee 1 Target One creature or object ♦ ≤11 5 damage ★ 12–16 6 damage * 17+ 8 damage; prone; the battleborn continues charging up to their speed or until they can make a free strike against another creature or object		
Battle Flurry (Action) ♦ 2d10 + 2 ♦ 3 Malice Keywords Area, Melee, Weapon Distance 1 Burst Target Each creature and object in the burst ♦ ≤11 3 damage; M<0 bleeding (save ends) ★ 12–16 4 damage; M<1 bleeding (save ends) * 17+ 5 damage; M<2 bleeding (save ends)		
Cunning The battleborn doesn't provoke opportunity attacks from enemies by moving. Whenever the battleborn is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, the battleborn can make an opportunity attack against them as a triggered action.		

MYSTIC QUEEN BARGNOT		LEVEL 3 LEADER
Goblin, Humanoid, Mystic Goblin		EV 20
Stamina 120		Size 1L / Stability 2
Speed 7 (climb)		Free Strike 5
Might +2 Agility +3 Reason +2 Intuition +1 Presence +1		
Power Axe (Action) ♦ 2d10 + 3 ♦ Signature Keywords Melee, Ranged, Strike, Weapon Distance Melee 1 or Ranged 5 Target Two creatures or objects ♦ ≤11 9 damage; push 1 ★ 12–16 13 damage; push 2 * 17+ 16 damage; push 3 or A<2 prone Effect An ally within 10 of Queen Bargnot can make a free strike.		
Get Out There! (Maneuver) Keywords — Distance Melee 1 Target One ally Effect Queen Bargnot throws the ally up to 5 squares. The ally can make a melee free strike when they land.		
Show Them Your Might! (Free Triggered Action) Keywords — Distance Melee 1 Target One ally Trigger A creature targets Queen Bargnot with a strike. Effect The ally becomes the target of the triggering strike instead. Queen Bargnot shifts 1.		
End Effect At the end of their turn, Queen Bargnot can take 5 damage to end one save ends effect affecting her. This damage can't be reduced in any way.		
Cunning Queen Bargnot doesn't provoke opportunity attacks from enemies by moving. Whenever Queen Bargnot is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, Queen Bargnot can make an opportunity attack against them as a triggered action.		
Focus Fire (Villain Action 1) 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 2) Keywords — Distance Special Target Special Effect Each enemy in the encounter takes 2 damage for each goblin adjacent to them, or 4 damage for each mystic goblin adjacent to them.		
Oversurge (Villain Action 3) Keywords Area, Magic Distance 5 burst Target Each enemy and object in the burst ♦ ≤11 3 damage; push 3; M<1 prone ★ 12–16 5 damage; push 4; M<2 prone * 17+ 8 damage; push 5; M<3 prone Effect Queen Bargnot erupts with energy. She becomes dazed (EoT) after using this villain action.		