

| WAR SPIDER | LEVEL 1 ELITE MOUNT |
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| 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) |
| 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) |
| Distance | 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. | |

| 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. | |
| 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. | |