

## GOBLIN - MORNING STAR

Level 6 ♦ Goblin

**ATTACK POWERS**  
⊕ **Morning Star:** +12 vs. AC; 15 damage.

**GENERAL POWERS**  
☐ **Maglubiyet's Omen:** Use when an enemy or ally within 3 squares takes damage: This creature has +2 attack.  
⊕ **Overhead Smash:** Move action: This creature's next ⊕ attack this turn deals +10 damage.

AC 20  
FORT 18  
REF 18  
WILL 18  
SPEED 6  
HP 45  
BLOOD 20

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## GOBLIN - IRON HELM

Level 4 ♦ Goblin

**ATTACK POWERS**  
⊕ **Blade:** +11 vs. AC; 15 damage.  
⊕ **Iron Headbutt:** (usable on Charge) +11 vs. AC; 10 damage AND Dazed.

**GENERAL POWERS**  
Sneak Attack 5  
☐ **Brain Saver Helm:** Use when this creature would be hit by a ⊕ or ⚔ attack: That attack misses instead, then this creature cannot use Iron Headbutt until end of battle.

AC 18  
FORT 17  
REF 17  
WILL 15  
SPEED 6  
HP 35  
BLOOD 15

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## GOBLIN - WHIP

Level 6 ♦ Goblin

**ATTACK POWERS**  
⊕ **Whip:** (reach 2) +10 vs. Reflex; 10 damage and Medium or smaller target is immobilized.

**GENERAL POWERS**  
Cruel Discipline: Immediate, when an ally within 2 squares fails a save: It takes 5 damage to reroll that save.  
Taskmaster's Crack: Attack action: Deal 5 damage to 1 non-champion Goblin ally within 2 squares. If you do, as an immediate action, it moves up to its speed OR makes a ⊕ attack.

AC 20  
FORT 18  
REF 18  
WILL 18  
SPEED 6  
HP 40  
BLOOD 20

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## GOBLIN - BARE-HANDED

Level 4 ♦ Goblin

**ATTACK POWERS**  
⊕ **Fist:** +10 vs. AC; 10 damage.

**GENERAL POWERS**  
☐ **Double Attack:** Attack action: Make two ⊕ attacks. ⚔ as a move action.  
Brawler: Adjacent enemies grant combat advantage.

AC 15  
FORT 17  
REF 17  
WILL 17  
SPEED 6  
HP 35  
BLOOD 15

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## GOBLIN - SPEAR

Level 5 ♦ Goblin

**ATTACK POWERS**  
⊕ **Spear:** +11 vs. AC; 15 damage.

**GENERAL POWERS**  
☐ **Burst of Speed:** Use at any time on this creature's turn: +3 speed until end of turn.  
Leaping Charge 5: +5 damage and Flight while charging.  
Fleet of Foot: Minor action: Shift 1.

AC 20  
FORT 18  
REF 19  
WILL 18  
SPEED 6  
HP 35  
BLOOD 15

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## GOBLIN - CUTLASS

Level 10 ♦ Goblin • Martial

**ATTACK POWERS**  
⊕ **Cutlass:** +14 vs. AC; 15 damage.

**GENERAL POWERS**  
Survival Instinct: +2 to all defenses while bloodied.  
Superior Goblin Tactics: Immediate, when missed by a ⊕ attack: This creature and up to 2 Goblin allies within sight may shift 1.  
Rally the Rabble: Immediate, after resolving a ⊕ attack: A Goblin ally makes an opportunity attack vs. the same target.

AC 24  
FORT 21  
REF 22  
WILL 22  
SPEED 6  
HP 60  
BLOOD 30

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## GOBLIN WARBAND

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