**Giant Spider**

EL 1 Arthropod Rogue

Fast Track: Acrobatic Adept

Medium Track: None So Vile

Slow Track: Professional Soldier

Full Buy In: Swashbuckler

Init: +6

Speed: 40 ft

[Small][Animal]

Combat Maneuver DC: 14

HP: 24

AC: 16

Fort: +4, Ref: +6, Will: +2

Awareness 13

[Ghostwise Sight] 45 ft

[Damage Reduction] 1

Attack: Nasty Bite +6 (1d6+2) [Melee] (5 ft)

Abilities: Str 12, Con 14, Dex 18, Int 10, Wis 14, Cha 10

Skills: Acrobatics+5, Athletics+2, Larceny+5, Perception+3, Stealth+3

Social Defenses: Bluff 13, Diplomacy 11, Intimidate 11, Perception 11

Feats: Recon, Breakneck Pace

Items: Nasty Bite ([Melee][Brutal 2][Traumatizing]), Instinct ([Melee][Guardian][Deft][Reacting])

KOM: +4 (Dex), KDM: +2 (Con), BAB: +1

Activated Abilities

Webs EX: As a move action, you may create a wedge with a length of 20 ft plus 10 ft per circle of this track you possess that inflicts the [Entangled] condition for the rest of the [Encounter] on each opponent within the area. A successful Reflex save (DC 14) negates the [Entangled] condition. As a move action, a creature may lose this condition inflicted by this ability, but doing so provokes an attack of opportunity.

Passive Abilities

Dodge! EX: Once per [Round], when an opponent who is not [Concealed] or [Fully concealed] makes an attack against you, if you are not [Entangled], you may make a Reflex save and use the result in place of your AC against that attack if the result is higher than your AC.

Creepy Crawler EX: Whenever you move at least 10 ft, your next attack this [Round] deals 3 additional damage with the [Precision] descriptor.

Coming to Get You EX: You may make a 5 ft step at the beginning of combat, and you may make a 5 ft step on your turn even if you have already moved.

**Worg**

EL 2 "Human" Barbarian

Fast Track: Rage

Medium Track: Path of Destruction

Slow Track: Heroica

Full Buy In: Battle's Tempering

Init: +4

Speed: 50 ft

Combat Maneuver DC: 16

HP: 39 + 4 temporary HP

AC: 16

Fort: +8, Ref: +6, Will: +3

Awareness: 13

Attack: Bite +9 (1d6+12) [Melee] 10 ft.

Abilities: Str 18, Con 10, Dex 16, Int 10, Wis 12, Cha 10

Skills: Athletics +6, Intimidate +6, Perception +3, Ride +5, Stealth +5

Social Defenses: Bluff 13, Diplomacy 12, Intimidate 12, Perception 12

Feats: Sinister Sinews, Cataphract

Items: Light Armor, Bite Weapon ([Melee][Brutal 2][Reach])

KOM: +4 (Str), KDM: +3 (Dex), BAB: +2

Abilities:

Cataphract: Worgs do not receive a -2 penalty to AC when charging, and deal an additional 2 damage when using the power attack maneuver.

Cleave: Use the same attack against two different enemies

Rage (Included above). Lasts for 7 rounds. Should be long enough for most combats as is.

Rather Quick than Dead: Moving out of a square of difficult terrain does not cost a worg an additional square of movement.

The Blade and The Bow: Worgs are often ridden by Goblins. A worg usually partners up with a goblin, allowing both to deal additional damage equal to half their respective levels. This is included above (but is lost if the goblin dies).

Race: Goblin

+2 Con, +2 Dex, -2 Cha

[Small][Humanoid]

+1 (+1 per 8 levels) racial bonus to Ride or Stealth (Chosen at character creation)

30 ft movement

Bonus Feats: The Bigger They Are, Optimistic Viscera, Cataphract

Goblin

EL 2

Fast Track: Envested Abolition

Medium Track: Envested Bulwark

Slow Track: Envested Aegis

Init: +6

Speed: 35 ft

[Small][Humanoid]

Combat Maneuver DC: 17

HP: 41

AC: 22

Fort: +7, Ref: +10, Will: +4

Awareness: 14

Attack: Flaming Short Sword +12 (1d6+10 [Fire])

Abilities: Str 12, Con 16, Dex 22, Int 10, Wis 14, Cha 8

Skills: Acrobatics+8, Perception+4, Ride+8, Stealth+9, Vigor+5

Social Defenses: Bluff 14, Diplomacy 12, Intimidate 11, Perception 11

Feats: Optimistic Viscera, Open Lesser Binding

Items: Black Ankh, Quicksilver Brooch, Energized Weapon ([Melee][Brutal 2][Elemental: Fire]), Masterwork Light Armor, Masterwork Shield

KOM: +5 (Dex), KDM: +3 (Con), BAB: +2

No Special Abilities. Yes, that's boring, but this is an improvement over the mook rules