

Goblin Mook

Tier 0 • Small (2) • Inhuman (Goblin)											
♠	1	♠	3	+	4	♣	0	♥	1	♦	1
⌘				⌘	10	♣	3				
Skills											
+2: Stealth • Perception											
+1: Fight • Aim • Survival											
Traits											
Darkvision Unhindered by darkness											
Clamber Ignore difficult terrain involving rocks, rubble, loose footing, obstacles, etc.											
Techniques											
♦ Nimble Disengage, Hide, Escape											
♦ Suprise While hiding, make an attack with Advantage. It is Keen (Crits on 5/6)											
Weapons / Attacks											
Cheap Shortsword											
[+4] Melee 2(3) Damage 0-1 Range											
Sling											
[+4] Ranged 2(3) Damage 1-3 Range											

Cinder Wolf

Tier 0 • Small (2) • Beast (Wolf)											
♠	2	♠	3	+	7	♣	0	♥	3	♦	2
⌘				⌘	11	♣	4				
Skills											
+3: *Beast • Athletics											
+2: *Fire • Presence • Perception											
Traits											
Darkvision Unhindered by darkness											
Keen Smell Smell as keen as sight											
Techniques											
♾ Pack Hunt Free Attack when a target attacks an ally while flanked											
♦ Sprint Move 5 in a straight line											
♦ Harry Attack which Disrupts target on hit											
Weapons / Attacks											
Claws											
[+6] Melee 2(3) Damage 0-1 Range											
Bite											
[+6] Ranged 3(3) Damage 0-0 Range											
Grab or Trip on Crit											
Spells											
♦♦ [T1 Fire] Firebreath											
[+4] Burst 1+1d6/T Damage 0-5x3 Con											
Leaves behind T0 Fires in area											

Goblin Survivor

Tier 1 • Small (2) • Inhuman (Goblin)											
♠	1	♠	4	+	6	♣	0	♥	3	♦	2
⌘				⌘	13	♣	4				
Skills											
+4: Stealth • Aim											
+3: Fight • Perception • Survival											
+2: Athletics • Will • Manipulate											
Traits											
Darkvision Unhindered by darkness											
Clamber Ignore difficult terrain involving rocks, rubble, loose footing, obstacles, etc.											
Cunning All attacks with Advantage are Keen											
Techniques											
♦ Nimble Disengage, Hide, Escape											
♦ Dive Roll Move 1m. Ignore Terrain. Instant (No ♾Reactions)											
♦ Suprise While hiding, make an attack with Advantage. It is Keen (Crits on 5/6)											
Weapons / Attacks											
Shortsword											
[+7] Melee 3(3) Damage 0-1 Range											
Shortbow											
[+8] Ranged 3(♠) Damage 1-3 Range											
♦ Paralytic Apply Poison: Next attack Stuns (Save: T2 ♠♥Endure)											

Wolf

Tier 0 • Small (2) • Beast (Wolf)											
♠	2	♠	3	+	6	♣	0	♥	2	♦	2
⌘				⌘	11	♣	4				
Skills											
+3: *Beast • Athletics											
+2: Stealth • Presence • Perception											
Traits											
Darkvision Unhindered by darkness											
Keen Smell Smell as keen as sight											
Techniques											
♾ Pack Hunt Free Attack when a target attacks an ally while flanked											
♦ Sprint Move 5 in a straight line											
♦ Harry Attack which Disrupts target on hit											
Weapons / Attacks											
Claws											
[+6] Melee 2(3) Damage 0-1 Range											
Bite											
[+6] Ranged 3(3) Damage 0-0 Range											
Grab or Trip on Crit											

Goblin Bugcatcher Boss

Tier 1 • Small (2) • Inhuman (Goblin)											
♠	2	♠	3	+	7	♣	3	♥	3	♦	2
⌘				⌘	12	♣	3				
Skills											
+3: Aim • Ingenuity											
+2: Presence • Perception • Fight											
Traits											
Darkvision Unhindered by darkness											
Clamber Ignore difficult terrain involving rocks, rubble, loose footing, obstacles, etc.											
Techniques											
♦ Nimble Disengage, Hide, Escape											
♦ Get In There! Another Goblin moves 3m or attacks											
♦ Bug Jars Sling one of a variety of bug jars using Bug Slinger for extra effects											
Weapons / Attacks											
Beetle Stick											
[+5] Melee 3(3) Damage 0-2 Range											
Bug Slinger											
[+6] Ranged 3(1) Damage 1-4 Range											

Organder

Tier 1 • Small (2) • Beast

♣2

♥2

♠4

♦2

+

×

6

13

♣

♠

0

4

Skills

+4: Athletics

+2: \*Hunting

Traits

Extrasense (Smell) Extremely keen senses

Pack Hunting When you are attacked, one ally with Pack Hunting may ⚔Retaliate against the attacker

Techniques

♦ Sprint(6) Move 6m in a straight line

♦ Pounce Leap 3m and Attack. Knocks Prone on hit (Save: ♠End/Ath vs Attack Roll)

Weapons / Attacks

Talons

[+7] Melee2(♠) Damage0-1 Range

Bleed(2) (+2 damage if target has no AP)

Leech Bite

[+4] Melee3(3) Damage0-0 Range

On Injury, Steal an Organ (Save: T2 ♠Endure).

Organ der recovers all Health. Target is Stunned and has DISADV to ♠ checks until the injury is healed.