

STAT BLOCKS

GOBLIN MALICE

At the start of any goblin's turn, you can spend malice to activate one of the following features.

Goblin Mode ◆ 3 Malice

Each goblin in the encounter gains a +2 bonus to speed until the end of the round.

Tiny Stabs ◆ 5 Malice

Each enemy in the encounter takes 1 damage for each goblin adjacent to them.

Swamp Stink ◆ 7 Malice

The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a **Might** test.

- ◆ ≤11 5 poison damage; weakened until mist disappears
- ★ 12–16 Weakened until mist disappears
- * 17+ No effect

MALICE FEATURES

GOBLIN ASSASSIN

Goblin, Humanoid

LEVEL 1 HORDE AMBUSHER

EV 3

Stamina 15

Speed 6 (climb)

Size 1S / Stability 0

Free Strike 2

Might –2 Agility +2 Reason +0 Intuition +0 Presence –2

Sword Stab (Action) ◆ 2d10 + 2 ◆ Signature

Keywords Melee, Strike, Weapon

Distance Melee 1 **Target** One creature or object

- ◆ ≤11 4 damage

- ★ 12–16 6 damage

- * 17+ 7 damage

Effect This ability deals an additional 2 damage if the assassin has an edge on the power roll.

Shadow Chains (Action) ◆ 2d10 + 2 ◆ 3 Malice

Keywords Magic, Ranged

Distance Ranged 10 **Target** Three creatures

- ◆ ≤11 2 corruption damage; A<0 restrained (save ends)

- ★ 12–16 4 corruption damage; A<1 restrained (save ends)

- * 17+ 5 corruption damage; A<2 restrained (save ends)

Crafty

The assassin doesn't provoke opportunity attacks by moving.

Slip Away

The assassin can take the Hide maneuver even while observed.

GOBLIN UNDERBOSS

Goblin, Humanoid

LEVEL 1 HORDE SUPPORT

EV 3

Stamina 15

Speed 5 (climb)

Size 1S / Stability 0

Free Strike 1

Might –1 Agility +2 Reason +0 Intuition +0 Presence +1

Swordplay (Action) ◆ 2d10 + 2 ◆ Signature

Keywords Melee, Strike, Weapon

Distance Melee 1

Target One creature or object

- ◆ ≤11 3 damage

- ★ 12–16 4 damage

- * 17+ 5 damage

Effect One ally adjacent to the target can make a free strike against them.

Get Reckless! (Maneuver)

Keywords Area

Distance 5 burst

Target All allies in the burst

Effect Until the start of the underboss's next turn, each target has an edge on strikes, and strikes made against them have an edge.

2 Malice Strikes made against each target no longer have an edge.

Crafty

The underboss doesn't provoke opportunity attacks by moving.

GOBLIN WARRIOR

Goblin, Humanoid

LEVEL 1 HORDE HARRIER

EV 3

Stamina 15

Speed 6 (climb)

Size 1S / Stability 0

Free Strike 1

Might –2 Agility +2 Reason +0 Intuition +0 Presence –1

Spear Charge (Action) ◆ 2d10 + 2 ◆ Signature

Keywords Charge, Melee, Strike, Weapon

Distance Melee 1

Target One creature or object

- ◆ ≤11 3 damage

- ★ 12–16 4 damage

- * 17+ 5 damage

Bury the Point (Action) ◆ 2d10 + 2 ◆ 2 Malice

Keywords Melee, Strike, Weapon

Distance Melee 1

Target One creature

- ◆ ≤11 5 damage; M<0 bleeding (save ends)

- ★ 12–16 6 damage; M<1 bleeding (save ends)

- * 17+ 7 damage; M<2 bleeding (save ends)

Crafty

The warrior doesn't provoke opportunity attacks by moving.