

BUGBEAR CHANNELER	LEVEL 2 ELITE CONTROLLER
Bugbear, Goblin, Humanoid, Fey	EV 16
Stamina 66	
Speed 5	Size 1L / Stability 0
Free Strike 5	
Might +1 Agility +1 Reason +2 Intuition +2 Presence +2	
Shadow Drag (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Magic, Ranged, Strike	
Distance Ranged 8	Target 2 creatures or objects on the ground
♦ ≤11	7 damage; pull 2
★ 12–16	10 damage; pull 3
* 17	13 damage; pull 4
Effect	Each square that a target is pulled through becomes difficult terrain for enemies.
Blistering Element (Action) ♦ 2d10 + 2	
Keywords Area, Magic	
Distance 3 burst	Target All enemies in the burst
♦ ≤11	2 damage; M<0 bleeding (save ends)
★ 12–16	3 damage; M<1 bleeding (save ends)
* 17	4 damage; M<2 bleeding (save ends)
Effect	The channeler chooses one of the following damage types for the damage: acid, cold, corruption, fire, or poison.
Twist Shape (Action) ♦ 2d10 + 2 ♦ 5 Malice	
Keywords Magic, Ranged	
Distance Ranged 5	Target 1 creature
♦ ≤11	5 corruption damage; P<0 slowed (save ends)
★ 12–16	8 corruption damage; P<1 shapechanged (save ends)
* 17	11 corruption damage; P<2 shapechanged (save ends)
Effect	A shapechanged creature has their limbs violently stretched and their skin becomes paper thin. They are slowed and have fire weakness 10 while they have this effect.
Throw (Maneuver)	
Keywords Melee, Strike	
Distance Melee 1	Target 1 creature or object grabbed by the channeler
Effect	Vertical push 3. An ally target doesn't take damage from being force moved.
Catcher (Free Triggered Action)	
Keywords —	
Distance Melee 1	Target 1 size 1 creature or object
Trigger	The target is force moved into a square adjacent to the channeler.
Effect	The target is grabbed by the channeler.
Shadow Veil (Triggered Action) ♦ 1 Malice	
Keywords Magic, Ranged	
Distance Ranged 5	Target 1 ally
Trigger	The target takes damage.
Effect	The channeler collapses the target into their shadow and halves the damage. The target can't be targeted by strikes until they reform from the shadows at the start of their next turn.

GOBLIN SPINECLEAVER	LEVEL 1 MINION BRUTE
Goblin, Humanoid	EV 3 for four minions
Stamina 5	
Speed 5 (climb)	Size 1S / Stability 0
With Captain	Strike damage +1
Free Strike 2	
Might +2 Agility +0 Reason +0 Intuition +0 Presence -1	
Axe (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object per minion
♦ ≤11	2 damage; push 1
★ 12–16	4 damage; push 3
* 17+	5 damage; push 4
	Crafty
	The spinecleaver doesn't provoke opportunity attacks by moving.
GOBLIN WARRIOR	LEVEL 1 HORDE HARRIER
Goblin, Humanoid	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.