

STAT BLOCKS

GOBLIN MALICE

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

MALICE 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

GOBLIN SNIPER

LEVEL 1 MINION ARTILLERY

Goblin, Humanoid

EV 3 for four minions

Stamina 3

Speed 5 (climb)

Size 1S / Stability 0

With Captain Ranged distance +5

Free Strike 2

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

Bow (Action) ◆ 2d10 + 2 ◆ Signature

Keywords Ranged, Strike, Weapon

Distance Ranged 10 **Target** One creature or object per minion

- ◆ ≤11 2 damage

- ★ 12–16 4 damage

- * 17+ 5 damage

Effect If the sniper doesn't use a move action this turn, the ability has an edge.

Crafty

The sniper doesn't provoke opportunity attacks by moving.

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.