

GOBLIN TOXINAUT	LEVEL 2 HORDE CONTROLLER
Goblin, Humanoid, Mystic Goblin	EV 4
<b>Stamina</b> 15	<b>Immunity</b> poison 3
<b>Speed</b> 6 (climb)	<b>Size</b> 1S / <b>Stability</b> 0 <b>Free Strike</b> 4
<b>Might</b> -1 <b>Agility</b> +1 <b>Reason</b> +0 <b>Intuition</b> +1 <b>Presence</b> +2	
<b>Toxic Winds</b> (Action) ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Area, Magic, Ranged	
<b>Distance</b> 4 cube within 15	<b>Target</b> Each enemy in the cube
♦ ≤11   2 poison damage; slide 1	
★ 12–16   3 poison damage; slide 2	
* 17+   5 poison damage; slide 3	
1+ <b>Malice</b> Increase the slide for one target by 1 square for each malice spent.	
<b>Swamp Fumes</b> (Maneuver)	
<b>Keywords</b> Area, Magic, Ranged	
<b>Distance</b> 4 cube within 10	<b>Target</b> Special
<b>Effect</b> The area is filled with a green haze until the start of the toxinaut's next turn or until the toxinaut is reduced to Stamina 0. The area is difficult terrain for non-goblin creatures, and each such creature who moves within the area takes 2 poison damage for each square moved. The poison damage ignores immunity. The haze can't be dispersed by wind.	
<b>Cunning</b>	
The toxinaut doesn't provoke opportunity attacks from enemies by moving. Whenever the toxinaut is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, the toxinaut can make an opportunity attack against them as a triggered action.	

GOBLIN MASTERMIND	LEVEL 2 HORDE SUPPORT
Goblin, Humanoid, Mystic Goblin	EV 4
<b>Stamina</b> 20	<b>Size</b> 1M / <b>Stability</b> 1 <b>Free Strike</b> 4
<b>Speed</b> 6 (climb)	
<b>Might</b> -1 <b>Agility</b> +2 <b>Reason</b> +1 <b>Intuition</b> +1 <b>Presence</b> +1	
<b>Swordplay</b> (Action) ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 1	<b>Target</b> One creature or object
♦ ≤11   4 damage	
★ 12–16   5 damage	
* 17+   7 damage	
<b>Effect</b> One ally adjacent to the target can make a free strike against them.	
<b>Goad</b> (Free Triggered Action) ♦ 1 Malice	
<b>Keywords</b> Area	
<b>Distance</b> Ranged 5	<b>Target</b> 1 creature
<b>Distance</b> The target uses a strike that targets the mastermind or an ally within distance.	
<b>Effect</b> The mastermind retargets the strike to target themselves or another ally. The new target must be a valid option for the strike.	
<b>Saw You Coming</b>	
The mastermind can't be surprised.	
<b>Cunning</b>	
The mastermind doesn't provoke opportunity attacks from enemies by moving. Whenever the mastermind is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, the mastermind can make an opportunity attack against them as a triggered action.	