

MOHLER		LEVEL 1 MINION AMBusher		
Animal, Orc		EV 3 for four minions		
<b>Stamina 4</b>				
Speed 7 (burrow)		Size 1S / Stability 1		
With Captain Speed +2		Free Strike 2		
Might 0	Agility +2	Reason -4	Intuition +1	Presence -3
<b>Earth Bump</b> (Action) ♦ 2d10 + 2 ♦ Signature				
<b>Keywords</b> Melee, Strike, Weapon				
Distance Melee 1	<b>Target</b> 1 creature or object per minion			
◆ ≤11	2 damage			
★ 12–16	4 damage			
* 17	5 damage			
<b>Seismic Sense</b>				
The mohler doesn't need line of effect to target creatures or objects touching the ground with abilities.				

OGRE MALICE	MALICE FEATURES
At the start of any ogre's turn, you can spend malice to activate one of the following features.	
	<b>Shockwave</b> ♦ 3 Malice
	An ogre acting this turn jumps and lands on their rear, causing a 3 burst shockwave. Each size 1 creature in the affected area must make a <b>Might</b> or <b>Agility</b> test.
★ ≤11	5 damage; vertical push 3
★ 12–16	4 damage; vertical push 2
◆ 17	Push 1
	<b>Bully</b> ♦ 5 Malice
All ogres shift up to their speed and make a free strike. The ogres prefer to gang up on the same target rather than pick different targets, if they can.	
	<b>Rampage</b> ♦ 7 Malice
Until the end of the round, each ogre has damage immunity 5 and deals an additional 5 damage with their strikes and abilities. While this feature is active, heroic abilities that target an ogre have their costs reduced by 1 (to a minimum of 1).	

OGRE GOON		LEVEL 2 ELITE BRUTE						
Giant, Ogre		EV 16						
<b>Stamina 100</b>								
Speed 5		Size 2 / Stability 4						
Free Strike 5								
Might +2	Agility 0	Reason -1	Intuition 0	Presence -1				
<b>Club Swing</b> (Action) ♦ 2d10 + 2 ♦ Signature								
<b>Keywords</b> Melee, Strike, Weapon								
Distance Melee 2	<b>Target</b> 2 creatures or objects							
◆ ≤11	7 damage; push 2							
★ 12–16	11 damage; push 4							
* 17	14 damage; push 6; prone							
<b>Effect</b> This strike deals an additional 4 damage to each creature and object that takes damage from any force movement it causes.								
<b>Grabby Hand</b> (Maneuver) ♦ 2d10 + 2								
<b>Keywords</b> Melee, Strike, Weapon								
Distance Melee 1	<b>Target</b> 1 creature or object							
◆ ≤11	7 damage							
★ 12–16	11 damage; grabbed							
* 17	14 damage; grabbed							
<b>Effect</b> The goon can only have one target grabbed at a time.								
<b>1 Malice</b> The target has a bane on escaping the grab while the goon crushes the target in their hand.								
<b>People Bowling</b> (Maneuver) ♦ 2d10 + 3 ♦ 3 Malice								
<b>Keywords</b> Area, Melee, Weapon								
Distance 6 × 1 Line within 1	<b>Target</b> All creatures and objects							
<b>Special</b> The goon must be grabbing a size-1 creature or object to use this maneuver.								
<b>Effect</b> The goon hurls what's in their hand down the line and rolls power. The hurled creature or object counts as a target and lands in the last square of the line (or nearest unoccupied square of the goon's choice).								
◆ ≤11	5 damage							
★ 12–16	9 damage							
* 17	12 damage; prone							
<b>Swat The Fly</b> (Triggered Action)								
<b>Keywords</b> —								
<b>Trigger</b> The target moves or shifts away from the goon.								
Distance Melee 1	<b>Target</b> 1 adjacent creature or object							
<b>Effect</b> Slide 5.								
<b>Defiant Anger</b>								
The goon has damage immunity 2 while they are winded.								