

STAT BLOCKS

GOBLIN MALICE	MALICE FEATURES
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	
GOBLIN RUNNER	LEVEL 1 MINION HARRIER
Goblin, Humanoid	EV 3 for four minions
Stamina 4	
Speed 6 (climb)	Size 1S / Stability 0
With Captain Edge on strikes	Free Strike 1
Might -2 Agility +2 Reason +0 Intuition +0 Presence -1	
Club Charge (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Charge, Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object per minion
♦ ≤11 1 damage	
★ 12–16 2 damage	
* 17+ 3 damage	
Crafty	
The runner doesn't provoke opportunity attacks by moving.	
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 UNDERBOSS	LEVEL 1 HORDE SUPPORT
Goblin, Humanoid	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	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.	