

GOBLIN CURSESPITTER		LEVEL 1 HORDE HEXER
Goblin, Humanoid		EV 3
Stamina 10		
Speed 5 (climb)	Size 1S / Stability 0	Free Strike 1
Might -2 Agility +1 Reason +0 Intuition +2 Presence +0		
Eye of Surlach (Action) ♦ 2d10 + 2 ♦ Signature		
Keywords Magic, Ranged, Strike		
Distance Ranged 15	Target One creature	
♦ ≤11 3 corruption damage; I<0 weakened (save ends)		
★ 12–16 4 corruption damage; I<1 weakened (save ends)		
* 17+ 5 corruption damage; I<2 weakened (save ends)		
Dizzying Hex (Maneuver) ♦ 2d10 + 2 ♦ 1 Malice		
Keywords Magic, Ranged		
Distance Ranged 10	Target One creature	
♦ ≤11 I<0 prone		
★ 12–16 I<1 prone can't stand (EoT)		
* 17+ prone I<2 and can't stand (save ends)		
Crafty		
The cursespitter 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	Free Strike 2
With Captain Ranged distance +5		
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	Free Strike 2
With Captain Strike damage +1		
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 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.		