

## STAT BLOCKS

GOBLIN MALICE	MALICE FEATURES	GOBLIN CURSESPITTER	LEVEL 1 HORDE HEXER
<b>Goblin Malice</b>		Goblin, Humanoid	EV 3
At the start of any goblin's turn, you can spend malice to activate one of the following features.		<b>Stamina 10</b>	<b>Size 1S / Stability 0</b>
<b>Goblin Mode</b> ◆ 3 Malice		<b>Speed 5 (climb)</b>	<b>Free Strike 1</b>
Each goblin in the encounter gains a +2 bonus to speed until the end of the round.		<b>Might -2</b> <b>Agility +1</b> <b>Reason +0</b> <b>Intuition +2</b> <b>Presence +0</b>	<b>Eye of Surlach</b> (Action) ◆ 2d10 + 2 ◆ Signature
<b>Tiny Stabs</b> ◆ 5 Malice		Keywords Magic, Ranged, Strike	<b>Target</b> One creature
Each enemy in the encounter takes 1 damage for each goblin adjacent to them.		Distance Ranged 15	
<b>Swamp Stink</b> ◆ 7 Malice		◆ ≤11 3 corruption damage; I<0 weakened (save ends)	
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 <b>Might test</b> .		★ 12–16 4 corruption damage; I<1 weakened (save ends)	
◆ ≤11 5 poison damage; weakened until mist disappears		* 17+ 5 corruption damage; I<2 weakened (save ends)	
★ 12–16 Weakened until mist disappears			<b>Dizzying Hex</b> (Maneuver) ◆ 2d10 + 2 ◆ 1 Malice
* 17+ No effect			Keywords Magic, Ranged
		Distance Ranged 10	<b>Target</b> 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)	
			<b>Crafty</b>
			The cursespitter doesn't provoke opportunity attacks by moving.
GOBLIN ASSASSIN	LEVEL 1 HORDE AMBusher		
Goblin, Humanoid	EV 3		
<b>Stamina 15</b>			
<b>Speed 6 (climb)</b>	<b>Size 1S / Stability 0</b>		
	<b>Free Strike 2</b>		
<b>Might -2</b> <b>Agility +2</b> <b>Reason +0</b> <b>Intuition +0</b> <b>Presence -2</b>			
<b>Sword Stab</b> (Action) ◆ 2d10 + 2 ◆ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1	<b>Target</b> One creature or object		
◆ ≤11 4 damage			
★ 12–16 6 damage			
* 17+ 7 damage			
<b>Effect</b> This ability deals an additional 2 damage if the assassin has an edge on the power roll.			
<b>Shadow Chains</b> (Action) ◆ 2d10 + 2 ◆ 3 Malice			
Keywords Magic, Ranged			
Distance Ranged 10	<b>Target</b> Three creatures		
◆ ≤11 2 corruption damage; A<0 restrained (save ends)			
★ 12–16 4 corruption damage; A<1 restrained (save ends)			
* 17+ 5 corruption damage; A<2 restrained (save ends)			
<b>Crafty</b>			
The assassin doesn't provoke opportunity attacks by moving.			
<b>Slip Away</b>			
The assassin can take the Hide maneuver even while observed.			