

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.	

SPINDLEGOTH	LEVEL 1 HORDE AMBusher
Beast, Ruinborn	EV 3
Stamina 15	
Speed 7 (climb)	Size 1S / Stability 1 Free Strike 2
Might -1 Agility +2 Reason +0 Intuition +0 Presence -2	
Choking Thread (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Strike, Ranged, Weapon	
Distance Ranged 5	Target One creature or object
♦ ≤11	4 damage
★ 12–16	6 damage; M<1 restrained (save ends)
★ 17+	7 damage; M<2 restrained (save ends)
Effect	The target suffocates while restrained by this ability. If this ability fails to restrain the target, the spindlegoth shifts 2 and hides.
Thread Whip (Maneuver) ♦ 2d10 + 2 ♦ 3 Malice	
Keywords Area, Weapon	
Distance 1 Burst	Target Each enemy in the burst
♦ ≤11	Vertical slide 1
★ 12–16	Vertical slide 2
★ 17+	Vertical slide 3
Tightwire (Maneuver) ♦ 1 Malice	
Keywords —	
Distance Self	Target Self
Effect	The spindlegoth shifts up to their speed, including vertically. They must end this movement on a solid surface.
Needlefoot	
The spindlegoth ignores difficult terrain. Whenever the spindlegoth enters a square while climbing, the surface they're climbing on takes 1 damage.	