

# MYSTIC GOBLINS

Imbued with the power of the Cup of Iulius, these goblins have become super charged soldiers. They've grown larger and now embody the might of the warriors of old.

Queen Bargnot already leads an imposing number of goblins within the Jagged Edge. If enough of them were to sip from the sacred cup, she could take claim to the entire region all on her own.

## TRANSFORMED

The mystic goblins are transformed versions of the following goblins:

- The goblin assassin has become the **goblin shadowknife**
- The goblin cursespitter became the **goblin deathtongue**
- The goblin stinker has become the **goblin toxinaut**
- The goblin underboss became the **goblin mastermind**
- The goblin warrior has become the **goblin battleborn**
- Queen Bargnot, who originally used the goblin monarch stat block, has become **Mystic Queen Bargnot**

GOBLIN SHADOWKNIFE	LEVEL 2 HORDE AMBusher
Goblin, Humanoid, Mystic Goblin	EV 4
<b>Stamina</b> 20	<b>Immunity</b> corruption 2
<b>Speed</b> 7 (climb)	<b>Size</b> 1M / <b>Stability</b> 1 <b>Free Strike</b> 3
<b>Might</b> +0 <b>Agility</b> +2 <b>Reason</b> +1 <b>Intuition</b> +1 <b>Presence</b> +0	
<b>Shadow Stab</b> (Action) ◆ 2d10 + 2 ◆ Signature	
<b>Keywords</b> Magic, Melee, Ranged, Strike, Weapon	
<b>Distance</b> Melee 1 or Ranged 5	<b>Target</b> One creature or object
♦ ≤11	<b>5 corruption damage</b>
★ 12–16	<b>6 corruption damage</b>
* 17+	<b>8 corruption damage</b>
<b>Effect</b> This ability deals an additional 2 corruption damage if the shadowknife has an edge on the power roll.	
<b>Shadow Chains</b> (Action) ◆ 2d10 + 2 ◆ 3 Malice	
<b>Keywords</b> Magic, Ranged	
<b>Distance</b> Ranged 10	<b>Target</b> Three creatures
♦ ≤11	<b>3 corruption damage; A&lt;0 restrained (save ends)</b>
★ 12–16	<b>5 corruption damage; A&lt;1 restrained (save ends)</b>
* 17+	<b>6 corruption damage; A&lt;2 restrained (save ends)</b>
<b>Cunning</b>	
The shadowknife doesn't provoke opportunity attacks from enemies by moving. Whenever the shadowknife is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, the shadowknife can make an opportunity attack against them as a triggered action.	
<b>Hide While Observed</b>	
The shadowknife can take the Hide maneuver even while observed. They become revealed if they end their turn without cover or concealment.	

GOBLIN DEATHTONGUE	LEVEL 2 HORDE HEXER
Goblin, Humanoid, Mystic Goblin	EV 4
<b>Stamina</b> 15	<b>Immunity</b> corruption 2
<b>Speed</b> 6 (climb)	<b>Size</b> 1S / <b>Stability</b> 0 <b>Free Strike</b> 4
<b>Might</b> -1 <b>Agility</b> +2 <b>Reason</b> +0 <b>Intuition</b> +2 <b>Presence</b> +0	
<b>Gaze of Surlach</b> (Action) ◆ 2d10 + 2 ◆ Signature	
<b>Keywords</b> Magic, Ranged, Strike	
<b>Distance</b> Ranged 15	<b>Target</b> One creature
♦ ≤11	<b>4 corruption damage; I&lt;0 weakened (save ends)</b>
★ 12–16	<b>5 corruption damage; I&lt;1 weakened (save ends)</b>
* 17+	<b>7 corruption damage; I&lt;2 slowed and weakened (save ends)</b>
<b>Dizzying Hex</b> (Maneuver) ◆ 2d10 + 2	
<b>Keywords</b> Magic, Ranged	
<b>Distance</b> Ranged 10	<b>Target</b> One creature
♦ ≤11	<b>I&lt;0 prone</b>
★ 12–16	<b>I&lt;1 prone can't stand (EoT)</b>
* 17+	<b>prone I&lt;2 and can't stand (save ends)</b>
<b>1+ Malice</b> The deathtongue targets an additional creature for each malice spent.	
<b>Cunning</b>	
The deathtongue doesn't provoke opportunity attacks from enemies by moving. Whenever the deathtongue is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, the deathtongue can make an opportunity attack against them as a triggered action.	