

GOBLINS

Known among themselves as *rogabrin*, meaning “more of us” in their Szetch language, goblins are one of the most numerous humanoid species in the world. They can be found across many lands, have developed countless distinct cultures, and dare to venture into environments that few other humanoids are willing to hazard.

Their long arms and prehensile toes make goblins particularly well adapted to environments requiring climbing, and they live equally comfortably in treetop cities as in subterranean realms filled with stalactites, ledges, and chasms. However, just as many prefer to dwell in tight-knit neighborhoods within diverse cities. Many of those goblins who cross swords with adventuring heroes are the worst of their society—thieves and murderers shunned by their own people.

Encountered in Groups

Whether within a society or living in exile, goblins survive and thrive because they work together. A single goblin forced into the wild is terrified. A dozen outlaw goblins are supremely confident—perhaps overly so. Such groups often become bandits who ambush travelers crossing through their territory, be it desert, forest, or underground. Larger goblin hordes might become unscrupulous mercenaries serving powerful villains. No matter how they’re encountered, goblins prefer to fight as an overwhelming force and to flee when foes outnumber friends.

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 is 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 are difficult terrain for non-goblins, and each non-goblin on the map makes a **Might test**.
☞ **≤11** 5 poison damage; the creature is weakened until the mist disappears.
☞ **12-16** The creature is weakened until the mist disappears.
☞ **17+** No effect.

Mobile and Sneaky

Short, lithe, and long armed, goblins are built for mobility, stealth, and climbing. Goblins who dwell in untamed wilderness and twisting caves utilize their natural agility to hide from threats and flee when found. These crafty skirmishers might run wild through battle, hacking at their enemies’ knees, or unleash arrows as they dart from tree to tree.

Goblin Magic

Some exiled goblins forge pacts with evil entities for magical power, including archfey, deities, and fiends. Goblin assassins conjure darkness made from the souls of their victims, while goblin cursespitters hurl magic hexes that keep their enemies at bay.

Skitterling

A six-legged winged rodent the size of a housecat, a skitterling moves their clawed feet as they fly, making them appear to scurry through the air. Goblins train these pets to claw at the faces of enemies, as their feet secrete a toxin that causes temporary sluggishness.

War Spider

Goblins ride enormous arachnids as mounts in battle. With blades attached to their legs, a war spider cuts a swath through enemy forces while archers fire from atop a platform on the animal’s back. During a raid, a war spider arches their body to launch warriors off their back and into the fray.

Worg

Some goblins form a special bond with worgs—canine creatures raised by many goblin communities as mounts, guardians, and companions. A worg stays loyal to the hand that feeds them, and will protect their handler to the bitter end.

Goblin Languages

Most goblins speak Caelian and Szetch.

Goblin Runner

Goblin, Humanoid

Level 1 Minion Harrier

EV 3 for four minions

1S 6 4 0 1
Size Speed Stamina Stability Free Strike

Immunity: —

Movement: Climb

Weakness: —

With Captain: Gain an edge on strikes

Might -2 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence -1

Club Charge 2d10 + 2

Charge, Melee, Strike, Weapon

Melee 1

One creature or object per minion

≤11 1 damage

12-16 2 damage

17+ 3 damage

Signature Ability

Main action

★ **Crafty**

The runner doesn't provoke opportunity attacks by moving.

Goblin Sniper

Goblin, Humanoid

Level 1 Minion Artillery

EV 3 for four minions

1S 5 3 0 2
Size Speed Stamina Stability Free Strike

Immunity: —

Movement: Climb

Weakness: —

With Captain: +5 bonus to ranged distance

Might -2 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence -1

Bow 2d10 + 2

Ranged, Strike, Weapon

Ranged 10

One creature or object per minion

≤11 2 damage

12-16 4 damage

17+ 5 damage

Signature Ability

Main action

Effect: If the sniper doesn't use a move action this turn, this ability gains an edge.★ **Crafty**

The sniper doesn't provoke opportunity attacks by moving.

Goblin Spinecleaver

Goblin, Humanoid

Level 1 Minion Brute

EV 3 for four minions

1S 5 5 0 2
Size Speed Stamina Stability Free Strike

Immunity: —

Movement: Climb

Weakness: —

With Captain: +1 damage bonus to strikes

Might +2 **A**gility 0 **R**eason 0 **I**ntuition 0 **P**resence -1

Axe 2d10 + 2

Melee, Strike, Weapon

Melee 1

One creature or object per minion

≤11 2 damage; push 1

12-16 4 damage; push 3

17+ 5 damage; push 4

Signature Ability

Main action

★ **Crafty**

The spinecleaver doesn't provoke opportunity attacks by moving.

Skitterling

Animal, Goblin

Level 1 Minion Hexer

EV 3 for four minions

1T 5 3 0 1
Size Speed Stamina Stability Free Strike

Immunity: —

Movement: Fly

Weakness: —

With Captain: +3 bonus to speed

Might -5 **A**gility +2 **R**eason -4 **I**ntuition 0 **P**resence -2

Claws 2d10 + 2

Melee, Strike, Weapon

Melee 1

One creature per minion

≤11 1 poison damage

12-16 2 poison damage

17+ 3 poison damage

Signature Ability

Main action

Effect: The target takes a bane on their next strike.

Goblin Assassin

Goblin, Humanoid

Level 1 Horde Ambusher

EV 3

1S
Size

6
Speed

15
Stamina

0
Stability

2
Free Strike

Immunity: —

Movement: Climb

Weakness: —

Might -2

Agility +2

Reason 0

Intuition 0

Presence -2

✦ **Sword Stab** 2d10 + 2

Melee, Strike, Weapon

Melee 1

≤11 4 damage

12-16 6 damage

17+ 7 damage

Effect: If this ability gains an edge or has a double edge, it deals an extra 2 damage.

Signature Ability

Main action

☉ One creature or object

✦ **Shadow Chains** 2d10 + 2

Magic, Ranged, Strike

Ranged 10

≤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)

3 Malice

Main action

☉ Three creatures

★ **Crafty**

The assassin doesn't provoke opportunity attacks by moving.

★ **Slip Away**

The assassin can attempt to hide even while observed.

Goblin Cursespitter

Goblin, Humanoid

Level 1 Horde Hexer

EV 3

1S
Size

5
Speed

10
Stamina

0
Stability

1
Free Strike

Immunity: —

Movement: Climb

Weakness: —

Might -2

Agility +1

Reason 0

Intuition +2

Presence 0

✦ **Eye of Surlach** 2d10 + 2

Magic, Ranged, Strike

Ranged 15

≤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)

Signature Ability

Main action

☉ One creature

✦ **Dizzying Hex** 2d10 + 2

Magic, Ranged, Strike

Ranged 10

≤11 **I** < 0 prone

12-16 **I** < 1 prone and can't stand (EoT)

17+ Prone; **I** < 2 can't stand (save ends)

1 Malice

Maneuver

☉ One creature

★ **Crafty**

The cursespitter doesn't provoke opportunity attacks by moving.



Goblin Stinker

Goblin, Humanoid

Level 1 Horde Controller

EV 3

1S Size 5 Speed 10 Stamina 0 Stability 1 Free Strike

Immunity: —

Movement: Climb

Weakness: —

Might -2 **A**gility +1 **R**eason 0 **I**ntuition 0 **P**resence +2

Toxic Winds 2d10 + 2

Area, Magic, Ranged

3 cube within 15

≤11 1 poison damage; slide 1

12-16 2 poison damage; slide 2

17+ 3 poison damage; slide 3

1+ Malice: For each Malice spent, one target can be force moved 1 additional square.

Signature Ability

Main action

Each enemy in the area

Swamp Gas

Area, Magic, Ranged

3 cube within 10

Maneuver

Special

Effect: The area is filled with a green haze that lasts until the start of the stinker's next turn or until the stinker is reduced to 0 Stamina, and which can't be dispersed by wind. The area is difficult terrain for non-goblins, and each non-goblin who moves in the area takes 2 poison damage for each square moved.

★ **Crafty**

The stinker doesn't provoke opportunity attacks by moving.

**Goblin Underboss**

Goblin, Humanoid

Level 1 Horde Support

EV 3

1S Size 5 Speed 15 Stamina 0 Stability 1 Free Strike

Immunity: —

Movement: Climb

Weakness: —

Might -1 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence +1

Swordplay 2d10 + 2

Melee, Strike, Weapon

Melee 1

≤11 3 damage

12-16 4 damage

17+ 5 damage

Effect: One ally adjacent to the target can make a free strike against them.

Signature Ability

Main action

One creature or object

☞ **Get Reckless!**

Area

5 burst

Maneuver

Each ally in the area

Effect: Until the start of the underboss's next turn, each target gains an edge on strikes, and any strike made against a target gains an edge.

2 Malice: Strikes made against targets no longer gain an edge.

★ **Crafty**

The underboss doesn't provoke opportunity attacks by moving.

Goblin Warrior

Goblin, Humanoid

Level 1 Horde Harrier

EV 3

1S Size 6 Speed 15 Stamina 0 Stability 1 Free Strike

Immunity: —

Movement: Climb

Weakness: —

Might -2 **A**gility +2 **R**eason 0 **I**ntuition 0 **P**resence -1

Spear Charge 2d10 + 2

Charge, Melee, Strike, Weapon

Melee 1

≤11 3 damage

12-16 4 damage

17+ 5 damage

Signature Ability

Main action

One creature or object

Bury the Point 2d10 + 2

Melee, Strike, Weapon

Melee 1

≤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)**2 Malice**

Main action

One creature

★ **Crafty**

The warrior doesn't provoke opportunity attacks by moving.

Goblin Monarch

Goblin, Humanoid

Level 1 Leader
EV 12

1S

Size

6

Speed

80

Stamina

1

Stability

4

Free Strike

Immunity: —

Movement: Climb

Weakness: —

Might 0

Agility +3

Reason +1

Intuition 0

Presence +3



Handaxe 2d10 + 3

Melee, Ranged, Strike, Weapon

Melee 1 or ranged 5

≤11 7 damage

12-16 10 damage

17+ 13 damage

Effect: One ally within 10 squares of the monarch can make a free strike.

Signature Ability

Main action

Two creatures or objects



Get in Here!

Ranged

Ranged 20

Effect: Two **goblin runners** appear in unoccupied spaces within distance.

1 Malice

Maneuver

Special



Meat Shield

Melee

Melee 1

Triggered action

One ally

Trigger: A creature targets the monarch with a strike.

Effect: The ally is the target of the triggering strike instead.

★ Crafty

The monarch doesn't provoke opportunity attacks by moving.

★ End Effect

At the end of each of their turns, the monarch can take 5 damage to end one effect on them that can be ended by a saving throw. This damage can't be reduced in any way.



What Are You Waiting For?

Area

10 burst

Villain Action 1

Each ally in the area

Effect: Each target can move up to their speed or make a free strike.



Focus Fire

Ranged

Ranged 10

Villain Action 2

One enemy or object

Effect: Each ally within 10 squares of the target can move up to their speed toward the target.



Kill!

Special

Villain Action 3

Special

Effect: Each enemy in the encounter takes 2 damage for each goblin adjacent to them.



War Spider

Animal, Goblin

Level 1 Elite Mount

EV 12

3 Size 7 Speed 60 Stamina 2 Stability 4 Free Strike

Immunity: —

Movement: Climb

Weakness: —

Might +2 **A**gility +1 **R**eason -4 **I**ntuition 0 **P**resence -3

Bite 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 7 poison damage
12-16 11 poison damage
17+ 14 poison damage; **M**<2 weakened (save ends)
2 Malice: For any tier outcome, if the target has **M**<3, they are weakened (save ends).

Signature Ability
Main action
One creature

Leg Blade 2d10 + 2
Melee, Strike, Weapon
Melee 1
≤11 6 damage
12-16 9 damage
17+ 12 damage
Main action
Two creatures or objects

Trample
Self
5 Malice
Main action
Self
Effect: The spider shifts up to their speed and uses Leg Blade against each creature who comes adjacent to them during the shift. The spider makes one power roll against all targets.

Web 2d10 + 2
Area, Weapon
3 cube within 1
≤11 **A**<0 restrained (save ends)
12-16 **A**<1 restrained (save ends)
17+ **A**<2 restrained (save ends)
Each creature in the area
Effect: The area is difficult terrain for enemies.

Skitter
Self
Triggered action
Self
Trigger: The spider or any ally riding the spider takes damage.
Effect: The damage is halved, and the spider shifts up to 2 squares after the triggering effect resolves.

★ **Ride Launcher**
Any ally who leaps off the back of the spider can jump up to 6 squares without making a test, and takes no damage if they fall during the jump. After any ally jumps, the first melee strike they make on the same turn gains an edge.

★ **Wide Back**
While riding the spider, two size 1 allies can occupy the same space.

Worg

Animal, Goblin

Level 1 Horde Mount

EV 3

1L Size 5 Speed 15 Stamina 1 Stability 1 Free Strike

Immunity: —

Movement: —

Weakness: —

Might +1 **A**gility +2 **R**eason -1 **I**ntuition 0 **P**resence -1

Bite 2d10 + 2
Charge, Melee, Strike, Weapon
Melee 1
≤11 3 damage
12-16 4 damage
17+ 5 damage
Signature Ability
Main action
One creature or object

Sprint
Self
1 Malice
Maneuver
Self
Effect: The worg moves up to their speed.

★ **Mounted Charger**
If a worg used as a mount charges, their rider gains an edge on melee strikes until the end of the rider's turn.

★ **Shared Crafty**
If the worg's rider has the Crafty trait, the worg also has that trait.

