

# 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.
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- ★ 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   **Agility** +2   **Reason** 0   **Intuition** 0   **Presence** -1

✖ **Club Charge** 2d10 + 2

Charge, Melee, Strike, Weapon  
Melee 1

≤11 1 damage  
12-16 2 damage  
17+ 3 damage

**Signature Ability**

Main action

◎ One creature or object per minion

★ **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   **Agility** +2   **Reason** 0   **Intuition** 0   **Presence** -1

✖ **Bow** 2d10 + 2

Ranged, Strike, Weapon  
Ranged 10

≤11 2 damage  
12-16 4 damage  
17+ 5 damage

**Signature Ability**

Main action

◎ One creature or object per minion

**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   **Agility** 0   **Reason** 0   **Intuition** 0   **Presence** -1

✖ **Axe** 2d10 + 2

Melee, Strike, Weapon  
Melee 1

≤11 2 damage; push 1  
12-16 4 damage; push 3  
17+ 5 damage; push 4

**Signature Ability**

Main action

◎ One creature or object per minion

★ **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   **Agility** +2   **Reason** -4   **Intuition** 0   **Presence** -2

✖ **Claws** 2d10 + 2

Melee, Strike, Weapon  
Melee 1

≤11 1 poison damage  
12-16 2 poison damage  
17+ 3 poison damage

**Signature Ability**

Main action

◎ One creature per minion

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



**Goblin Assassin**  
Goblin, HumanoidLevel 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

1D Melee 1

≤11 4 damage

12-16 6 damage

17+ 7 damage

**Signature Ability**

Main action

◎ One creature or object

**Effect:** If this ability gains an edge or has a double edge, it deals an extra 2 damage.**Shadow Chains** 2d10 + 2

Magic, Ranged, Strike

1D Ranged 10

≤11 2 corruption damage; A&lt;0 restrained (save ends)

12-16 4 corruption damage; A&lt;1 restrained (save ends)

17+ 5 corruption damage; A&lt;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, HumanoidLevel 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

1D Ranged 15

≤11 3 corruption damage; I&lt;0 weakened (save ends)

12-16 4 corruption damage; I&lt;1 weakened (save ends)

17+ 5 corruption damage; I&lt;2 weakened (save ends)

**Signature Ability**

Main action

◎ One creature

**Dizzying Hex** 2d10 + 2

Magic, Ranged, Strike

1D Ranged 10

≤11 I&lt;0 prone

12-16 I&lt;1 prone and can't stand (EoT)

17+ Prone; I&lt;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

**Might** -2    **Agility** +1    **Reason** 0    **Intuition** 0    **Presence** +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    **Agility** +2    **Reason** 0    **Intuition** 0    **Presence** +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    **Agility** +2    **Reason** 0    **Intuition** 0    **Presence** -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

**X 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?

### Villain Action 1

Area

10 burst

Each ally in the area

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

### Focus Fire

### Villain Action 2

Ranged

Ranged 10

One enemy or object

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

### Kill!

### Villain Action 3

Special

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

**Might +2**    **Agility +1**    **Reason -4**    **Intuition 0**    **Presence -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).

**Weakness:** —

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**

Melee 1

**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.

**5 Malice**  
Main action  
Self

█ **Web** 2d10 + 2

Area, Weapon

Melee 1

Maneuver  
Each creature in the area

≤11 A<0 restrained (save ends)  
12-16 A<1 restrained (save ends)  
17+ A<2 restrained (save ends)

**Effect:** The area is difficult terrain for enemies.

💡 **Skitter**

Melee 1

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**    **Agility +2**    **Reason -1**    **Intuition 0**    **Presence -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**

Melee 1

**Effect:** The worg moves up to their speed.

**1 Malice**

Maneuver

Self

★ **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.

