

BURNING SQUARE

The heroes must fight Jagged Edge invaders and fires in the village square of Broadhurst.

Burning Square Groups

Group	Creatures
1	Two goblin warriors
2	Two goblin warriors
3	One goblin underboss (captain) Four goblin spincleavers (minion squad)
4	One goblin underboss (captain) Four goblin spincleavers (minion squad)
5	Eight goblin snipers (minion squad)
6	Two goblin cursespitters

ENCOUNTER ADJUSTMENTS

If this encounter has more or fewer than five heroes, make the following adjustments:

- For six heroes, add **two goblin warriors**.
- For four heroes, remove **two goblin warriors**.
- For three heroes, remove **two goblin warriors** and one group of a **goblin underboss** and **four goblin spincleavers**.

BUILDINGS ON FIRE

When the heroes enter the square, the blacksmith, butcher, and cobbler shops are on fire.

Each round when the goblin snipers take their turn, four of the snipers all target the same building of your choice, lighting it on fire. If fewer than four goblin snipers remain, they can't target a building.

A hero who is adjacent to the well can use a free maneuver to pull up a bucket of water. A hero holding a bucket of water can hurl it at a burning building up to 10 squares away to douse the flames as a maneuver.

At the end of each round, roll 1d6 for each burning building and add 1 for the number of rounds the building has been burning, including the current round. On a result of 6 or higher, the building collapses.

When a building collapses, each creature within 2 squares of it must make an Agility test:

- **≤11:** The creature takes 7 fire damage.
- **12-16:** The creature takes 5 fire damage.
- **17+:** The creature takes 3 fire damage.

After a building collapses, the ground it occupies becomes difficult terrain. For the rest of this encounter when a creature enters a square of this difficult terrain for the first time on a turn or starts their turn there, they take 1 fire damage.

WELL

The well at the center of the town is 4 squares deep and has less than 1 square of water in it.

TACTICS

The underboss, the spincleavers, warriors, and underbosses move to surround the heroes, attempting to keep them away from the well and burning buildings. They focus fire on heroes who grab buckets. The goblins use Malice to activate Tiny Stabs once the heroes are surrounded to maximize damage.

Four snipers attempt to burn buildings and the remaining snipers each attack a different target, prioritizing those furthest from the melee. The cursespitters also fight at range, using Eye of Surlach to weaken foes on the front line.

ENDING THE ENCOUNTER

The goblins fight until the heroes outnumber them two to one, and then they flee. If two or fewer buildings collapsed during the fight, the heroes earn 1 Victory each.

STAT BLOCKS

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 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 Might test .	
♦ ≤11	5 poison damage; weakened until mist disappears
★ 12-16	Weakened until mist disappears
* 17+	No effect