

GOBLIN GUARDS

The heroes battle goblins outside the Delian Tomb.

- At the start of combat, there are **six goblin warriors**. These warriors act in groups of two.
- At the start of the second round of combat, **a goblin underboss, a goblin assassin**, and **two goblin warriors** emerge from the entrance of the tomb, appearing anywhere you choose within 3 squares of the entrance. The two warriors are in a group, and the underboss and assassin are in another.

Goblin Guard Groups

Group	Creatures
1	Two goblin warriors
2	Two goblin warriors
3	Two goblin warriors
4	Two goblin warriors
5	One goblin assassin One goblin underboss

ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two goblin warriors** to the start of the encounter.
- For four heroes, remove **two goblin warriors** at the start of the encounter.
- For three heroes, remove **four goblin warriors** at the start of the encounter.

TACTICS

During the first round, the goblin warriors use the Goblin Mode malice feature at the start of the first round of combat to give everyone a speed boost. Then the warriors run at the hero closest to them, taking the Charge action with Spear Charge to close the gap if necessary. If they don't have to charge, each uses the Bury the Point action until you run out of Malice. As the goblins attack, they shout for help.

During the second round of combat, the assassin uses Shadow Chains to attempt to restrain any melee warriors and the underboss uses Get Reckless, spending the extra Malice to avoid the ability's negative effects, and then attacks the toughest-looking hero with Swordplay. All remaining warriors get close to an opponent using Spear Charge and then attempt to back away out of the fray, using hit and run tactics.

ASHLEIGH

Ashleigh isn't much help in a fight. Because of her non-threatening status, the goblins ignore her while there are still heroes to contend with. She hides behind a tree in the starting area of the battle and stays there.

ENDING THE ENCOUNTER

The goblins fight until after the second wave arrives and they are outnumbered two to one. They then flee—at which point encounter is over, and the heroes earn 1 Victory each.

FLEEING FOES

If the heroes wish to give chase at the end of an encounter when their foes flee, go around the table and have each hero narrate how they catch up to an enemy and deliver a finishing blow until all the enemies are dealt with.