

ENCOUNTER F3

The heroes battle Jagged Edge soldiers in the armory of Castle Andreas.

F3 Groups

Group	Creatures
1	One goblin underboss (captain) Four spinedcleavers (minion squad)
2	One goblin underboss (captain) Four spinedcleavers (minion squad)
3	One goblin underboss (captain) Four spinedcleavers (minion squad)
4	Three goblin warriors
5	Three spindlegoths

ENCOUNTER ADJUSTMENTS

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

- For six heroes, add one group of **two goblin warriors**.
- For four heroes, remove **two spindlegoths**.

For three heroes, remove **one spindlegoth**, **one goblin underboss**, and **four goblin spinedcleavers**.

WEBBING

The floor is entirely covered in cobwebs and is considered difficult terrain. The spindlegoths have concealment while occupying a webbed square. Any creature can use their maneuver to destroy the webs within 1 square of them.

TACTICS

The goblins use hit and run tactics, falling from the ceiling, attacking, and then retreating to the ceilings. They make liberal use of the Goblin Mode malice feature. The spindlegoths go after any prey that touches the floor and keep them there. The spindlegoths don't leave the room.

ENDING THE ENCOUNTER

If the goblins were surprised, they attempt to flee to F4. Overgrown Library after two rounds of combat. Otherwise, they fight until they are outnumbered and flee the keep altogether. The spindlegoths fight until they are destroyed, or the heroes leave the area. If the heroes win the day, they earn 1 Victory each.

STAT BLOCKS

GOBLIN MALICE	MALICE 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

GOBLIN SPINEDCLEAVER	LEVEL 1 MINION BRUTE
Goblin, Humanoid	EV 3 for four minions
Stamina 5	
Speed 5 (climb)	Size 1S / Stability 0
With Captain Strike damage +1	Free Strike 2
Might +2 Agility +0 Reason +0 Intuition +0 Presence -1	
	Axe (Action) ◆ 2d10 + 2 ◆ Signature
Keywords Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object per minion
◆ ≤11 2 damage; push 1	
★ 12–16 4 damage; push 3	
* 17+ 5 damage; push 4	
	Crafty
The spinedcleaver doesn't provoke opportunity attacks by moving.	