

ENCOUNTER D1

The heroes face goblins lying in wait for them inside the entrance of the Delian Tomb.

D1 Groups

Group	Creatures
1	One goblin warrior (captain) Four goblin spincleavers (minion squad)
2	One goblin warrior (captain) Four goblin spincleavers (minion squad)
3	One goblin warrior (captain) Four goblin snipers (minion squad)
4	One goblin warrior (captain) Four goblin snipers (minion squad)
5	Two goblin warriors

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** who are not captains.
- For three heroes, remove **four spincleavers**, **four snipers**, and the **two goblin warriors** who are the captains of these squads.

BRAZIER

Each time a creature touches the heavy iron brazier or starts their turn touching it, they take 2 fire damage.

TACTICS

The spincleavers run at the heroes and try to push them into the brazier with their attacks while the snipers stay near the edges of the room, moving around to get clear shots and away from melee combatants as much as possible. The warriors wade into the fray, targeting melee-focused characters first and using Bury the Point as often as Malice allows before retreating to get out of reach. The goblins use their ability to climb to get around their opponents, clawing up and over them on walls and ceilings.

ENDING THE ENCOUNTER

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