

THE CAVALRY

The heroes free villagers captured by worg-riding goblins as the Jagged Edge raid Broadhurst.

The Cavalry Groups

Group	Creatures
1	One goblin assassin (rider) One worg (mount)
2	One goblin assassin (rider) One worg (mount)
3	One goblin stinker (rider) One worg (mount)
4	One goblin stinker (rider) One worg (mount)
5	One goblin warrior (rider) One worg (mount)
6	One goblin warrior (rider) One worg (mount)
7	One goblin warrior (rider) One worg (mount)
8	One goblin warrior (rider) One worg (mount)

ENCOUNTER ADJUSTMENTS

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

- For six heroes, add a **goblin warrior** riding a **worg** who carries a **civilian** captive.
- For four heroes, remove a **goblin warrior** and a **worg** and a **civilian**.
- For three heroes, remove **two goblin warriors** and **two worgs** and **two civilians**.

FREEING THE CAPTIVES

Each of the eight worg-riding goblins has a captive on their back, a restrained **civilian**. While restrained, the civilian can occupy the same space as a goblin riding a worg.

While a goblin has a captive on their back, they attempt to reach the south end of the map, leaving the encounter if they move off that edge of the map with the captive. If a goblin loses their captive, they turn and fight the heroes instead.

A hero who is adjacent to a restrained captive can use a maneuver to free a captive, pulling them off the worg into an unoccupied adjacent square and ending the restrained condition for that captive. If a captive is force moved, they are similarly freed.

Each freed captive acts at the end of the round, moving toward the closest edge of the map that they can while avoiding danger. If they move off the edge of the map, they are safe and leave the encounter. The goblins favor targeting the heroes over freed captives, but they don't mind if a captive gets caught in the crossfire.

WELL

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

TACTICS

Goblins drawn into the battle have straight forward tactics. The assassins and warriors move around the battlefield with their worgs, running in and out of melee while the stinkers ride around the edge of the battlefield and attempt to keep the heroes away from still-captive civilians.

ENDING THE ENCOUNTER

Goblins and worgs without captives fight until the heroes outnumber the whole group two to one, and then they flee. If at the heroes save at more than half of the civilians, they earn 1 Victory each. If they save every civilian, they earn 2 Victories 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