

## TACTICS

Depending on how the heroes approach from area D3, they may catch the goblins surprised. Likewise, the goblins may be ready for the heroes and catch them surprised.

As the heroes engage, Vorgosh the channeler bellows, “The Cup of Iulius shall make the legions of Queen Bargnot strong!” and gets back to chanting. On her turn, she uses Blistering Element if the heroes are bunched together or Shadow Drag if they’re spread apart to pull targets toward her to grab or onto the ward. If she is grabbing someone, she throws them onto the ward. She uses Twist Shape on any creature who gets close to freeing Violet.

The spincleavers run into the fray and attempt to push the heroes into the ward or toward the channeler.

Each warrior attacks a different target, trying to prevent the heroes from reaching Violet or the channeler.

## ENDING THE ENCOUNTER

The goblins fight until the channeler falls and then flee—at which point encounter is over, and the heroes earn 1 Victory each if they save Violet.

## STAT BLOCKS

CIVILIAN				
Humanoid or Animal				
Stamina 8				
Speed 5		Size 1S, 1M, 1L, or 2 / Stability 0		
Free Strike 1				
Might 0	Agility 0	Reason 0	Intuition 0	Presence 0

GOBLIN MALICE	MALICE FEATURES
At the start of any goblin’s turn, you can spend malice to activate one of the following features.	
<b>Goblin Mode</b> ♦ 3 Malice	
Each goblin in the encounter gains a +2 bonus to speed until the end of the round.	
<b>Tiny Stabs</b> ♦ 5 Malice	
Each enemy in the encounter takes 1 damage for each goblin adjacent to them.	
<b>Swamp Stink</b> ♦ 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 <b>Might test</b> .	
♦ ≤11	5 poison damage; weakened until mist disappears
★ 12–16	Weakened until mist disappears
* 17+	No effect