

ENCOUNTER F2

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

F2 Groups

Group	Creatures
1	One bugbear commander (Cravard)
2	One goblin assassin One goblin cursespitter
3	One goblin assassin One goblin cursespitter
4	One goblin assassin One goblin cursespitter
5	Four memorial ivies (minion squad) Four memorial ivies (minion squad)

ENCOUNTER ADJUSTMENTS

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

- For six heroes, add one group of **one goblin assassin** and **one goblin cursespitter**.
- For four heroes, remove **one goblin assassin** and **one goblin cursespitter**.
- For three heroes, remove **two goblin assassins** and **two goblin cursespitters**.

BROKEN PILLARS

The cursespitters are standing on pillars that are ready to topple over. A goblin can use their maneuver while adjacent to the base of the pillar to activate its triggered action, whether or not the cursespitter has left their position on top.

PILLAR	LEVEL 2 HAZARD HEXER
	EV 3
<i>A stone pillar that can be toppled with the right amount of damage or from a well-engineered trigger</i>	
Stamina: 6	
Size: 1 square breakaway	
Disable: Direct damage only.	
Trigger: The pillar is destroyed or a linked trigger is activated	
Effect: The pillar topples in the direction opposite of the creature that destroyed it or, if triggered, in a direction defined when the pillar was placed in the encounter. The Toppling Pillar ability activates in the direction the pillar toppled.	
Toppling Pillar (Triggered) 2D10+2	
Keywords: Area	Target: All creatures and objects.
Distance: 4 x 1 line within 1	
◆ ≤11 4 damage	
★ 12–16 6 damage; M<1 restrained (save ends)	
✱ 17 9 damage; M<2 restrained (save ends)	
Effect: The squares affected become difficult terrain	

IVY OR NOT

The ivy in this room is sturdy enough to climb without a test and reaches the ceiling. If the memorial ivy remains

motionless, it's indistinguishable from regular ivy for heroes and villains alike. While a creature is climbing a memorial ivy, the memorial ivy is considered climbing the creature as well.

TACTICS

The goblins duck and weave between the pillars and climb up every vertical surface they can grasp to surround and suppress the heroes. Cravard command everyone's attention, even barking commands at the heroes to run or surrender, and enabling the assassins to sneak up behind the backline heroes.

The goblins' main goal is to wear down the heroes before they reach Queen Bargnot, but any goblins that have been transformed by the Cup of Iulius also want to show off their newfound power. They should feel inspired and encouraged to finally stand toe to toe with the heroes.

TARGON APPEARS

If Targon of the Gilded Hand brought Queen Bargnot the Cup of Iulius, he appears in the barracks at the start of the second round of combat. He stays behind the goblins and uses ranged abilities and then attempts to flee when he is winded.

ENDING THE ENCOUNTER

The goblins fight until only two goblins remain, who proceed to flee and leave the encounter and castle. The memorial ivies are aggressive until they are destroyed. The heroes earn 2 Victories each.