Galloping on horses, your squad is en route to the village. As you got closer, you could see the village from in the distance. Compared to the capital, the structures of the village are made out of wood rather than stone. Many of the men are working out in the farms while the women are looking after the children or doing chores around the house. As you approached the village, you spot three people waiting at the entrance. You lead your horse to them.

“Greetings paladin,” the old man in the middle speaks to you. “I am the village elder. I am grateful for you coming here. We will not be able to defend ourselves well against the goblins.”

“Do you know when and where they are coming from?” you ask.

“Indeed, scouts have reported that they are coming from the west forest, quite a large number of them. We counted around fifty. We predict that they will arrive in an hour or so.”

“I see. If it is fifty we will be able to handle them. To be safe you must flee the village,” you urge.

“No, we will not abandon this village. We have all decided to stay.”

**-- Insist on them leaving**

**-- Accept their wishes**