

WITHIN THE PALISADE

The heroes fight an army of bandits within their fort.

Within the Palisade Groups

Group	Creatures
1	One human scoundrel (Kora)
2	One human trickshot (Berrick)
3	Eight human raiders (minion squad)
4	Eight human raiders (minion squad)
5	Eight human raiders (minion squad)
6	Eight human archers (minion squad)
7	Eight human rogues (minion squad)

ENCOUNTER ADJUSTMENTS

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

- For six heroes, add a second **human trickshot** as their own group.
- For four heroes, remove **eight human raiders**.
- For three heroes, remove **sixteen human raiders**.

HEROES START

There is no place on the reference map for the heroes to start if the alarm is raised, since they might get caught anywhere in or near the fort. Use your best judgment in giving them a place to start.

FORT DOOR

The entry to the fort remains open unless there is an attack. In that case, a series of wooden planks are pulled into place. This door has 40 Stamina and can be forced open with a moderate Might test:

- **≤11:** The door does not budge.
- **12–16:** The door begins to break. One more test with a result of 12+ brings it down.
- **17+:** The door falls aside.

COOKFIRE

The first time a creature touches the cookfire in the mess tent on a turn or starts their turn touching it, they take 2 fire damage.

TRAINING GROUNDS

In the center of the fort's open courtyard, fighting dummies and archery targets sit waiting to be pummeled, shot, or stabbed as part of the bandits' training regimen. Each dummy has sharp spear and dagger extensions that are harmless when training. A creature force moved into a space containing a fighting dummy takes an additional 5 damage, and then the dummy is destroyed.

TACTICS

If the heroes are outside the palisade when the alarm is raised, then the trickshot, archers, and rogues climb to the top of the palisade and prepare ranged strikes against

oncoming heroes while the scoundrel and raiders put up the fort door then stand before it and await intruders.

If the heroes are inside when the alarm is raised, raiders and the scoundrel move to engage them in melee while the rest of the humans use ranged abilities. The bandits spread the damage around, hoping to hamper all the heroes at once instead of one at a time.

ENDING THE ENCOUNTER

When the heroes outnumber the bandits, the remaining bandits flee and each hero earns 1 Victory.

STAT BLOCKS

HUMAN MALICE	MALICE FEATURES
At the start of any human's turn, you can spend malice to activate one of the following features.	
Chemical Device (Maneuver) (Non-minion) ♦ 2d10 + 2 ♦ 3 Malice	
Keywords Area, Magic, Ranged	
Distance 3 cube within 10	Target Each enemy in the cube
♦ ≤11 4 corruption damage; A<0 slowed (save ends)	
★ 12–16 6 corruption damage; A<1 slowed (save ends)	
* 17+ 9 corruption damage; A<2 restrained (save ends)	
Exploit Opening ♦ 5 Malice	
Until the end of their turn, each human acting this turn has an edge on their abilities, or a double edge if their ability targets an enemy affected by a condition.	
Staying Power ♦ 7 Malice	
Each non-minion human in the encounter regains Stamina equal to 5 times their level.	
HUMAN ARCHER	LEVEL 1 MINION ARTILLERY
Human, Humanoid	EV 3 for four minions
Stamina 3	Immunity Corruption 1, Psychic 1
Speed 5	Size 1M / Stability 0
With Captain Ranged distance +5	Free Strike 2
Might +0 Agility +2 Reason +0 Intuition +0 Presence +0	
Crossbow (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Ranged, Strike, Weapon	
Distance Ranged 10	Target One creature or object per minion
♦ ≤11 2 damage	
★ 12–16 4 damage	
* 17+ 5 damage	
Supernatural Insight	
The archer ignores concealment if it's granted by a supernatural effect, or the target is supernatural.	