

ENCOUNTER F1

The heroes fight Thurston of the Forsaken Wraiths.

F1 Groups

Group	Creatures
1	One human knave (Thurston; captain) Four human raiders (minion squad)

REINFORCEMENTS

At the start of the third round of combat, Aldiva and Laesi (see [Encounter F2](#)) arrive to help if they're alive.

ENCOUNTER ADJUSTMENTS

This encounter only requires adjustments if it has three or four heroes and reinforcements arrive. If so, make adjustments to the reinforcements based on the information in [Encounter F2](#).

TACTICS

If combat breaks out in this room, Thurston and the raiders start fighting, with Thurston taking on the hero with the highest Stamina while the raiders spread out to fight as many heroes as possible.

ENDING THE ENCOUNTER

When Thurston is reduced to 0 Stamina, the raiders flee unless other reinforcements have arrived. Otherwise all bandits fight to the death. If the heroes win the battle, each earns 1 Victory, or 2 if they defeat the reinforcements.

STAT BLOCKS

HUMAN MALICE

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 KNAVE	LEVEL 2 PLATOON DEFENDER
Human, Humanoid	EV 8
Stamina 50	Immunity Corruption 2, Psychic 2
Speed 5	Size 1M / Stability 0 Free Strike 4
Might +2 Agility +0 Reason +1 Intuition +0 Presence +0	
	Morningstar & Javelin (Action) ♦ 2d10 + 2 ♦ Signature
	Keywords Melee, Ranged, Strike, Weapon
	Distance Melee 1 or Ranged 5 Target One creature or object
♦ ≤11	6 damage
★ 12–16	9 damage
* 17+	12 damage; M<2 the target has a double bane on their next power roll
	Effect Taunted (EoT).
	I'm Your Enemy
	The knave can make a free strike against an adjacent creature they have taunted whenever the creature deals damage to a creature other than the knave.
	Overwhelm
	An enemy who starts their turn adjacent to the knave can't shift.
	Supernatural Insight
	The knave ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

HUMAN RAIDER	LEVEL 1 MINION HARRIER
Human, Humanoid	EV 3 for four minions
Stamina 4	Immunity Corruption 1, Psychic 1
Speed 7	Size 1M / Stability 0
With Captain Edge on strikes	Free Strike 1
Might +0 Agility +2 Reason +0 Intuition +0 Presence +0	
	Handaxes (Action) ♦ 2d10 + 2 ♦ Signature
	Keywords Charge, Melee, Strike, Weapon
	Distance Melee 1 Target One creature or object per minion
♦ ≤11	1 damage
★ 12–16	2 damage
* 17+	3 damage
	Effect If this ability is used while charging, the raider can make a ranged free strike before using the ability.
	Supernatural Insight
	The raider ignores concealment if it's granted by a supernatural effect, or the target is supernatural.