

FULL MOON

The heroes confront a werewolf in Broadhurst.

Wraith Raid Groups

Group	Creatures
1	Werewolf (turn 1)
2	Werewolf (turn 2)

ENCOUNTER ADJUSTMENTS

If this encounter has three or four heroes, make the following adjustments:

- For four heroes, reduce the werewolf's Stamina to 150 and decrease the damage dealt by their abilities by 2 (minimum 1).
- For three heroes, reduce the werewolf's Stamina to 100 and decrease the damage dealt by their abilities by 3 (minimum 1).

STARGAZERS

The stargazing villagers, **six civilians**, take their turn at the start of each round. The werewolf has the stargazers cornered in an alley. While the werewolf blocks their path, these terrified civilians do nothing more than take the Defend action.

Once the werewolf is out of the alley (see [Tactics](#)), the villagers flee as soon as they're able.

WELL

The well at the center of the town is 4 squares deep and has less than 1 square of water in it.

TACTICS

The werewolf focuses on attacking the villagers at the start of combat, since they're the easiest prey. If a hero gets between him and the villagers, he attacks that hero first. Once the werewolf takes a total of 25 damage, they focus fully on attacking the heroes.

ENDING THE ENCOUNTER

The werewolf fights until reduced to 0 Stamina, at which point they revert to their human form of Mikael the carpenter. If the heroes save at least three villagers, they earn 1 Victory.

STAT BLOCKS

CIVILIAN
Humanoid or Animal
Stamina 8
Speed 5
Free Strike 1
Might 0 Agility 0 Reason 0 Intuition 0 Presence 0

WEREWOLF MALICE	MALICE FEATURES
	At the start of a werewolf's turn, you can spend malice to activate one of the following features.
Blood In Their Eyes ♦ 3 Malice	The werewolf gains 10 temporary Stamina and their speed increases by 3 until the end of their turn. The werewolf can't activate this power if they took any holy damage since the end of their previous turn.
Solo Action ♦ 5 Malice	The werewolf takes an additional action on their turn. They can use this feature even if they are dazed.
Accursed Mist ♦ 5 Malice	The encounter map becomes hazy until the end of the round. The werewolf has damage immunity 2 and is concealed while in the mist. Any Creatures that have 1 or more rage at the end of their turn while in the mist gains 2 rage.
Moonfall ♦ 10 Malice	The encounter map turns to night and the moon appears impossibly big in the sky until the end of the encounter. The werewolf can take an additional move action or maneuver on each of their turns while they have line of effect to the moon.