

## WRAITH RAID

The heroes face the Forest Wraith bandits in the village square.

### Wraith Raid Groups

Group	Creatures
1	<b>Human brawler</b> (captain) <b>Four human raiders</b> (minion squad)
2	<b>Human brawler</b> (captain) <b>Four human raiders</b> (minion squad)
3	<b>Eight human guards</b> (minion squad)
4+ (Reinforcements)	<b>Human brawler</b> (captain) <b>Four human raiders</b> (minion squad)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **one human brawler** to the start of the encounter.
- For four heroes, remove **eight human guards** from the start of the encounter.
- For three heroes, remove **one human brawler** and **eight human guards** from the start of the encounter.

## FARMER RUN

The farmers (**five civilians**) are slowed and take their turn at the end of each round. They move as quickly and as carefully as they can, attempting to get to the south end of the map. Once they reach the south end of the map, they are safe.

A hero can use a maneuver to encourage a farmer to drop what they are holding. The farmer listens and drops their crops as a free triggered action, ending the slowed condition for them.

## REINFORCEMENTS

At the start of the second round of combat and each subsequent round, **a human brawler** captaining **four human raiders** appears on an edge of the map of your choice. These creatures are in their own group.

## 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 bandits harm whichever creature is closest to them, prioritizing attacking heroes if they are equidistant from a hero and a farmer. The humans spend malice on Exploit Opening when they can to gain an edge.

The brawlers attempt to grab targets with Haymaker and the Grab maneuver so they can benefit from their Shoot the Hostage trait. The raiders take the Charge action to engage foes and then fight until that foe falls before moving on to the next. The guards move into position so they can be flanked and make additional free strikes.

## ENDING THE ENCOUNTER

The encounter ends when all the farmers have either died or are safe and off the encounter map, at which point the remaining bandits flee. If the heroes save at least three of the farmers, they earn 1 Victory.