

# TAVERN BRAWL

The heroes battle dwarf merchants at tavern in the Straw Bed Inn.

## Tavern Brawl Groups

Group	Creatures
1	One dwarf stonewhisperer
2	One dwarf warden
3	One dwarf trapper
4	One dwarf trapper
5	One dwarf trapper

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **one dwarf warden**.
- For four heroes, remove **one dwarf trapper**.
- For three heroes, remove **two dwarf trappers**.

## TACTICS

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The dwarves are out for blood, but they know better than to kill anyone. If a hero would become dead in this encounter, they are unconscious instead.

Murkik uses Stone Wave and Tile Slide to keep the heroes away from him and separated while shouting orders to the other dwarves and reminding them not to kill anyone. The warden corners the toughest melee combatant they can get to and attempts to further separate them from the others. The trappers split up, concentrating on restraining as many heroes as possible with their Steam Powered Snare ability. If the heroes wind up in a line, the dwarves use Snaring Line.

## ENDING THE ENCOUNTER

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The dwarves fight until Murkik falls and then surrender, and the heroes earn 1 Victory.