

ENCOUNTER W2

The heroes battle a werewolf in her lair.

W2 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, the **werewolf** has 120 Stamina.
- For three heroes, the **werewolf** has 80 Stamina and can't use the Solo Action Malice feature.

PRIMORDIAL POOLS

The pooled water is tainted by primordial magic. A creature who enters the water for the first time on a turn or starts their turn there takes 3 cold damage.

OLEQ

Oleq, a **civilian**, acts at the end of each round, fleeing as far away from Saera as he can. If he reaches the river (see [W1. Raging River](#)), he stops and takes the Defend action, unable to cross on his own.

TACTICS

If Saera isn't caught surprised, she spends the first round using Accursed Bite on Oleq, provided she can get to him. When she targets him with this ability, it deals only 1 damage and she spends Malice to attempt to give him lycanthropy. She must bite him twice to achieve this.

On subsequent rounds or during the first round if Saera is caught surprised, she focuses her efforts on harming the heroes, focusing her attention to use Accursed Bite on one hero and spending Malice to attempt to inflict lycanthropy. If she can repeat a bite with the lycanthropy effect thanks to Solo Action, she does. Otherwise, she saves Malice for her Facepalm and Head Slam triggered action.

When Saera has only 30 Stamina remaining, she attempts to flee, getting away if she leaves the cave.

ENDING THE ENCOUNTER

If the heroes win the day, they earn 1 Victory each.

STAT BLOCKS

CIVILIAN	
Humanoid or Animal	
Stamina 8	
Speed 5	Size 1S, 1M, 1L, or 2 / Stability 0
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.