

GILDED SHOWDOWN

The heroes are attacked by members of the Gilded Hand.

Gilded Showdown Groups

Group	Creatures
1	Bodorff Buckfeather
2	Gorek
3	Mara
4	Targon (optional)

ENCOUNTER ADJUSTMENTS

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

- For four heroes, remove **Bodorff Buckfeather** from the start of the encounter.
- For three heroes, remove **Bodorff Buckfeather** and reduce Gorek's Stamina to 80 and Mara's Stamina to 40.

TARGON APPEARS

If the heroes have recruited Illwyth as a retainer, then Targon appears at the start of the second round of combat on any edge of the map or rooftop that you choose. He keeps his distance, using Dual Targeting Shot and paying the extra Malice cost to give his allies extra free strikes.

WELL

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

TACTICS

At the start of the encounter, each member of the Gilded Hand picks a rival for their Rivalry trait who has a class that matches their own or comes close. For example, Bodorff Buckfeather would pick a conduit, but if none is available he might pick a censor or troubadour.

Gorek wades into the fray against their rival if they can, with Bodorff close behind to provide support and maximize the use of their Stalwart Guardian trait. Mara uses the Earth Devours to target as many creatures as she can. If she can't get at least two heroes with the ability, she uses The Writhing Green instead. She also is sure to use Jaws of the Void to stay out of melee combat.

When the rivals have lots of Malice to spend, they use Coordinated Takedown.

ENDING THE ENCOUNTER

The encounter ends when only one mercenary has Stamina above 0, who immediately tries to flee. If the heroes give chase, that mercenary surrenders. The heroes earn 1 Victory each for winning the day.

STAT BLOCKS

RIVAL MALICE

LEVEL 1+ MALICE FEATURES

At the start of any rival's turn, you can spend malice to activate one of the following features.

Work as One ◆ 3 Malice

Until the end of the round, each rival can impose a bane against a strike made against an adjacent rival as a free triggered action.

We Just Do It Better ◆ 3 Malice

Until the end of the round, each rival rolls an additional 1d3 on all power rolls made against the target of their Rivalry trait.

Check Out Our Loot ◆ 5 Malice

The rival pulls out a magic consumable and hurls it, targeting a 5 x 1 line within 1 or a 3 cube within 10. Each enemy in an affected area makes an **Agility test**.

* ≤11 11 damage; condition (save ends)

★ 12–16 8 damage; condition (EoT)

◆ 17 5 damage

Effect The rival chooses the damage type and condition afflicted from one of the following pairs: sonic and dazed, poison and weakened, or fire and frightened.

Calling the Shots ◆ 7 Malice

All rivals regain 10 Stamina. Until the end of the round, when a rival uses an ability against an enemy, each rival adjacent to that enemy can make a free strike against them.

Coordinated Takedown ◆ 10 Malice

Each rival moves up to their speed and uses an action or maneuver that doesn't cost Malice.