

ENCOUNTER F2

The heroes fight the leader of the Forsaken Wraiths.

F2 Groups

Group	Creatures
1	One human bandit chief (Aldiva)
2	Laesi
3	Brune (optional)

ADJUSTING THE ENCOUNTER

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

- For four heroes, the **human bandit chief** has 80 Stamina.
- For three heroes, the **human bandit chief** has 60 Stamina and **Laesi** has 30 Stamina.

TACTICS

The enemies engage the heroes in melee, attempting to use abilities that force move heroes out of their way and allow them to shift so they can run out into the area surrounded by the palisade and get help from other bandits there.

Once in a more comfortable place with some allies, Aldvia uses Kneel, Peasant before unleashing Whip & Longsword to get the benefit of striking a prone target. Laesi uses Nimblestep to deal as much damage as possible. If Brune is there, he uses Haymaker or the Grab maneuver to grab targets to use as human shields.

ENDING THE ENCOUNTER

The encounter ends when Aldvia and Laesi are reduced to 0 Stamina. If the heroes win the battle, each earns 1 Victory.

STAT BLOCKS

HUMAN MALICE	MALICE FEATURES
At the start of any human's turn, you can spend malice to activate one of the following features.	
Chemical Device (Maneuver) (Non-minion) ◆ 2d10 + 2 ◆ 3 Malice	
Keywords Area, Magic, Ranged	
Distance 3 cube within 10	Target Each enemy in the cube
◆ ≤11	4 corruption damage; A<0 slowed (save ends)
★ 12–16	6 corruption damage; A<1 slowed (save ends)
★ 17+	9 corruption damage; A<2 restrained (save ends)
Exploit Opening ◆ 5 Malice	
Until the end of their turn, each human acting this turn has an edge on their abilities, or a double edge if their ability targets an enemy affected by a condition.	
Staying Power ◆ 7 Malice	
Each non-minion human in the encounter regains Stamina equal to 5 times their level.	

BRUNE	LEVEL 1 PLATOON BRUTE
Human, Humanoid	EV 6
Stamina 40	Immunity Corruption 1, Psychic 1
Speed 5	Size 1M / Stability 0 Free Strike 4
Might +2 Agility +1 Reason +0 Intuition +0 Presence +0	
Butcher Knife (Action) ◆ 2d10 + 2 ◆ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	Target One creature or object
◆ ≤11	6 damage
★ 12–16	9 damage
★ 17+	12 damage; M<2 grabbed, target has a bane on escaping the grab
Effect Brune deals an additional 2 damage if the target is already grabbed.	
Throw (Maneuver) ◆ 1 Malice	
Keywords —	
Distance Melee 1	Target One creature grabbed by Brune
Effect Push 5.	
Shoot the Hostage	
Brune takes half damage from strikes if he has a creature or object grabbed. The grabbed creature or object takes the other half of the damage.	
Supernatural Insight	
The brawler ignores concealment if it's granted by a supernatural effect, or the target is supernatural.	