**Alan** - the new guy who is very serious and has leadership potential. That's why his abilities reflect that with rally & focus attacks. He also has a lesser version of a Benjamin's ability called Shining Blade which could blind someone or something. It's a minor status effect and does some good damage.

**Benjamin** - He's lazy and doesn't really want to fight. But he has to because he's a knight. He became a knight because he wanted to enjoy the pension once he retired so he could be lazy for the rest of his life. But it turns out that he's actually really strong and he got that way so he could ultimately be lazy. He invented the Flash Blade technique to potentially inflict various status effects on his opponents so he can easily finish them off.

**Curtis** - He's serious, hot blooded, tunnel visions easy. And that is reflected in his abilities. I'm thinking that he will look to do combos. Benjamin will tell him to hit a target and he will focus on that target until his combo is interrupted. His combo will be just him attacking that character and dealing increased damage the more they hit that target. Basically the idea is to stun this character.

-Raven can counter

-Zeke can stun

-Erik can sleep

-If curtis is asleep, benjamin will focus on Erik since he casts magic. If curtis is stunned, benjamin will focus on Zeke since he stunned. If Raven is in her counter status, he will attack her and purposefully fail the first time with some dialogue & then never attack her again while she is in that state.

-Curtis focuses on a particular target at the beginning and will continue attacking them until his combo is broken. When starting a new combo, he will choose another target at random.

**Douglas** - Secretly a lycan (werewolf). He is fast, perceptive, and relies on his instincts to hunt down his enemies. He can also be rather feral at times. Due to being a lycan, damage from normal weapons is impossible but magic & magical enhancement can assist in injuring him. He also has a healing factor and can regenerate a bit of health every turn. Status effects are removed from him rather quickly due to his lycan metabolism. I'm thinking that he will be on Raven's side of the module.

**Edgar** - He is supposed to be a master strategist, but I'm thinking in order to reflect this in the encounter... I might have him set some magical traps. He actually an eldritch knight (which I might change to Arcane Knight or Mage Knight or Spell Sword). So, in the beginning he will have three traps already set. Once a condition is met, then a trap will spring and something will happen. Once per round he will add a new trap and then act. He has a handful of soldiers with him in this encounter. He should have a basic damaging attack and a few basic buffs/spells that he can use on his turn as well.

Trap ideas

-trap 1: deal damage to him and take the same amount of damage back

-trap 2: deal damage to him and deal damage to all enemies

-trap 3: deal damage to a minion and instead the damage is negated by a spectral guardian that takes the damage instead

-trap 4: cast a spell and all the enemies are healed for a bit of health

-trap 5: deal damage to him and he gains a strong defensive buff for two turns

-trap 6: deal damage to a minion and have that attack redirected to a random target (could even be a party member!)

-trap 7: someone defends, they are bound by magical binds for a turn or two and cannot act

-trap 8: cast a spell and deal damage to the caster

-trap 9: cast a spell and the spell is countered

-trap 10: when a minion dies, it comes back with limited health

-Traps should be visible to the player as being "in place". You cannot add a trap that has already been set (so no duplicates). You can stack all the traps. They should activate in order if the same condition is met. They should occur immediately after they are triggered.

**Frank** - This might be the one that Zeke faces off with on his path of the module. The ridiculously strong fighter that Zeke tells the others to run away from. He has a monstrous amount of HP and a high defense, but once Zeke uses his "transformation" he will be more offense oriented and can pierce through the defenses, ultimately dealing enough damage to overwhelm and defeat this opponent in a 1v1. So high HP, high defense, powerful charged attacks. Maybe Zeke, while in the transformation, will deal more damage the lower his hp is? Just a thought.

**General Leon** - I want this to be a team effort. He is called Iron Wall Leon and thus should be an enemy that the party has difficulty getting through.

option 1: If there are any knights of thorndale that the party did not encounter, they will encounter them in this fight. (maybe...idk, it sounds cool).

option 2: All general leon is going to do is try to counter the moves that the players are using but he can only do this once per turn. So if Raven uses her instincts ability to look to counter, he will use his reaction to muddle it. If Erik casts a spell to disable the group, he will counter it....

option 3: at the beginning of each round, he will do something big. Maybe he will have hidden archers shoot arrows at you (this can be defended multiple ways but one idea is that zeke puts up his blood shield or takes most of the damage with cover... another idea is that raven uses instinct to nullify the damage to her but cannot deal damage back to them... another idea is that erik uses wall of fire to deal damage but also seperate them from the archers, nullifying the ability in the coming rounds). Another idea of something big would be to completely disable a character for a turn or two... maybe even disable two characters! He'll say something about being too old and how he could have completely shut ALL of them down if he was a few years younger.

**Test**

Does Raven get attacked all the time? If so, is it because of her positioning or because of some sort of threat mechanics?