

Getting Friends to Draw Steel

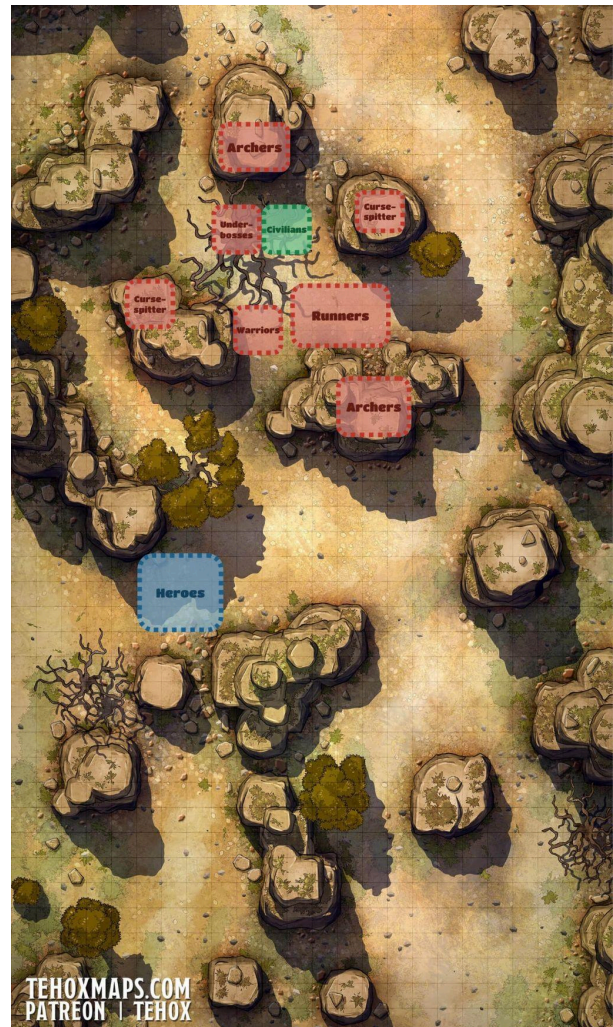
This is a very simple combat encounter to introduce new players to *Draw Steel's* combat system. A group of goblins are killing and stealing from some civilian travelers when the heroes arrive. That's it!

This encounter is built under the assumption you have five level 1 heroes (six pregens are included), with no victories. Should that not be the case, you may need to adjust the number of enemies.

Enemy groups

- 8x goblin Runners (minions)
- 8x goblin Snipers (minions)
- 2x goblin Underbosses
- 2x goblin Cursespitters
- 2x goblin Warriors

Reference the *Encounter Layout* image in the map folder to see where enemies, heroes, and civilians should be positioned at the start of combat. Snipers and Cursespitters are split into two different positions.



Read aloud text

*Hearing tales of goblins waylaying travelers along the road from Orlane to the Ruby Desert, our heroes have set out to make the road safe once more. After a few days of travel, the rolling green hills turn to barren rocky outcrops. The road twisting and turning through towering boulders. Rounding a corner, you see a group of goblins rifling through a pile of backpacks. A man filled with arrows lies dead a few paces away. Crimson blood slowly trickling across the dry earth towards the feet of three more travelers—frozen in fear as they watch the goblins loot through their belongings. Noticing you, the goblins cry out in Szetch and ready their weapons to attack. **Draw steel!***