

# ENCOUNTER D14.1

The heroes face the undead guardians of the Cup of Iulius.

## D14.1 Groups

Group	Creatures
1	<b>Dame Cornelia</b>
2	<b>One zombie</b> (captain) <b>Four decrepit skeletons</b> (minion squad)
3	<b>One zombie</b> (captain) <b>Four decrepit skeletons</b> (minion squad)
4	<b>One zombie</b> (captain) <b>Four decrepit skeletons</b> (minion squad)
5	<b>Two soulwights</b>
6	<b>Two soulwights</b>

## ENCOUNTER ADJUSTMENTS

If this encounter has more or fewer than five heroes, make the following adjustments:

- For six heroes, add **two soulwights**.
- For four heroes, remove **two soulwight**.
- For three heroes, remove all **four soulwights**.

## BRAZIER

Each time a creature touches a heavy iron brazier or starts their turn touching it, they take 2 fire damage.

## STAIRS

If a creature suffers a forced movement effect that pushes them down the stairs, they end the movement prone.

## TACTICS

Dame Cornelia, the soulwights, and the zombies aim to hold the line at the top of the stairs, using forced movement and the Knockback maneuver when they can to push heroes down the stairs and give the skeletons plenty of space to make ranged strikes.

## ENDING THE ENCOUNTER

When Dame Cornelia is destroyed or if the heroes grab the Cup of Iulius and leave the chamber, the remaining undead in this room crumble to dust and each hero earns 1 Victory.

## STAT BLOCKS

### UNDEAD MALICE

### LEVEL 1+ MALICE FEATURES

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

#### Paranormal Fling ♦ 3 Malice

Up to three objects on the encounter map that aren't held or tethered to the ground float 1 square off the ground. Each object is then pulled 5 squares toward the nearest enemy within 3 squares of the object.

#### The Grasping, The Hungry ♦ 5 Malice

Ravenous and rotting undead arms burst forth from 9 connected squares of a vertical or horizontal surface. A creature who ends their turn adjacent to an affected square makes an **Agility test**.

✱ ≤11 5 damage; restrained (save ends)

★ 12–16 5 damage; restrained (EoT)

✚ 17+ 5 damage

A creature takes 1d6 damage at the start of their turns while restrained by the arms.

#### Dread March ♦ 7+ Malice

Up to four undead creatures in the encounter move up to their speed and make a free strike. The number of undead creatures affected increases by 1 for each additional malice spent on this feature. If an undead creature is reduced to Stamina 0 during this dread march, they don't die until the march is resolved.