

ENCOUNTER D8

The heroes battle a undead and ruinborn in the obelisk chamber of the Delian Tomb.

D8 Groups

Group	Creatures
1	Tomb horror
2	One soulwight (captain) Four memorial ivies (minion squad)
3	One soulwight (captain) Four memorial ivies (minion squad)
4 (Reinforcements)	One ghoul (captain) Four rotting zombies (minion squad)
5 (Reinforcements)	One ghoul (captain) Four rotting zombies (minion squad)

REINFORCEMENTS

At the start of the second round, **eight rotting zombies** and **two ghouls** emerge from the tangled roots in the center of the room.

ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **four memorial ivies** to the initial group and **four rotting zombies** to the reinforcements.
- For four heroes, remove **four memorial ivies** from the initial group and **four rotting zombies** and a **ghoul** from the reinforcements.
- For three heroes, remove the reinforcements.

OBELISK CHAMBER FEATURES

Ceiling: The ceiling in this chamber is 6 squares high.

Balcony: A horseshoe-shaped balcony rings part of this room. It's 2 squares up from the floor, and accessible by ladders on its south side. Each side of the balcony (north, west, and east) has six supporting pillars. If three or more of these pillars are destroyed, that side of the balcony collapses (see [Collapse!](#)).

Tangled Roots: An area that is 6 squares on a side in the center of the room is difficult terrain. The heroes' enemies in this room ignore this difficult terrain.

COLLAPSE!

If a creature is on or underneath a balcony when it collapses, they must make an Agility test, suffering the following effects for being on the balcony when it collapses. If the creature is under the balcony, they suffer the same effect but take an extra 3 damage.

- **≤11:** 9 damage, M<2 restrained (save ends) and prone
- **12-16:** 5 damage, M<2 prone
- **17+:** The creature can immediately shift up to 2 spaces, after which they take 2 damage. If the creature does not move out of the footprint of the balcony, they take 5 damage instead.

If the northern balcony collapses, it blocks the passage north out of this room. It takes the heroes 10 minutes of work outside of combat to excavate the tunnel forward.

TACTICS

The tomb horror aims to stay in the center of the room, pulling creatures into the difficult terrain there to make it harder for them to reach the memorial ivies on the balcony, who spread out and use their favorable vantage point combined with their pull to disrupt the heroes' positioning. Meanwhile, the ghouls and zombies target anyone who tries to reach the balcony, or who uses ranged attacks to try and eliminate the memorial ivies. If all the ivies fall, they instead defend the tomb horror.

If a hero tries to rush through the room and down the corridor ahead, the tomb horror uses an action and their vine-like appendages to grasp and tear down the northern balcony, either blocking the way, or trapping the hero inside.

ENDING THE ENCOUNTER

Remaining monsters crumble to dust after the tomb horror and at least half the other creatures in the encounter have been dispatched. Completing this encounter earns each hero 1 Victory.

STAT BLOCKS

RUINBORN MALICE	LEVEL 1+ MALICE FEATURES
At the start of any ruinborn monster's turn, you can spend malice to activate one of the following features.	
Passwall ♦ 2 Malice	
A non-minion ruinborn acting this turn can move through the tiniest cracks in the walls or objects in their environment regardless of size. If they turn inside of an object, they are immediately shunted out into the square they entered from.	
Quake ♦ 5 Malice	
The encounter map starts to tremble. Each enemy on the ground makes a Might test .	
✱ ≤11	Prone can't stand (save ends)
★ 12-16	Prone
⚡ 17+	No effect
Creeping Darkness ♦ 7 Malice	
Each ruinborn creature concealed by darkness is invisible until the end of the round.	