

SKELETON		LEVEL 1 HORDE ARTILLERY	
Undead	EV 3		
<b>Stamina</b> 10	<b>Immunity</b> corruption 1, poison 1		
<b>Speed</b> 5	<b>Size</b> 1M / <b>Stability</b> 0		
	<b>Free Strike</b> 2		
<b>Might</b> 0	<b>Agility</b> +2	<b>Reason</b> +1	<b>Intuition</b> 0
			<b>Presence</b> -1
<b>Bone Shards</b> (Action) ♦ 2d10 + 2 ♦ Signature			
<b>Keywords</b> Melee, Ranged, Strike, Weapon			
<b>Distance</b> Melee 1 or Ranged 10		<b>Target</b> One creature or object	
♦	≤11	4 damage	
★	12–16	6 damage	
*	17+	7 damage	
<b>Effect</b> Until the start of the skeleton's next turn, the target takes 2 damage the first time they move on their turn.			
<b>Bone Spur</b> (Maneuver) ♦ 2d10 + 2 ♦ 2 Malice			
<b>Keywords</b> Area, Weapon			
<b>Distance</b> 1 burst		<b>Target</b> Each enemy in the burst	
♦	≤11	1 damage; M<0 bleeding (save ends)	
★	12–16	2 damage; M<1 bleeding (save ends)	
*	17+	3 damage; M<2 bleeding (save ends)	
<b>Effect</b> Each target has a bane on their next strike.			
<b>Arise</b>			
The first time the skeleton is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they regain 1 Stamina and fall prone.			
ZOMBIE		LEVEL 1 HORDE BRUTE	
Undead	EV 3		
<b>Stamina</b> 20	<b>Immunity</b> corruption 1, poison 1		
<b>Speed</b> 5	<b>Size</b> 1M / <b>Stability</b> 1		
	<b>Free Strike</b> 2		
<b>Might</b> +2	<b>Agility</b> +1	<b>Reason</b> -5	<b>Intuition</b> -2
			<b>Presence</b> +1
<b>Clobber and Clutch</b> (Action) ♦ 2d10 + 2 ♦ Signature			
<b>Keywords</b> Melee, Strike, Weapon			
<b>Distance</b> Melee 1		<b>Target</b> One creature or object	
♦	≤11	4 damage	
★	12–16	6 damage	
*	17+	7 damage; grabbed	
<b>Effect</b> A target who starts their turn grabbed by the zombie takes 2 corruption damage. If a creature takes 5 or more corruption damage this way, they become insatiably hungry for flesh. The target must complete the Find a Cure project to end this effect.			
<b>Zombie Dust</b> (Maneuver) ♦ 2d10 + 2 ♦ 3 Malice			
<b>Keywords</b> Area, Melee			
<b>Distance</b> 2 burst		<b>Target</b> Each enemy in the burst	
<b>Effect</b> The zombie falls prone, expelling a wave of rot and dust.			
♦	≤11	2 corruption damage	
★	12–16	3 corruption damage; M<1 weakened (save ends)	
*	17+	4 corruption damage; M<2 dazed (save ends)	
<b>Endless Knight</b>			
The first time the zombie is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they regain 10 Stamina and fall prone.			

## ENCOUNTER D4

The heroes must save Violet from a profane ritual in the Delian Tomb.

### D4 Groups

Group	Creatures
1	One bugbear channeler (Vorgosh)
2	Two goblin warriors
3	Two goblin warriors
4	One goblin warrior (captain) Four goblin spincleavers (minion squad)
5	One goblin warrior (captain) Four goblin spincleavers (minion squad)

### ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two goblin warriors** as their own group.
- For four heroes, remove one group of **two goblin warriors**.
- For three heroes, remove one group of **two goblin warriors and one goblin warrior and the four spincleavers the warrior captained**.

### STAIR WARD

The magic ward that covers the stairs makes the floor in this room immune to all damage and indestructible.

When a creature touches the ward, any forced movement currently affecting them ends as if they had hit a wall, they take 3 lightning damage, and they are teleported up to 5 squares away into an unoccupied space of your choice that doesn't include the ward (typically a place that is far from where the creature would like to be).

The ward can be overcome with the Amulet of the Delian Order (see [Treasure](#)). If the ward is lifted, the heroes can enter the second level of the Delian Tomb (see [Tomb Second Level](#) in [Part 2: Broadhurst and Environs](#)).

### VIOLET

While Violet, a **civilian**, is in the room and the channeler is alive and performing the ritual, Violet can't regain stamina, her speed is 0, and she loses 2 stamina at the end of each round once combat starts. If her stamina drops to 0 in this way, she dies and the ward to the stairs is destroyed in a brilliant crackle of lighting.

A hero who can reach Violet can cut her free or untie her as a maneuver. A hero carrying Violet who has a Might score of 1 or lower is slowed while they carry her. Removing Violet from the room or defeating the channeler ends the effects on her.

The goblins avoid harming Violet, since they want the ritual to kill her. While under the effect of the ritual, she is considered a goblin and their ally for the purposes of the goblin's abilities and Malice features.