

# GOBLIN GUARDS

The heroes battle goblins outside the Delian Tomb.

- At the start of combat, there are **six goblin warriors**. These warriors act in groups of two.
- At the start of the second round of combat, **a goblin underboss**, **a goblin assassin**, and **two goblin warriors** emerge from the entrance of the tomb, appearing anywhere you choose within 3 squares of the entrance. The two warriors are in a group, and the underboss and assassin are in another.

Goblin Guard Groups

Group	Creatures
1	Two goblin warriors
2	Two goblin warriors
3	Two goblin warriors
4	Two goblin warriors
5	One goblin assassin One goblin underboss

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two goblin warriors** to the start of the encounter.
- For four heroes, remove **two goblin warriors** at the start of the encounter.
- For three heroes, remove **four goblin warriors** at the start of the encounter.

## TACTICS

During the first round, the goblin warriors use the Goblin Mode malice feature at the start of the first round of combat to give everyone a speed boost. Then the warriors run at the hero closest to them, taking the Charge action with Spear Charge to close the gap if necessary. If they don't have to charge, each uses the Bury the Point action until you run out of Malice. As the goblins attack, they shout for help.

During the second round of combat, the assassin uses Shadow Chains to attempt to restrain any melee warriors and the underboss uses Get Reckless, spending the extra Malice to avoid the ability's negative effects, and then attacks the toughest-looking hero with Swordplay. All remaining warriors get close to an opponent using Spear Charge and then attempt to back away out of the fray, using hit and run tactics.

## ASHLEIGH

Ashleigh isn't much help in a fight. Because of her non-threatening status, the goblins ignore her while there are still heroes to contend with. She hides behind a tree in the starting area of the battle and stays there.

## ENDING THE ENCOUNTER

The goblins fight until after the second wave arrives and they are outnumbered two to one. They then flee—at which point encounter is over, and the heroes earn 1 Victory each.

### FLEEING FOES

If the heroes wish to give chase at the end of an encounter when their foes flee, go around the table and have each hero narrate how they catch up to an enemy and deliver a finishing blow until all the enemies are dealt with.

## STAT BLOCKS

### GOBLIN MALICE

### MALICE FEATURES

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

#### Goblin Mode ♦ 3 Malice

Each goblin in the encounter gains a +2 bonus to speed until the end of the round.

#### Tiny Stabs ♦ 5 Malice

Each enemy in the encounter takes 1 damage for each goblin adjacent to them.

#### Swamp Stink ♦ 7 Malice

The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a **Might test**.

- ♦ ≤11 **5 poison damage; weakened until mist disappears**
- ★ 12–16 **Weakened until mist disappears**
- ✱ 17+ **No effect**

### GOBLIN ASSASSIN

### LEVEL 1 HORDE AMBUSER

Goblin, Humanoid

EV 3

**Stamina** 15

**Speed** 6 (climb)

**Size** 1S / **Stability** 0

**Free Strike** 2

**Might** –2   **Agility** +2   **Reason** +0   **Intuition** +0   **Presence** –2

#### Sword Stab (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1

**Target** One creature or object

- ♦ ≤11 **4 damage**
- ★ 12–16 **6 damage**
- ✱ 17+ **7 damage**

**Effect** This ability deals an additional 2 damage if the assassin has an edge on the power roll.

#### Shadow Chains (Action) ♦ 2d10 + 2 ♦ 3 Malice

**Keywords** Magic, Ranged

**Distance** Ranged 10

**Target** Three creatures

- ♦ ≤11 **2 corruption damage; A<0 restrained (save ends)**
- ★ 12–16 **4 corruption damage; A<1 restrained (save ends)**
- ✱ 17+ **5 corruption damage; A<2 restrained (save ends)**

#### Crafty

The assassin doesn't provoke opportunity attacks by moving.

#### Slip Away

The assassin can take the Hide maneuver even while observed.

### GOBLIN UNDERBOSS

### LEVEL 1 HORDE SUPPORT

Goblin, Humanoid

EV 3

**Stamina** 15

**Speed** 5 (climb)

**Size** 1S / **Stability** 0

**Free Strike** 1

**Might** –1   **Agility** +2   **Reason** +0   **Intuition** +0   **Presence** +1

#### Swordplay (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1

**Target** One creature or object

- ♦ ≤11 **3 damage**
- ★ 12–16 **4 damage**
- ✱ 17+ **5 damage**

**Effect** One ally adjacent to the target can make a free strike against them.

#### Get Reckless! (Maneuver)

**Keywords** Area

**Distance** 5 burst

**Target** All allies in the burst

**Effect** Until the start of the underboss's next turn, each target has an edge on strikes, and strikes made against them have an edge.

**2 Malice** Strikes made against each target no longer have an edge.

#### Crafty

The underboss doesn't provoke opportunity attacks by moving.

### GOBLIN WARRIOR

### LEVEL 1 HORDE HARRIER

Goblin, Humanoid

EV 3

**Stamina** 15

**Speed** 6 (climb)

**Size** 1S / **Stability** 0

**Free Strike** 1

**Might** –2   **Agility** +2   **Reason** +0   **Intuition** +0   **Presence** –1

#### Spear Charge (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Charge, Melee, Strike, Weapon

**Distance** Melee 1

**Target** One creature or object

- ♦ ≤11 **3 damage**
- ★ 12–16 **4 damage**
- ✱ 17+ **5 damage**

#### Bury the Point (Action) ♦ 2d10 + 2 ♦ 2 Malice

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1

**Target** One creature

- ♦ ≤11 **5 damage; M<0 bleeding (save ends)**
- ★ 12–16 **6 damage; M<1 bleeding (save ends)**
- ✱ 17+ **7 damage; M<2 bleeding (save ends)**

#### Crafty

The warrior doesn't provoke opportunity attacks by moving.

# ENCOUNTER D1

The heroes face goblins lying in wait for them inside the entrance of the Delian Tomb.

## D1 Groups

Group	Creatures
1	<b>One goblin warrior</b> (captain) <b>Four goblin spincleavers</b> (minion squad)
2	<b>One goblin warrior</b> (captain) <b>Four goblin spincleavers</b> (minion squad)
3	<b>One goblin warrior</b> (captain) <b>Four goblin snipers</b> (minion squad)
4	<b>One goblin warrior</b> (captain) <b>Four goblin snipers</b> (minion squad)
5	<b>Two goblin warriors</b>

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two goblin warriors**.
- For four heroes, remove **two goblin warriors** who are not captains.
- For three heroes, remove **four spincleavers**, **four snipers**, and the **two goblin warriors** who are the captains of these squads.

## BRAZIER

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

## TACTICS

The spincleavers run at the heroes and try to push them into the brazier with their attacks while the snipers stay near the edges of the room, moving around to get clear shots and away from melee combatants as much as possible. The warriors wade into the fray, targeting melee-focused characters first and using Bury the Point as often as Malice allows before retreating to get out of reach. The goblins use their ability to climb to get around their opponents, clawing up and over them on walls and ceilings.

## ENDING THE ENCOUNTER

The goblins fight until they are outnumbered two to one then flee—at which point encounter is over, and the heroes earn 1 Victory each.

## STAT BLOCKS

### GOBLIN MALICE

### MALICE FEATURES

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

#### Goblin Mode ♦ 3 Malice

Each goblin in the encounter gains a +2 bonus to speed until the end of the round.

#### Tiny Stabs ♦ 5 Malice

Each enemy in the encounter takes 1 damage for each goblin adjacent to them.

#### Swamp Stink ♦ 7 Malice

The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a **Might test**.

- ♦ ≤11 **5 poison damage; weakened until mist disappears**
- ★ 12–16 **Weakened until mist disappears**
- ✱ 17+ **No effect**

### GOBLIN SNIPER

### LEVEL 1 MINION ARTILLERY

Goblin, Humanoid

EV 3 for four minions

**Stamina** 3

**Speed** 5 (climb)

**Size** 1S / **Stability** 0

**With Captain** Ranged distance +5

**Free Strike** 2

**Might** –2 **Agility** +2 **Reason** +0 **Intuition** +0 **Presence** –1

**Bow** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Ranged, Strike, Weapon

**Distance** Ranged 10 **Target** One creature or object per minion

- ♦ ≤11 **2 damage**
- ★ 12–16 **4 damage**
- ✱ 17+ **5 damage**

**Effect** If the sniper doesn't use a move action this turn, the ability has an edge.

#### Crafty

The sniper doesn't provoke opportunity attacks by moving.

### GOBLIN SPINECLEAVER

### LEVEL 1 MINION BRUTE

Goblin, Humanoid

EV 3 for four minions

**Stamina** 5

**Speed** 5 (climb)

**Size** 1S / **Stability** 0

**With Captain** Strike damage +1

**Free Strike** 2

**Might** +2 **Agility** +0 **Reason** +0 **Intuition** +0 **Presence** –1

**Axe** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1 **Target** One creature or object per minion

- ♦ ≤11 **2 damage; push 1**
- ★ 12–16 **4 damage; push 3**
- ✱ 17+ **5 damage; push 4**

#### Crafty

The spinecleaver doesn't provoke opportunity attacks by moving.

### GOBLIN WARRIOR

### LEVEL 1 HORDE HARRIER

Goblin, Humanoid

EV 3

**Stamina** 15

**Speed** 6 (climb)

**Size** 1S / **Stability** 0

**Free Strike** 1

**Might** –2 **Agility** +2 **Reason** +0 **Intuition** +0 **Presence** –1

**Spear Charge** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Charge, Melee, Strike, Weapon

**Distance** Melee 1

**Target** One creature or object

- ♦ ≤11 **3 damage**
- ★ 12–16 **4 damage**
- ✱ 17+ **5 damage**

**Bury the Point** (Action) ♦ 2d10 + 2 ♦ 2 Malice

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1

**Target** One creature

- ♦ ≤11 **5 damage; M<0 bleeding (save ends)**
- ★ 12–16 **6 damage; M<1 bleeding (save ends)**
- ✱ 17+ **7 damage; M<2 bleeding (save ends)**

#### Crafty

The warrior doesn't provoke opportunity attacks by moving.

# ENCOUNTER D3

The heroes battle undead guardians on the first level of the Delian Tomb.

## D3 Groups

Group	Creatures
1	Two ghouls
2	Two ghouls
3	Two ghouls
4	Two skeletons
5	Two skeletons
6	Two zombies

## SKULL SIGIL

The skull sigil animates the dead in this room. The sigil is an object with 80 Stamina and corruption, poison, and psychic immunity all and holy weakness 5. Whenever the sigil takes damage, each creature in a space that touches the sigil takes 1d6 lightning damage.

When the sigil is destroyed, the undead in this room die.

As a maneuver, a hero can make an easy Reason test to examine the skull:

- **≤11:** The hero must connect their mind to skull's magic to discover its nature. Doing so causes 5 psychic damage to the hero, but they also learn that the symbol is what's causing the dead to rise in this room and keeping them animated.
- **12-16:** The hero knows that the symbol can cause the dead to rise in this room and keep them animated.
- **17+:** As 12-16 except the hero can choose to deal 10 damage to the sigil as part of the test.

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two skeletons**.
- For four heroes, remove **two ghouls**. The sigil has 60 Stamina.
- For three heroes, remove **four ghouls**. The sigil has 40 Stamina.

## TACTICS

These undead are mindless and lack much in the way of tactical thinking. Each undead creature targets the closest enemy they can on their turn. The ghouls run into the fray, leaping at targets to knock them down. Skeletons remain at range to shoot targets with their bows. The zombies use Zombie Dust as Malice allows, typically at the start of their turn so they can stand after using it.

The undead do not leave this room.

## ENDING THE ENCOUNTER

The undead fight until destroyed. If the heroes destroy the undead or the skull sigil, they earn 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.

GHOUL	LEVEL 1 HORDE HARRIER
Undead	EV 3
Stamina 15	Immunity corruption 1, poison 1
Speed 7	Size 1M/ Stability 0
	Free Strike 1
Might 0	Agility +2 Reason -2 Intuition 0 Presence -1

### Razor Claws (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Charge, Melee, Strike, Weapon

**Distance** Melee 1

**Target** One creature or object

♦ ≤11 **3 damage**

★ 12-16 **4 damage**

✱ 17+ **5 damage; M<2 bleeding (save ends)**

### Leap (Maneuver)

**Keywords** —

**Distance** Self

**Target** Self

**Effect** The ghoul jumps 3 squares. If they land on a size 1 enemy, that enemy is knocked prone and the ghoul makes a free strike against them.

### Hunger

If the ghoul charges, their speed increases by 2 until the end of their turn.

### Arise

The first time the ghoul 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.

SKELETON		LEVEL 1 HORDE ARTILLERY	
Undead		EV 3	
Stamina 10		Immunity corruption 1, poison 1	
Speed 5		Size 1M/ Stability 0	
		Free Strike 2	
Might 0	Agility +2	Reason +1	Intuition 0 Presence -1
Bone Shards (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Ranged, Strike, Weapon			
Distance Melee 1 or Ranged 10		Target One creature or object	
♦ ≤11	4 damage		
★ 12-16	6 damage		
* 17+	7 damage		
Effect Until the start of the skeleton's next turn, the target takes 2 damage the first time they move on their turn.			
Bone Spur (Maneuver) ♦ 2d10 + 2 ♦ 2 Malice			
Keywords Area, Weapon			
Distance 1 burst		Target 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)		
Effect Each target has a bane on their next strike.			
Arise			
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	
Stamina 20		Immunity corruption 1, poison 1	
Speed 5		Size 1M / Stability 1	
		Free Strike 2	
Might +2	Agility +1	Reason -5	Intuition -2 Presence +1
Clobber and Clutch (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦	≤11	4 damage	
★	12-16	6 damage	
✱	17+	7 damage; grabbed	
Effect 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.			
Zombie Dust (Maneuver) ♦ 2d10 + 2 ♦ 3 Malice			
Keywords Area, Melee			
Distance 2 burst		Target Each enemy in the burst	
Effect 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)	
Endless Knight			
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.

## TACTICS

Depending on how the heroes approach from area D3, they may catch the goblins surprised. Likewise, the goblins may be ready for the heroes and catch them surprised.

As the heroes engage, Vorgosh the channeler bellows, “The Cup of Iulius shall make the legions of Queen Bargnot strong!” and gets back to chanting. On her turn, she uses Blistering Element if the heroes are bunched together or Shadow Drag if they’re spread apart to pull targets toward her to grab or onto the ward. If she is grabbing someone, she throws them onto the ward. She uses Twist Shape on any creature who gets close to freeing Violet.

The spincleavers run into the fray and attempt to push the heroes into the ward or toward the channeler.

Each warrior attacks a different target, trying to prevent the heroes from reaching Violet or the channeler.

## ENDING THE ENCOUNTER

The goblins fight until the channeler falls and then flee—at which point encounter is over, and the heroes earn 1 Victory each if they save Violet.

## STAT BLOCKS

### CIVILIAN

Humanoid or Animal

Stamina 8

Speed 5

Size 1S, 1M, 1L, or 2 / Stability 0

Free Strike 1

**Might 0**

**Agility 0**

**Reason 0**

**Intuition 0**

**Presence 0**

### GOBLIN MALICE

### MALICE FEATURES

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

#### Goblin Mode ♦ 3 Malice

Each goblin in the encounter gains a +2 bonus to speed until the end of the round.

#### Tiny Stabs ♦ 5 Malice

Each enemy in the encounter takes 1 damage for each goblin adjacent to them.

#### Swamp Stink ♦ 7 Malice

The encounter map becomes covered in a green mist that lasts until the end of the round, and which can’t be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a **Might test**.

♦ ≤11 5 poison damage; weakened until mist disappears

★ 12–16 Weakened until mist disappears

\* 17+ No effect

BUGBEAR CHANNELER		LEVEL 2 ELITE CONTROLLER	
Bugbear, Goblin, Humanoid, Fey		EV 16	
Stamina 66		Size 1L / Stability 0	
Speed 5		Free Strike 5	
Might +1		Agility +1	Reason +2
		Intuition +2	Presence +2
Shadow Drag (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Magic, Ranged, Strike			
Distance Ranged 8      Target 2 creatures or objects on the ground			
♦ ≤11 7 damage; pull 2			
★ 12–16 10 damage; pull 3			
✱ 17 13 damage; pull 4			
Effect Each square that a target is pulled through becomes difficult terrain for enemies.			
Blistering Element (Action) ♦ 2d10 + 2			
Keywords Area, Magic			
Distance 3 burst      Target All enemies in the burst			
♦ ≤11 2 damage; M<0 bleeding (save ends)			
★ 12–16 3 damage; M<1 bleeding (save ends)			
✱ 17 4 damage; M<2 bleeding (save ends)			
Effect The channeler chooses one of the following damage types for the damage: acid, cold, corruption, fire, or poison.			
Twist Shape (Action) ♦ 2d10 + 2 ♦ 5 Malice			
Keywords Magic, Ranged			
Distance Ranged 5      Target 1 creature			
♦ ≤11 5 corruption damage; P<0 slowed (save ends)			
★ 12–16 8 corruption damage; P<1 shapechanged (save ends)			
✱ 17 11 corruption damage; P<2 shapechanged (save ends)			
Effect A shapechanged creature has their limbs violently stretched and their skin becomes paper thin. They are slowed and have fire weakness 10 while they have this effect.			
Throw (Maneuver)			
Keywords Melee, Strike			
Distance Melee 1      Target 1 creature or object grabbed by the channeler			
Effect Vertical push 3. An ally target doesn't take damage from being force moved.			
Catcher (Free Triggered Action)			
Keywords —			
Distance Melee 1      Target 1 size 1 creature or object			
Trigger The target is force moved into a square adjacent to the channeler.			
Effect The target is grabbed by the channeler.			
Shadow Veil (Triggered Action) ♦ 1 Malice			
Keywords Magic, Ranged			
Distance Ranged 5      Target 1 ally			
Trigger The target takes damage.			
Effect The channeler collapses the target into their shadow and halves the damage. The target can't be targeted by strikes until they reform from the shadows at the start of their next turn.			

GOBLIN SPINECLEAVER		LEVEL 1 MINION BRUTE	
Goblin, Humanoid		EV 3 for four minions	
Stamina 5		Size 1S / Stability 0	
Speed 5 (climb)		Free Strike 2	
With Captain Strike damage +1		Might +2	
		Agility +0	Reason +0
		Intuition +0	Presence –1
Axe (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1      Target One creature or object per minion			
♦ ≤11 2 damage; push 1			
★ 12–16 4 damage; push 3			
✱ 17+ 5 damage; push 4			
Crafty			
The spinecleaver doesn't provoke opportunity attacks by moving.			

GOBLIN WARRIOR		LEVEL 1 HORDE HARRIER	
Goblin, Humanoid		EV 3	
Stamina 15		Size 1S / Stability 0	
Speed 6 (climb)		Free Strike 1	
Might –2		Agility +2	Reason +0
		Intuition +0	Presence –1
Spear Charge (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Charge, Melee, Strike, Weapon			
Distance Melee 1      Target One creature or object			
♦ ≤11 3 damage			
★ 12–16 4 damage			
✱ 17+ 5 damage			
Bury the Point (Action) ♦ 2d10 + 2 ♦ 2 Malice			
Keywords Melee, Strike, Weapon			
Distance Melee 1      Target One creature			
♦ ≤11 5 damage; M<0 bleeding (save ends)			
★ 12–16 6 damage; M<1 bleeding (save ends)			
✱ 17+ 7 damage; M<2 bleeding (save ends)			
Crafty			
The warrior doesn't provoke opportunity attacks by moving.			



# TAVERN BRAWL

The heroes battle dwarf merchants at tavern in the Straw Bed Inn.

## Tavern Brawl Groups

Group	Creatures
1	One dwarf stonewhisperer
2	One dwarf warden
3	One dwarf trapper
4	One dwarf trapper
5	One dwarf trapper

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **one dwarf warden**.
- For four heroes, remove **one dwarf trapper**.
- For three heroes, remove **two dwarf trappers**.

## TACTICS

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The dwarves are out for blood, but they know better than to kill anyone. If a hero would become dead in this encounter, they are unconscious instead.

Murkik uses Stone Wave and Tile Slide to keep the heroes away from him and separated while shouting orders to the other dwarves and reminding them not to kill anyone. The warden corners the toughest melee combatant they can get to and attempts to further separate them from the others. The trappers split up, concentrating on restraining as many heroes as possible with their Steam Powered Snare ability. If the heroes wind up in a line, the dwarves use Snaring Line.

## ENDING THE ENCOUNTER

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The dwarves fight until Murkik falls and then surrender, and the heroes earn 1 Victory.

# STAT BLOCKS

DWARF MALICE	MALICE FEATURES
At the start of any dwarf's turn, you can spend malice to activate one of the following features.	
<b>Breaching Charge</b> ♦ 3+ Malice A dwarf can destroy one adjacent object or square of wall for every 3 malice spent. Each enemy adjacent to the destroyed object or square takes the object's Stamina in damage (3 wood / 6 stone / 9 metal).	
<b>Rappelling Barrage</b> ♦ 5 Malice All dwarves acting this turn gain the climb keyword to their movement. At any point during their movement, they can make a free strike.	
<b>Snaring Line (Maneuver) (Non-minion)</b> ♦ 7 Malice <b>Keywords</b> Area, Magic, Ranged <b>Distance</b> 1 × 10 line within 10 <b>Target</b> All enemies <b>Effect</b> Each target makes an <b>Agility test</b> . * ≤11 <b>8 damage; restrained (EoT)</b> ★ 12–16 <b>6 damage; slowed (EoT)</b> ♦ 17+ <b>No effect</b> <b>Effect</b> The snaring line remains until the end of the encounter. An enemy that moves into an affected square for the first time on their turn must make the test.	

DWARF STONEWHISPERER	LEVEL 3 PLATOON CONTROLLER
Dwarf, Humanoid	EV 10
<b>Stamina</b> 52	
<b>Speed</b> 5 (burrow)	<b>Size</b> 1M / <b>Stability</b> 2 <b>Free Strike</b> 5
<b>Might</b> +1	<b>Agility</b> 0 <b>Reason</b> +2 <b>Intuition</b> +2 <b>Presence</b> 0
<b>Tile Slide (Action)</b> ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Area, Magic <b>Distance</b> 2 cube within 1 <b>Target</b> All creatures and objects ♦ ≤11 <b>5 damage; slide 1; M&lt;0 slowed (save ends)</b> ★ 12–16 <b>8 damage; slide 3; M&lt;1 slowed (save ends)</b> * 17 <b>11 damage; slide 5; M&lt;2 restrained (save ends)</b> <b>Effect</b> A target restrained by a dwarf can be slid by this ability.	
<b>Stone Wave (Maneuver)</b> ♦ 2d10 + 2 ♦ 3 Malice <b>Keywords</b> Area, Magic, Ranged <b>Distance</b> 3 cube within 10 <b>Target</b> All enemies in the cube ♦ ≤11 <b>4 damage; push 2; R&lt;1 slowed (save ends)</b> ★ 12–16 <b>6 damage; push 3; R&lt;2 slowed (save ends)</b> * 17 <b>9 damage; push 3; R&lt;3 slowed (save ends)</b> <b>Effect</b> A target restrained by a dwarf can be pushed by this ability. The affected area is considered difficult terrain for enemies.	
<b>Stonewalker</b> The stonewhisperer can phase through 2 squares of stone as part of any movement they take. If they end their movement inside stone, they are shunted out into the square where they entered it.	

DWARF TRAPPER	LEVEL 1 PLATOON HARRIER
Dwarf, Humanoid	EV 6
<b>Stamina</b> 36	
<b>Speed</b> 7	<b>Size</b> 1M / <b>Stability</b> 2 <b>Free Strike</b> 3
<b>Might</b> 0	<b>Agility</b> +2 <b>Reason</b> 0 <b>Intuition</b> +1 <b>Presence</b> 0
<b>Concussive Bolts (Action)</b> ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Charge, Melee, Ranged, Strike, Weapon <b>Distance</b> Melee 1 or Ranged 10 <b>Target</b> 1 creature or object ♦ ≤11 <b>5 damage; push 2</b> ★ 12–16 <b>7 damage; push 4</b> * 17 <b>9 damage; push 6</b> <b>Effect</b> A target restrained by a dwarf can be pushed by this ability.	
<b>Steam Powered Snare (Maneuver)</b> ♦ 3 Malice <b>Keywords</b> Area, Ranged <b>Distance</b> 3 cube within 5 <b>Target</b> All enemies in the cube <b>Effect</b> Each target makes a <b>Might test</b> . * ≤11 <b>7 damage; restrained (EoT)</b> ★ 12–16 <b>5 damage; slowed (EoT)</b> ♦ 17 <b>No effect</b> <b>Effect</b> The snare remains until the end of the encounter. An enemy that moves into an affected square for the first time on their turn must make the test.	

DWARF WARDEN	LEVEL 2 PLATOON BRUTE
Dwarf, Humanoid	EV 8
<b>Stamina</b> 59	
<b>Speed</b> 5	<b>Size</b> 1M / <b>Stability</b> 3 <b>Free Strike</b> 5
<b>Might</b> +2	<b>Agility</b> 0 <b>Reason</b> 0 <b>Intuition</b> +1 <b>Presence</b> 0
<b>Concussive Maul (Action)</b> ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> 1 creature or object ♦ ≤11 <b>7 damage; push 1</b> ★ 12–16 <b>10 damage; push 3</b> * 17 <b>13 damage; push 5; M&lt;2 restrained (save ends)</b> <b>Effect</b> A target restrained by a dwarf can be pushed by this ability.	
<b>Concussive Shockwave (Maneuver)</b> ♦ 2d10 + 2 ♦ 5 Malice <b>Keywords</b> Area, Melee <b>Distance</b> 3 cube within 1 <b>Target</b> All enemies in the cube ♦ ≤11 <b>5 damage; push 2; A&lt;0 slowed (save ends)</b> ★ 12–16 <b>8 damage; push 4; A&lt;1 slowed (save ends)</b> * 17 <b>11 damage; push 6; A&lt;2 dazed (save ends)</b> <b>Effect</b> A target restrained by a dwarf can be pushed by this ability.	
<b>Escort the Prisoners</b> Whenever the warden moves, they can carry an adjacent restrained enemy as if they were grabbed.	

## WRAITH RAID

The heroes face the Forest Wraith bandits in the village square.

### Wraith Raid Groups

Group	Creatures
1	<b>Human brawler</b> (captain) <b>Four human raiders</b> (minion squad)
2	<b>Human brawler</b> (captain) <b>Four human raiders</b> (minion squad)
3	<b>Eight human guards</b> (minion squad)
4+ (Reinforcements)	<b>Human brawler</b> (captain) <b>Four human raiders</b> (minion squad)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **one human brawler** to the start of the encounter.
- For four heroes, remove **eight human guards** from the start of the encounter.
- For three heroes, remove **one human brawler** and **eight human guards** from the start of the encounter.

## FARMER RUN

The farmers (**five civilians**) are slowed and take their turn at the end of each round. They move as quickly and as carefully as they can, attempting to get to the south end of the map. Once they reach the south end of the map, they are safe.

A hero can use a maneuver to encourage a farmer to drop what they are holding. The farmer listens and drops their crops as a free triggered action, ending the slowed condition for them.

## REINFORCEMENTS

At the start of the second round of combat and each subsequent round, **a human brawler** captaining **four human raiders** appears on an edge of the map of your choice. These creatures are in their own group.

## WELL

The well at the center of the town is 4 squares deep and has less than 1 square of water in it.

## TACTICS

The bandits harm whichever creature is closest to them, prioritizing attacking heroes if they are equidistant from a hero and a farmer. The humans spend malice on Exploit Opening when they can to gain an edge.

The brawlers attempt to grab targets with Haymaker and the Grab maneuver so they can benefit from their Shoot the Hostage trait. The raiders take the Charge action to engage foes and then fight until that foe falls before moving on to the next. The guards move into position so they can be flanked and make additional free strikes.

## ENDING THE ENCOUNTER

The encounter ends when all the farmers have either died or are safe and off the encounter map, at which point the remaining bandits flee. If the heroes save at least three of the farmers, they earn 1 Victory.

## STAT BLOCKS

### CIVILIAN

Humanoid or Animal

Stamina 8

Speed 5

Size 1S, 1M, 1L, or 2 / Stability 0

Free Strike 1

**Might 0   Agility 0   Reason 0   Intuition 0   Presence 0**

### HUMAN MALICE

### MALICE FEATURES

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

**Chemical Device** (Maneuver) (Non-minion) ♦ 2d10 + 2 ♦ 3 Malice

**Keywords** Area, Magic, Ranged

**Distance** 3 cube within 10

**Target** Each enemy in the cube

♦ ≤11 **4 corruption damage; A<0 slowed (save ends)**

★ 12–16 **6 corruption damage; A<1 slowed (save ends)**

\* 17+ **9 corruption damage; A<2 restrained (save ends)**

### Exploit Opening ♦ 5 Malice

Until the end of their turn, each human acting this turn has an edge on their abilities, or a double edge if their ability targets an enemy affected by a condition.

### Staying Power ♦ 7 Malice

Each non-minion human in the encounter regains Stamina equal to 5 times their level.

### HUMAN BRAWLER

### LEVEL 1 PLATOON BRUTE

Human, Humanoid

EV 6

Stamina 40

**Immunity** Corruption 1, Psychic 1

Speed 5

Size 1M / **Stability 0**

**Free Strike 4**

**Might +2   Agility +1   Reason +0   Intuition +0   Presence +0**

**Haymaker** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1

**Target** One creature or object

♦ ≤11 **6 damage**

★ 12–16 **9 damage**

\* 17+ **12 damage; M<2 grabbed, target has a bane on escaping the grab**

**Effect** brawler deals an additional 2 damage if the target is already grabbed.

**Throw** (Maneuver) ♦ 1 Malice

**Keywords** —

**Distance** Melee 1

**Target** One creature grabbed by the brawler

**Effect** Push 5.

### Shoot the Hostage

The brawler takes half damage from strikes if they have a creature or object grabbed. The grabbed creature or object takes the other half of the damage.

### Supernatural Insight

The brawler ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

### HUMAN GUARD

### LEVEL 1 MINION BRUTE

Human, Humanoid

EV 3 for four minions

Stamina 5

**Immunity** Corruption 1, Psychic 1

Speed 5

Size 1M / **Stability 0**

**With Captain** Speed +2

**Free Strike 2**

**Might +2   Agility +0   Reason +0   Intuition +0   Presence +0**

**Halberd** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 2

**Target** One creature or object per minion

♦ ≤11 **2 damage**

★ 12–16 **4 damage**

\* 17+ **5 damage**

**Effect** If the guard is flanked, they can make a free strike against an additional target adjacent to them.

### Supernatural Insight

The guard ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

### HUMAN RAIDER

### LEVEL 1 MINION HARRIER

Human, Humanoid

EV 3 for four minions

Stamina 4

**Immunity** Corruption 1, Psychic 1

Speed 7

Size 1M / **Stability 0**

**With Captain** Edge on strikes

**Free Strike 1**

**Might +0   Agility +2   Reason +0   Intuition +0   Presence +0**

**Handaxes** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Charge, Melee, Strike, Weapon

**Distance** Melee 1

**Target** One creature or object per minion

♦ ≤11 **1 damage**

★ 12–16 **2 damage**

\* 17+ **3 damage**

**Effect** If this ability is used while charging, the raider can make a ranged free strike before using the ability.

### Supernatural Insight

The raider ignores concealment if it's granted by a supernatural effect, or the target is supernatural.

# FULL MOON

The heroes confront a werewolf in Broadhurst.

## Wraith Raid Groups

Group	Creatures
1	<b>Werewolf</b> (turn 1)
2	<b>Werewolf</b> (turn 2)

## ENCOUNTER ADJUSTMENTS

If this encounter has three or four heroes, make the following adjustments:

- For four heroes, reduce the werewolf's Stamina to 150 and decrease the damage dealt by their abilities by 2 (minimum 1).
- For three heroes, reduce the werewolf's Stamina to 100 and decrease the damage dealt by their abilities by 3 (minimum 1).

## STARGAZERS

The stargazing villagers, **six civilians**, take their turn at the start of each round. The werewolf has the stargazers cornered in an alley. While the werewolf blocks their path, these terrified civilians do nothing more than take the Defend action.

Once the werewolf is out of the alley (see [Tactics](#)), the villagers flee as soon as they're able.

## WELL

The well at the center of the town is 4 squares deep and has less than 1 square of water in it.

## TACTICS

The werewolf focuses on attacking the villagers at the start of combat, since they're the easiest prey. If a hero gets between him and the villagers, he attacks that hero first. Once the werewolf takes a total of 25 damage, they focus fully on attacking the heroes.

## ENDING THE ENCOUNTER

The werewolf fights until reduced to 0 Stamina, at which point they revert to their human form of Mikael the carpenter. If the heroes save at least three villagers, they earn 1 Victory.

## STAT BLOCKS

CIVILIAN				
Humanoid or Animal				
Stamina 8				
Speed 5				
Free Strike 1				
Size 1S, 1M, 1L, or 2 / Stability 0				
<b>Might 0</b>	<b>Agility 0</b>	<b>Reason 0</b>	<b>Intuition 0</b>	<b>Presence 0</b>

WEREWOLF MALICE	MALICE FEATURES
At the start of a werewolf's turn, you can spend malice to activate one of the following features.	
<b>Blood In Their Eyes</b> ♦ 3 Malice	
The werewolf gains 10 temporary Stamina and their speed increases by 3 until the end of their turn. The werewolf can't activate this power if they took any holy damage since the end of their previous turn.	
<b>Solo Action</b> ♦ 5 Malice	
The werewolf takes an additional action on their turn. They can use this feature even if they are dazed.	
<b>Accursed Mist</b> ♦ 5 Malice	
The encounter map becomes hazy until the end of the round. The werewolf has damage immunity 2 and is concealed while in the mist. Any Creatures that have 1 or more rage at the end of their turn while in the mist gains 2 rage.	
<b>Moonfall</b> ♦ 10 Malice	
The encounter map turns to night and the moon appears impossibly big in the sky until the end of the encounter. The werewolf can take an additional move action or maneuver on each of their turns while they have line of effect to the moon.	

WEREWOLF		LEVEL 1 SOLO	
Accursed, Humanoid, Werebeast		EV 36	
Stamina 200		Size 1M / Stability 0	
Speed 7		Free Strike 5	
Might +3	Agility +2	Reason –1	Intuition +1 Presence +1
Solo Monster			
<b>Solo Turns</b> The werewolf takes up to two turns each round. They can't take turns consecutively.			
<b>End Effect</b> At the end of their turn, the werewolf can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.			
Shapeshifter			
The werewolf enters combat in their hybrid humanoid form. Their shape can't change via any effects beyond their own ability.			
Shared Ferocity			
The Director gains 1d3 malice the first time a creature uses an ability that costs ferocity while within line of effect of the werewolf.			
Accursed Rage			
The werewolf's ferocity is expressed through rage. Their abilities are capable of inflicting rage points on enemies (excluding stormwight furies).			
If a creature has 10 or more rage at the start of their turn, they expend all of their rage, shift up to their speed towards the nearest creature, and make a melee free strike against them. A creature that takes damage in this way gains 1 rage. All accumulated rage disappears after completing a respite.			
Accursed Bite (Action) ♦ 2d10 + 3 ♦ Signature			
<b>Keywords</b> Charge, Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> 1 creature or object			
♦ ≤11 9 damage; 2 rage			
★ 12–16 13 damage; 4 rage			
✱ 17 16 damage; 5 rage			
<b>2 Malice</b> The target has P<0 lycanthropy. The potency of this ability increases by 1 each time the werewolf forces the same target to resist it.			
<b>Effect</b> A creature afflicted with lycanthropy accumulates 2 rage at the end of each of their turns whenever they're in combat. Their rage does not disappear after completing a respite; they must complete the Find a Cure project to end this condition.			
Ripping Claws (Action) ♦ 2d10 + 3			
<b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> Two creatures or objects			
♦ ≤11 8 damage; M<1 bleeding (save ends)			
★ 12–16 11 damage; 1 rage; M<2 bleeding (save ends)			
✱ 17 14 damage; 3 rage; M<3 bleeding (save ends)			
Berserker Slash (Action) ♦ 2d10 + 3 ♦ 3 Malice			
<b>Keywords</b> Area, Melee, Weapon <b>Distance</b> 1 burst <b>Target</b> All enemies and objects in the burst			
♦ ≤11 4 damage; push 2			
★ 12–16 6 damage; 1 rage; push 3			
✱ 17 7 damage; 3 rage; slide 3			
<b>Effect</b> The werewolf shifts up to their speed before using this ability.			

Wall Leap (Maneuver)	
<b>Keywords</b> — <b>Distance</b> Self <b>Target</b> Self <b>Effect</b> The werewolf jumps 4 squares. If they end this movement at a wall, the werewolf jumps off the wall 4 squares and makes a melee free strike that M<2 knocks the target prone.	
Facepalm and Head Slam (Triggered Action) ♦ 2 Malice	
<b>Keywords</b> — <b>Trigger</b> The target targets the werewolf with a melee ability after charging or moving 2 or more squares in a straight line towards them. <b>Distance</b> Melee 1 <b>Target</b> 1 creature <b>Effect</b> The target is knocked prone and takes 5 damage before executing the ability.	
Vukenstep	
The werewolf ignores difficult terrain.	
Howl (Villain Action 1)	
<b>Keywords</b> Area <b>Distance</b> 5 burst <b>Target</b> All enemies in the burst <b>Effect</b> Each target makes an Intuition test.	
✱ ≤11 Target moves up to their speed away from the werewolf; frightened (save ends)	
★ 12–16 Frightened (EoT)	
♦ 17 no effect	
<b>Effect</b> Enemies that have 1 or more rage gain 4 rage and howl along with the werewolf.	
Full Wolf (Villain Action 2)	
<b>Keywords</b> — <b>Distance</b> Self <b>Target</b> Self <b>Effect</b> The werewolf changes into a massive wolf, pushing adjacent creatures out of their way and moving into a square that can accommodate their new size. Until they die or the end of the encounter, their Speed is 10, their Size is 3, and their Stability is 2. Each of the werewolf's strikes deal an additional 2 damage and inflict an additional 1 rage. The potency of the werewolf's Accursed Bite increases by 1.	
Rampage (Villain Action 3) ♦ 2d10 + 3	
<b>Keywords</b> Area, Melee, Weapon <b>Distance</b> 2 burst <b>Target</b> All creatures in the burst	
♦ ≤11 5 damage; 2 rage; M<1 bleeding (save ends)	
★ 12–16 8 damage; 4 rage; M<2 bleeding (save ends)	
✱ 17 11 damage; 8 rage; M<3 bleeding (save ends)	
<b>Effect</b> The werewolf shifts up to their speed before and after using this ability.	

# GILDED SHOWDOWN

The heroes are attacked by members of the Gilded Hand.

## Gilded Showdown Groups

Group	Creatures
1	<b>Boddorff Buckfeather</b>
2	<b>Gorek</b>
3	<b>Mara</b>
4	<b>Targon</b> (optional)

## ENCOUNTER ADJUSTMENTS

If this encounter has three or four heroes, make the following adjustments:

- For four heroes, remove **Bodorff Buckfeather** from the start of the encounter.
- For three heroes, remove **Bodorff Buckfeather** and reduce Gorek's Stamina to 80 and Mara's Stamina to 40.

## TARGON APPEARS

If the heroes have recruited Illwyth as a retainer, then Targon appears at the start of the second round of combat on any edge of the map or rooftop that you choose. He keeps his distance, using Dual Targeting Shot and paying the extra Malice cost to give his allies extra free strikes.

## WELL

The well at the center of the town is 4 squares deep and has less than 1 square of water in it.

## TACTICS

At the start of the encounter, each member of the Gilded Hand picks a rival for their Rivalry trait who has a class that matches their own or comes close. For example, Bodorff Buckfeather would pick a conduit, but if none is available he might pick a censor or troubadour.

Gorek wades into the fray against their rival if they can, with Boddorff close behind to provide support and maximize the use of their Stalwart Guardian trait. Mara uses the Earth Devours to target as many creatures as she can. If she can't get at least two heroes with the ability, she uses The Writhing Green instead. She also is sure to use Jaws of the Void to stay out of melee combat.

When the rivals have lots of Malice to spend, they use Coordinated Takedown.

## ENDING THE ENCOUNTER

The encounter ends when only one mercenary has Stamina above 0, who immediately tries to flee. If the heroes give chase, that mercenary surrenders. The heroes earn 1 Victory each for winning the day.

## STAT BLOCKS

### RIVAL MALICE

### LEVEL 1+ MALICE FEATURES

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

#### Work as One ♦ 3 Malice

Until the end of the round, each rival can impose a bane against a strike made against an adjacent rival as a free triggered action.

#### We Just Do It Better ♦ 3 Malice

Until the end of the round, each rival rolls an additional 1d3 on all power rolls made against the target of their Rivalry trait.

#### Check Out Our Loot ♦ 5 Malice

The rival pulls out a magic consumable and hurls it, targeting a 5 x 1 line within 1 or a 3 cube within 10. Each enemy in an affected area makes an **Agility test**.

✱ ≤11 11 damage; condition (save ends)

★ 12–16 8 damage; condition (EoT)

♦ 17 5 damage

**Effect** The rival chooses the damage type and condition afflicted from one of the following pairs: sonic and dazed, poison and weakened, or fire and frightened.

#### Calling the Shots ♦ 7 Malice

All rivals regain 10 Stamina. Until the end of the round, when a rival uses an ability against an enemy, each rival adjacent to that enemy can make a free strike against them.

#### Coordinated Takedown ♦ 10 Malice

Each rival moves up to their speed and uses an action or maneuver that doesn't cost Malice.

BODDORFF BUCKFEATHER		LEVEL 2 ELITE SUPPORT	
Humanoid, Polder, Rival		EV 16	
Stamina 80			
Speed 5		Size 1S / Stability 1	
Free Strike 5			
Might +1	Agility +0	Reason +0	Intuition +2 Presence +0
Thunder of Heavens (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Magic, Melee, Ranged, Strike			
Distance Melee 1 or Ranged 10		Target Two creatures or objects	
♦ ≤11	7 holy damage		
★ 12–16	10 holy damage		
* 17	13 holy damage		
Effect Boddorff or an ally within distance regains Stamina equal to half the damage dealt.			
Imbue with Might (Maneuver) ♦ 2 Malice			
Keywords Magic			
Distance Ranged 10		Target Self and up to 5 allies	
Effect Each target has an edge on their next strike.			
Stalwart Guardian			
Strikes made against allies adjacent to Boddorff have a bane.			
Nimblestep			
Boddorff ignores the effects of difficult terrain and moves at full speed while he's sneaking.			
Rivalry			
Boddorff selects one creature within line of effect at the start of an encounter. Both Boddorff and the creature can add a 1d3 to all power rolls made against each other.			

GOREK		LEVEL 2 ELITE BRUTE	
Humanoid, Dwarf, Rival		EV 16	
Stamina 100			
Speed 5		Size 1M / Stability 2	
Free Strike 5			
Might +2	Agility +1	Reason +0	Intuition +0 Presence +0
Brutal Impact (Action) ♦ 2D10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target Two creatures or objects	
♦ ≤11	7 damage; push 1		
★ 12–16	11 damage; push 2		
* 17	14 damage; push 3		
2 Malice Each target is M<1 slowed (save ends).			
Let's Tussle (Action) ♦ 2D10 + 2 ♦ 2 Malice			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature the fury's size or smaller	
♦ ≤11	8 damage; M<0 grabbed		
★ 12–16	13 damage; M<1 grabbed		
* 17	16 damage; M<2 grabbed		
Effect Gorek has an edge on strikes against a grabbed creature.			
Overwhelm			
Once per turn, when Gorek force moves a target or shifts into a square adjacent to a creature or object, he can make a free strike against them.			
Great Fortitude			
Gorek can't be weakened.			
Rivalry			
Gorek selects one creature within line of effect at the start of an encounter. Both Gorek and the creature can add a 1d3 to all power rolls made against each other.			



MARA	LEVEL 2 ELITE CONTROLLER
Humanoid, Human, Rival	EV 16
Stamina 60	
Speed 5	Size 1M / Stability 1
Free Strike 5	
Might +0	Agility +0 Reason +2 Intuition +1 Presence +0
<b>The Writhing Green</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Green, Magic, Ranged, Strike <b>Distance</b> Ranged 10 <b>Target</b> Two creatures or objects ♦ ≤11 7 damage; slide 1 ★ 12–16 10 damage; slide 2 ✱ 17 13 damage; slide 3	
<b>The Earth Devours</b> (Action) ♦ 2d10 + 2 ♦ 3 Malice <b>Keywords</b> Area, Green, Magic <b>Distance</b> 3 cube within 10 <b>Target</b> All enemies in the cube ♦ ≤11 3 damage ★ 12–16 5 damage; restrained (EoT) ✱ 17 8 damage; restrained (save ends) <b>Effect</b> The affected area is difficult terrain for enemies. An enemy has acid weakness 2 while occupying an affected square.	
<b>Jaws of the Void (Triggered Action)</b> <b>Keywords</b> Magic, Void <b>Distance</b> Self <b>Target</b> Self <b>Trigger</b> Mara takes damage. <b>Effect</b> Mara teleports 2 squares. Each creature adjacent to her original space takes 2 corruption damage.	
<b>Determination</b> If Mara is frightened, slowed, or weakened, she can use a maneuver to end the condition.	
<b>Rivalry</b> Mara selects one creature within line of effect at the start of an encounter. Both Mara and the creature can add a 1d3 to all power rolls made against each other.	

TARGON	LEVEL 2 ELITE ARTILLERY
Humanoid, Human Rival	EV 16
Stamina 60	
Speed 5	Size 1M / Stability 2
Free Strike 5	
Might +2	Agility +0 Reason +1 Intuition +0 Presence +0
<b>Dual Targeting Shot</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Ranged, Strike, Weapon <b>Distance</b> Ranged 10 <b>Target</b> Two creatures or objects ♦ ≤11 7 damage ★ 12–16 11 damage ✱ 17 14 damage <b>2 Malice</b> Two allies within distance can make a free strike against one of the targets.	
<b>I'll Cover You!</b> (Action) ♦ 2d10 + 2 ♦ 3 Malice <b>Keywords</b> Ranged, Strike, Weapon <b>Distance</b> Ranged 5 <b>Target</b> One creature or object ♦ ≤11 8 damage; M<0 weakened (save ends) ★ 12–16 13 damage; M<1 weakened (save ends) ✱ 17 16 damage; M<2 weakened (save ends) <b>Effect</b> An ally adjacent to the target regains 5 Stamina.	
<b>Overwatch (Triggered Action)</b> <b>Keywords</b> Ranged <b>Distance</b> Ranged 10 <b>Target</b> 1 enemy <b>Trigger</b> The target moves. <b>Effect</b> At any point during the movement, Targon makes a free strike against the target.	
<b>Determination</b> If Targon is frightened, slowed, or weakened, he can use a maneuver to end the condition.	
<b>Rivalry</b> Targon selects one creature within line of effect at the start of an encounter. Both Targon and the creature can add a 1d3 to all power rolls made against each other.	

# ENCOUNTER D5

The heroes encounter undead and ruinborn monsters near the entrance of the Delian Tomb's second level.

## D5 Groups

Group	Creatures
1	One armored soulwight One spindlegoth
2	One armored soulwight One spindlegoth
3	One armored soulwight One spindlegoth
4	One armored soulwight One spindlegoth
5	One armored soulwight One spindlegoth

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two spindlegoths**.
- For four heroes, remove **one spindlegoth** and **one armored soulwight**.
- For three heroes, remove **two spindlegoths** and **two armored soulwights**.

## NOTICING THE ENEMIES

A hero on the lookout for trouble can make a medium Intuition test:

- **≤11**: The hero doesn't notice the enemies.
- **12-16**: The hero notices the enemies, and the enemies realize it at the same time, causing the enemies to attack.
- **17+**: The hero notices the enemies, but the enemies don't realize they've been revealed. The heroes can catch their foes surprised.

## TACTICS

If not discovered by the heroes, the ambushing creatures try to time their attack with the sarcophagus trap triggering, or while the trap is being disarmed. The spindlegoths try to grab someone who had the idea to stand far away from the sarcophagus while the trap was being disarmed—they prefer isolated prey. Meanwhile, the soulwights aim to surround the hero with the highest Stamina and down them before they can rally. The monsters know about the sarcophagus trap, and try not to stand in its radius.

## ENDING THE ENCOUNTER

The ambushing creatures fight until reduced to 0 Stamina. Defeating earns each hero 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.

### ARMORED SOULWIGHT

### LEVEL 1 HORDE HEXER

Undead

EV 3

**Stamina** 13

**Immunity** corruption 1, poison 1

**Speed** 5

**Size** 1M/ **Stability** 0

**Free Strike** 1

**Might** +2

**Agility** +1

**Reason** 0

**Intuition** 0

**Presence** +1

#### Soulstealer Longsword (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1

**Target** One creature or object

♦ ≤11 **3 corruption damage**

★ 12–16 **4 corruption damage; M<1 slowed (save ends)**

✱ 17+ **5 corruption damage; M<2 slowed and weakened (save ends)**

**Effect** The target appears to rapidly age each time they take damage from this ability. The target regains their former appearance when the soulwight is destroyed.

#### Stolen Vitality (Maneuver) ♦ 3 Malice

**Keywords** Magic, Ranged

**Distance** Ranged 5

**Target** One ally

**Effect** The target regains 10 Stamina. The soulwight can't use this maneuver again until they strike a creature with their lifestealer longsword.

#### Arise

The first time the soulwight is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they 1 Stamina and fall prone.

### SPINDLEGOOTH

### LEVEL 1 HORDE AMBUSER

Beast, Ruinborn

EV 3

**Stamina** 15

**Speed** 7 (climb)

**Size** 1S/ **Stability** 1

**Free Strike** 2

**Might** –1

**Agility** +2

**Reason** +0

**Intuition** +0

**Presence** –2

#### Choking Thread (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Strike, Ranged, Weapon

**Distance** Ranged 5

**Target** One creature or object

♦ ≤11 **4 damage**

★ 12–16 **6 damage; M<1 restrained (save ends)**

✱ 17+ **7 damage; M<2 restrained (save ends)**

**Effect** The target suffocates while restrained by this ability. If this ability fails to restrain the target, the spindlegoth shifts 2 and hides.

#### Thread Whip (Maneuver) ♦ 2d10 + 2 ♦ 3 Malice

**Keywords** Area, Weapon

**Distance** 1 Burst

**Target** Each enemy in the burst

♦ ≤11 **Vertical slide 1**

★ 12–16 **Vertical slide 2**

✱ 17+ **Vertical slide 3**

#### Tightwire (Maneuver) ♦ 1 Malice

**Keywords** —

**Distance** Self

**Target** Self

**Effect** The spindlegoth shifts up to their speed, including vertically. They must end this movement on a solid surface.

#### Needlefoot

The spindlegoth ignores difficult terrain. Whenever the spindlegoth enters a square while climbing, the surface they're climbing on takes 1 damage.

# ENCOUNTER D6

The heroes encounter incorporeal undead if they don't properly solve the puzzle in the Hall of Triumph.

## D6 Groups

Group	Creatures
1	One ghost
2	Two specters
3	Two specters
4	Two specters (optional)
5	Two specters (optional)
6	Eight shades (optional; minion squad)
7	Two specters (optional)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two specters**.
- For four heroes, remove **two specters**.
- For three heroes, remove **four specters**.

## TACTICS

The ghost uses Haunt on himself or an ally each round to damage as many enemies as possible with Corruptive Phasing. They try to keep their distance from foes, using Heat Death each round. The specters move into melee position, each taking on a different hero if they can. On the first round, using their Decaying Touch to weaken foes. On subsequent rounds, they move through foes with Corruptive Phasing before doing so again. If shades are present, each moves to target a different creature, spreading the damage around as much as possible. They move through their foes when possible to do so without taking an opportunity attack. The undead save their Malice to use Dread March and the ghost's Shriek triggered action.

## ENDING THE ENCOUNTER

If the ghost is destroyed, all other enemies are destroyed, and the plaque pops open, revealing a compartment. Defeating the ghost earns each hero 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.

GHOST		LEVEL 1 LEADER	
Undead		EV 12	
Stamina 80		Immunity corruption 3, poison 3	
Speed 6 (fly, hover)		Size 1M/ Stability 1	
		Free Strike 4	
Might -2	Agility +2	Reason 0	Intuition 0 Presence +3
Heat Death (Action) ♦ 2d10 + 3 ♦ Signature			
Keywords Magic, Ranged, Strike			
Distance Ranged 5		Target Two creatures	
♦ ≤11	7 cold damage; P<1 slowed (save ends)		
★ 12-16	10 cold damage; P<2 slowed (save ends)		
✱ 17+	13 cold damage; P<3 slowed (save ends)		
Effect The next strike made against the target has an edge.			
Haunt (Maneuver)			
Keywords Ranged			
Distance Ranged 8		Target Self or one incorporeal ally	
Effect The target shifts up to their speed.			
2 Malice The ghost chooses one additional target.			
Shriek (Triggered Action) ♦ 1 Malice			
Keywords Magic			
Distance Melee 1		Target The triggering creature	
Trigger A creature within distance targets the ghost with a strike.			
Effect The ghost halves the incoming damage and the target takes 2 sonic damage.			
Phantom Flow			
Each incorporeal undead creature within 10 squares of the ghost ignores difficult terrain.			
Paranormal Activity (Villain Action 1)			
Keywords Area, Magic			
Distance 5 burst		Target Each size 1S or larger object in the burst	
Effect Each target floats 1 square into the air and is pulled 5 squares toward the nearest enemy within 3 squares of them.			
Spirited Away (Villain Action 2) ♦ 2d10 + 2			
Keywords Area, Magic			
Distance 5 burst		Target Each enemy in the burst	
♦ ≤11	P<1 levitated (EoT) (see effect)		
★ 12-16	P<2 levitated (EoT)		
✱ 17+	P<3 levitated for the rest of the encounter		
Effect A levitated target floats 1 square off the ground when they are first affected, then rises 1 square at the end of each of their turns. If a levitated target can't already fly, they can fly but are slowed and weakened while flying in this way.			
Awful Wail (Villain Action 3) ♦ 2d10 + 3			
Keywords Area, Magic			
Distance 5 burst		Target Each enemy in the burst	
♦ ≤11	3 sonic damage		
★ 12-16	5 sonic damage		
✱ 17+	8 sonic damage		
Effect P<2 the target is reduced to 1 Stamina if they are winded after taking damage.			
Corruptive Phasing			
The ghost can move through other creatures and objects at normal speed. The first time in a round that the ghost passes through a creature, that creature takes 2 corruption damage. The ghost doesn't take damage from being force moved into objects.			

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SHADE		LEVEL 1 MINION AMBUSER		
Undead		EV 3 for four minions		
Stamina 4		Immunity corruption 1, poison 1		
Speed 5 (fly, hover)		Size 1M/ Stability 1		
With Captain Speed +2		Free Strike 2		
Might -5	Agility +1	Reason 0	Intuition 0	Presence +2
Life Drain (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 1		Target One creature or object per minion		
♦ ≤11	2 corruption damage			
★ 12-16	4 corruption damage			
✱ 17+	5 corruption damage; the target moves up to their speed away from all shades			
Shadow Phasing				
The shade can move through other creatures and objects at normal speed. The first time in a round that the shade passes through a creature, that creature takes 1 corruption damage. The shade doesn't take damage from being force moved into objects.				

SPECTER		LEVEL 1 HORDE HEXER	
Undead		EV 3	
Stamina 10		Immunity corruption 1, poison 1	
Speed 5 (fly, hover)		Size 1M/ Stability 1	
		Free Strike 1	
Might -5	Agility +1	Reason 0	Intuition 0 Presence +2
Decaying Touch (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Magic, Melee, Strike			
Distance Melee 1		Target One creature	
♦ ≤11	3 corruption damage; P<0 weakened (save ends)		
★ 12-16	4 corruption damage; P<1 weakened (save ends)		
✱ 17+	5 corruption damage; P<2 weakened (save ends)		
2 Malice The potency of this ability increases by 1. A living creature killed by this ability becomes a <b>specter</b> who appears in the target's space under the Director's control.			
Hidden Movement (Maneuver)			
Keywords —			
Distance Self		Target Self	
Effect The specter turns invisible, moves up to their speed, and becomes visible again.			
Corruptive Phasing			
The specter can move through other creatures and objects at normal speed. The first time in a round that the specter passes through a creature, that creature takes 2 corruption damage. The specter doesn't take damage from being force moved into objects.			

# ENCOUNTER D7

The heroes battle ruinborn and undead in the Hall of Regret.

## D7 Groups

Group	Creatures
1	One wallmaster
2	One soulwright (captain) Four decrepit skeletons (minion squad)
3	One soulwright (captain) Four decrepit skeletons (minion squad)
4	Two skeletons
5	Two skeletons

## ENCOUNTER ADJUSTMENTS

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

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

## TACTICS

If the heroes approach the altar, the wallmaster opens the walls and ambushes the party. The skeletons aim to pepper the heroes with arrows to try and bait them to enter the niches, where the wallmaster can trap them away from the rest of the party. Meanwhile, the two soulwrights move to guard the door out. If it looks like the heroes are going to make a break for it with the shield half, the wallmaster tries to block the exit as quickly as possible.

## ENDING THE ENCOUNTER

If the wallmaster and both soulwrights are defeated, the remaining creatures crumble. Alternatively, if the heroes all exit this room, the monsters do not pursue. Leaving the room with the right half of the Delian Shield awards each hero 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.

### DECREPIT SKELETON

### LEVEL 1 MINION ARTILLERY

Undead

EV 3 for four minions

Stamina 3

Immunity corruption 1, poison 1

Speed 5

Size 1M / Stability 0

With Captain Edge on strikes

Free Strike 2

Might 0

Agility +2

Reason –2

Intuition 0

Presence –2

**Bone Bow** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Ranged, Strike, Weapon

**Distance** Ranged 10

**Target** One creature or object per minion

✦ ≤11 2 damage

★ 12–16 4 damage

✱ 17+ 5 damage

**Effect** The decrepit skeleton chooses one other target within distance to take 1 damage.

#### Bonetrops

When the decrepit skeleton is reduced to Stamina 0, their square becomes difficult terrain. The first time any enemy enters this space, they take 1 damage.

SKELETON		LEVEL 1 HORDE ARTILLERY	
Undead		EV 3	
Stamina 10		Immunity corruption 1, poison 1	
Speed 5		Size 1M/ Stability 0	
		Free Strike 2	
Might 0	Agility +2	Reason +1	Intuition 0 Presence -1
Bone Shards (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Ranged, Strike, Weapon			
Distance Melee 1 or Ranged 10 Target One creature or object			
♦ ≤11 4 damage			
★ 12-16 6 damage			
✱ 17+ 7 damage			
Effect Until the start of the skeleton's next turn, the target takes 2 damage the first time they move on their turn.			
Bone Spur (Maneuver) ♦ 2d10 + 2 ♦ 2 Malice			
Keywords Area, Weapon			
Distance 1 burst Target 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)			
Effect Each target has a bane on their next strike.			
Arise			
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.			

SOULWIGHT		LEVEL 1 HORDE HEXER	
Undead		EV 3	
Stamina 10		Immunity corruption 1, poison 1	
Speed 5		Size 1M/ Stability 0	
		Free Strike 1	
Might +2	Agility +1	Reason 0	Intuition 0 Presence +1
Soulstealer Longsword (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1 Target One creature or object			
♦ ≤11 3 corruption damage			
★ 12-16 4 corruption damage; M<1 slowed (save ends)			
✱ 17+ 5 corruption damage; M<2 slowed and weakened (save ends)			
Effect The target appears to rapidly age each time they take damage from this ability. The target regains their former appearance when the soulwight is destroyed.			
Stolen Vitality (Maneuver) ♦ 3 Malice			
Keywords Magic, Ranged			
Distance Ranged 5 Target One ally			
Effect The target regains 10 Stamina. The soulwight can't use this maneuver again until they strike a creature with their lifestealer longsword.			
Arise			
The first time the soulwight is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they 1 Stamina and fall prone.			

WALLMASTER		LEVEL 1 ELITE DEFENDER	
Construct, Ruinborn		EV 12	
Stamina 80		Immunity holy 1 / Weakness acid 3	
Speed 0		Size 1L / Stability 3	
		Free Strike 4	
Might +2	Agility -5	Reason -3	Intuition +2 Presence -3
Wall Slam (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1 (Special) Target Two creatures or objects			
Effect The wallmaster chooses two wall segments within 10 squares. Each segment falls on a single target within distance, and is then destroyed.			
♦ ≤11 6 damage			
★ 12-16 9 damage; A<1 prone			
✱ 17+ 12 damage; A<2 prone can't stand (FoT)			
3+ Malice The wallmaster chooses an additional wall segment and target for every 3 malice spent.			
Dead End (Maneuver) ♦ 2d10 + 2			
Keywords Area, Weapon			
Distance Melee 1 (Special) Target 1 creature or object			
Effect The wallmaster chooses one wall segment within 10 squares. The segment pushes a target within distance, and shifts into each square they leave behind.			
♦ ≤11 Push 2			
★ 12-16 Push 4			
✱ 17+ Push 5			
The Wall Sees All (Maneuver) ♦ 5 Malice			
Keywords Magic			
Distance Ranged 10 Target Self			
Effect The wallmaster teleports to a wall within distance and affixes itself to it.			
Wall Redirect (Triggered Action)			
Keywords —			
Distance Melee 1 Target 1 ally			
Trigger A creature damages the wall with a strike.			
Effect The wall redirects the strike to the target creature and isn't targeted by the strike.			
Living Labyrinth			
The wallmaster starts combat affixed to a wall. At the start of each round of combat while affixed to a wall, the wallmaster creates a 20 wall of stone within a distance of 10 squares. Any walls created by the wallmaster in the previous round are destroyed or replaced by the new walls.			



# 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 soulwright (captain) Four memorial ivies (minion squad)
3	One soulwright (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.	
<b>Passwall</b> ♦ 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 their turn inside of an object, they are immediately shunted out into the square they entered from.	
<b>Quake</b> ♦ 5 Malice	
The encounter map starts to tremble. Each enemy on the ground makes a <b>Might test</b> .	
✱ ≤11	Prone can't stand (save ends)
★ 12-16	Prone
⚡ 17+	No effect
<b>Creeping Darkness</b> ♦ 7 Malice	
Each ruinborn creature concealed by darkness is invisible until the end of the round.	



GHOUL		LEVEL 1 HORDE HARRIER	
Undead		EV 3	
Stamina 15		Immunity corruption 1, poison 1	
Speed 7		Size 1M/ Stability 0	
		Free Strike 1	
Might 0	Agility +2	Reason -2	Intuition 0 Presence -1
Razor Claws (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Charge, Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦	≤11	3 damage	
★	12-16	4 damage	
✱	17+	5 damage; M<2 bleeding (save ends)	
Leap (Maneuver)			
Keywords —			
Distance Self		Target Self	
Effect The ghoul jumps 3 squares. If they land on a size 1 enemy, that enemy is knocked prone and the ghoul makes a free strike against them.			
Hunger			
If the ghoul charges, their speed increases by 2 until the end of their turn.			
Arise			
The first time the ghoul 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.			

MEMORIAL IVY		LEVEL 2 MINION ARTILLERY	
Plant, Ruinborn, Undead		EV 4 for four minions	
Stamina 4	Immunity poison 2 / Weakness fire 3		
Speed 3 (climb)	Size 1S / Stability 0		
With Captain Edge on strikes		Free Strike 3	
Might 0	Agility +2	Reason -3	Intuition +1 Presence -3
Grasping Ivy (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Ranged, Strike, Weapon			
Distance Ranged 8		Target One creature or object per minion	
♦ ≤11	3 damage; pull 2		
★ 12-16	4 damage; pull 4		
✱ 17+	6 damage; pull 5		
Creeper			
The memorial Ivy can use its move action to I<1 compel a creature or object it's climbing on to move up to their speed. An ally can choose to fail.			

ROTTING ZOMBIE		LEVEL 1 MINION BRUTE	
Undead		EV 3 for four minions	
Stamina 5		Immunity corruption 1, poison 1	
Speed 4		Size 1M / Stability 0	
With Captain Strike damage +1		Free Strike 2	
Might +2	Agility -2	Reason -5	Intuition -2 Presence -3
Rotting Fist (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object per minion	
♦ ≤11	2 damage		
★ 12-16	4 damage		
✱ 17+	5 damage; M<2 prone if size 1, slowed (save ends) otherwise		
Death Grasp			
When the rotting zombie is reduced to Stamina 0, their square becomes difficult terrain. The first time any enemy enters this space, they are M<2 slowed (save ends).			

SOULWIGHT		LEVEL 1 HORDE HEXER	
Undead		EV 3	
Stamina 10		Immunity corruption 1, poison 1	
Speed 5		Size 1M/ Stability 0	
		Free Strike 1	
Might +2	Agility +1	Reason 0	Intuition 0 Presence +1
Soulstealer Longsword (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦ ≤11	3 corruption damage		
★ 12–16	4 corruption damage; M<1 slowed (save ends)		
✱ 17+	5 corruption damage; M<2 slowed and weakened (save ends)		
Effect The target appears to rapidly age each time they take damage from this ability. The target regains their former appearance when the soulwight is destroyed.			
Stolen Vitality (Maneuver) ♦ 3 Malice			
Keywords Magic, Ranged			
Distance Ranged 5		Target One ally	
Effect The target regains 10 Stamina. The soulwight can't use this maneuver again until they strike a creature with their lifestealer longsword.			
Arise			
The first time the soulwight is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they 1 Stamina and fall prone.			

TOMB HORROR		LEVEL 2 ELITE BRUTE	
Plant, Ruinborn, Undead		EV 16	
Stamina 100	Immunity corruption 2 / Weakness fire 3		
Speed 5 (climb)	Size 2 / Stability 0		
Free Strike 5			
Might +2	Agility -2	Reason -3	Intuition +2 Presence -3
Ruinous Grasp (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 5		Target Two creatures or objects	
♦ ≤11	7 corruption damage; pull 2		
★ 12-16	11 corruption damage; pull 4		
✱ 17+	14 corruption damage; pull 6		
Effect A target pulled adjacent to the tomb horror is A<2 grabbed. The tomb horror can have up to three targets grabbed this way.			
Hundred Horrors (Action) ♦ 2d10 + 2 ♦ 5 Malice			
Keywords Area, Weapon			
Distance 3 burst while on the ground, or 4 cube within 5		Target Each enemy and object on the ground	
♦ ≤11	4 damage; M<0 restrained (save ends)		
★ 12-16	7 damage; M<1 restrained (save ends)		
✱ 17+	10 damage; M<2 restrained (save ends)		
Effect Vines and fetid, elongated arms reach out and pull each target to the ground. A target has damage weakness 2 while restrained by this ability.			
Latch Hook (Maneuver)			
Keywords —		Target Self	
Distance Self			
Effect The tomb horror shifts up to their speed, including vertically. They must end this movement on a solid surface.			
Curse For the Defilers (Triggered Action)			
Keywords —		Target 1 creature or object	
Distance Ranged 5			
Trigger The target deals damage to the tomb horror or a casket or relic within distance that the tomb horror was feeding on.			
Effect The target is P<2 slowed (save ends). The tomb horror then moves up to their speed towards the target.			
Enervating Horror			
A creature that starts their turn adjacent to the tomb horror takes 5 corruption damage and is I<1 frightened (EoT).			

# ENCOUNTER D10

The heroes face oozes as they enter the third level of the Delian Tomb.

## D10 Groups

Group	Creatures
1	Two creeping sludges
2	Two creeping sludges
3	Two creeping sludges
4	Two imit putties
5	Two imit putties
6	Two imit putties

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two creeping sludges**.
- For four heroes, remove **two imit putties**.
- For three heroes, remove **two creeping sludges** from the ceiling and **two imit putties**.

## TACTICS

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The creeping sludges in the pit can reach the top of the pit with their abilities. They try to pull any heroes who are hanging from the ledge down into the pit. Meanwhile, the other oozes fall from the ceiling and attack the closest creature. If the pit is shut with just oozes inside, the creeping sludges inside climb the walls and try to break out of the pit when combat begins.

The oozes spend malice on the imit putty's Uncanny Impression ability to mimic powerful melee warriors. The creeping sludges use Oozen Grasp if they are positioned to target multiple creatures.

## ENDING THE ENCOUNTER

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When the heroes outnumber the oozes two to one, the remaining oozes flee and each hero earns 1 Victory.

## STAT BLOCKS

### Ooze Malice LEVEL 1+ MALICE FEATURES

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

#### Liquify ♦ 3 Malice

An ooze in the encounter deforms and loses its color, becoming invisible and hidden until it uses an ability, takes damage, or the effect ends at the start its next turn.

#### Congeval ♦ 5 Malice

Two oozes adjacent to each other combine into a bigger ooze. Choose one of the oozes to be absorbed by the other ooze. The absorbed ooze disappears. The remaining ooze's size, speed, and potent effects all increase by 1 (to a maximum of 2), and it gains temporary Stamina equal to the absorbed ooze's remaining Stamina.

#### Gush ♦ 5+ Malice

An ooze in the encounter thrashes and sputters in a 1 burst area. The ooze makes a free strike against each adjacent enemy and object within distance. The ground within or beneath the affected area is considered difficult terrain for enemies and deals 3 acid damage whenever an enemy enters an affected square or starts their turn there. The area increases by 1 for every 2 malice spent on this feature.

### Creeping Sludge LEVEL 2 HORDE BRUTE

Ooze EV 4

**Stamina** 25 **Immunity** corruption 2, acid 2  
**Speed** 5 (climb) **Size** 1L / **Stability** 2  
**Free Strike** 3

**Might** +2 **Agility** -2 **Reason** -3 **Intuition** 0 **Presence** -2

#### Corrode (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 2 **Target** One creature or object

♦ ≤11 **3 corruption damage**  
★ 12-16 **4 corruption damage; vertical pull 1**  
✱ 17+ **5 corruption damage; vertical pull 2**

**Effect** The target gains damage weakness 2 and a -1 penalty to potent effects (save ends). This effect stacks until the target saves.

#### Oozen Grasp (Maneuver) ♦ 2 Malice

**Keywords** Area, Melee

**Distance** 2 burst **Target** Each enemy and object in the burst

♦ ≤11 **A<0 grabbed**  
★ 12-16 **A<1 grabbed, vertical pull 1**  
✱ 17+ **A<2 grabbed, vertical pull 2**

**Effect** The creeping sludge can have an unlimited number of targets grabbed.

#### Gelatinous

The creeping sludge can move through spaces as if it were size 1T. When it takes damage, it can use a free triggered action to split into two creeping sludges, splitting their current Stamina in half between them. The new creature has none of the benefits, effects, or conditions that the original has.

### IMIT PUTTY LEVEL 1 HORDE AMBUSER

Ooze EV 3

**Stamina** 15 **Immunity** acid 2  
**Speed** 5 (climb) **Size** 1M/ **Stability** 0  
**Free Strike** 2

**Might** -2 **Agility** +2 **Reason** -1 **Intuition** -1 **Presence** -2

#### Sputter (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Melee, Strike, Weapon

**Distance** Melee 1 **Target** One creature or object

♦ ≤11 **4 damage**  
★ 12-16 **6 damage; shift 1**  
✱ 17+ **7 damage; shift 2**

#### Uncanny Impression (Maneuver) ♦ 2d10 + 2 ♦ 5 Malice

**Keywords** Magic, Ranged

**Distance** Ranged 10 **Target** One creature

**Effect** Until the end of the encounter, the imit putty changes its size to match the target and replaces its signature action with one of the target's signature actions, using their bonuses for any power roll.

#### Gelatinous

The imit putty can move through spaces as if it were size 1T. When it takes damage, it can use a free triggered action to split into two imit putties, splitting their current Stamina in half between them. The new creature has none of the benefits, effects, or conditions that the original has.

# ENCOUNTER D12

The heroes face oozes in a diabolic room of traps.

## D12 Groups

Group	Creatures
1	Two gelatinous balls
2	One creeping sludge (captain) Four black ichors (minion squad)
3	One creeping sludge (captain) Four black ichors (minion squad)
4	One crawling claw

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two creeping sludges** as their own group.
- For four heroes, remove **a creeping sludge** and **four black ichors**.
- For three heroes, remove **a creeping sludge**, **four black ichors**, and **both gelatinous balls**.

## PUSHED INTO THE GAUNTLET

It is possible a creature make be force moved into the gauntlet (see [D11. The Gauntlet](#)). When a creature starts their turn in the gauntlet, or enters it for the first time on their turn, they take 5 damage.

## HAND ON THE REINS

The crawling claw was created for the sole purpose of working the control panel. On their turn, the claw triggers dart traps in the room, targeting two creatures in the main room of this area. Each target must make an Agility test:

- **≤11:** 9 poison damage, M<3 weakened (save ends)
- **12-16:** 7 poison damage, M<2 weakened (EoT)
- **17+:** 5 poison damage

The tunnel to reach the control panel is a very tight squeeze, and the position of the control panel makes ranged attacks against the hand nearly impossible. A creature of size 1S or larger trying to get through it must make an Agility test when they enter or start their turn in the tunnel:

- **≤11:** The creature takes 2 damage per space they move through the tunnel and can move at half speed down the tunnel this turn.
- **12-16:** The creature can move at half speed down the tunnel this turn.
- **17+:** The creature can move at full speed down the tunnel this turn.

While a creature is squeezing down the corridor, strikes against them gain a double edge.

If the crawling claw is removed from the controls, a hero adjacent to the controls can use an action to use them against the monsters. They can also turn off the gauntlet from here.

## TACTICS

The oozes aim to force heroes back into the gauntlet if they can, to dispatch them more ably. However, they're otherwise not especially tactical. Thanks to their amorphous trait, they pursue heroes down the narrow tunnel to the south with ease, and the creeping sludges can pull creatures out of that tunnel, reverting some of their progress on reaching the control panel.

## ENDING THE ENCOUNTER

Once the heroes secure the control room, the oozes flee and the heroes earn 1 Victory each.

## STAT BLOCKS

### OOZE MALICE

### LEVEL 1+ MALICE FEATURES

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

#### Liquify ♦ 3 Malice

An ooze in the encounter deforms and loses its color, becoming invisible and hidden until it uses an ability, takes damage, or the effect ends at the start its next turn.

#### Congear ♦ 5 Malice

Two oozes adjacent to each other combine into a bigger ooze. Choose one of the oozes to be absorbed by the other ooze. The absorbed ooze disappears. The remaining ooze's size, speed, and potent effects all increase by 1 (to a maximum of 2), and it gains temporary Stamina equal to the absorbed ooze's remaining Stamina.

#### Gush ♦ 5+ Malice

An ooze in the encounter thrashes and sputters in a 1 burst area. The ooze makes a free strike against each adjacent enemy and object within distance. The ground within or beneath the affected area is considered difficult terrain for enemies and deals 3 acid damage whenever an enemy enters an affected square or starts their turn there. The area increases by 1 for every 2 malice spent on this feature.

BLACK ICHOR		LEVEL 2 MINION DEFENDER	
Ooze		EV 4 for four minions	
Stamina 7		Immunity corruption 1, acid 1	
Speed 5 (climb)		Size 1M / Stability 0	
With Captain Edge on strikes		Free Strike 2	
Might 0	Agility +2	Reason -3	Intuition 0 Presence -2
Burning Spray (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object per minion	
♦ ≤11	2 corruption damage		
★ 12-16	4 corruption damage		
✱ 17+	5 corruption damage; the target's next strike has its damage halved		
Malice Emitter			
The Director gains 1 additional malice at the start of each round while at least one black ichor is alive on the encounter map.			
Amorphous			
The black ichor can move through spaces as if it were size 1T and can occupy another creature or object's space. An enemy or object that starts their turn in the same square as a black ichor takes 2 acid damage.			

CREEPING SLUDGE		LEVEL 2 HORDE BRUTE	
Ooze		EV 4	
Stamina 25		Immunity corruption 2, acid 2	
Speed 5 (climb)		Size 1L / Stability 2	
		Free Strike 3	
Might +2	Agility -2	Reason -3	Intuition 0 Presence -2
Corrode (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 2		Target One creature or object	
♦	≤11	3 corruption damage	
★	12-16	4 corruption damage; vertical pull 1	
✱	17+	5 corruption damage; vertical pull 2	
Effect The target gains damage weakness 2 and a -1 penalty to potent effects (save ends). This effect stacks until the target saves.			
Oozen Grasp (Maneuver) ♦ 2 Malice			
Keywords Area, Melee			
Distance 2 burst		Target Each enemy and object in the burst	
♦	≤11	A<0 grabbed	
★	12-16	A<1 grabbed, vertical pull 1	
✱	17+	A<2 grabbed, vertical pull 2	
Effect The creeping sludge can have an unlimited number of targets grabbed.			
Gelatinous			
The creeping sludge can move through spaces as if it were size 1T. When it takes damage, it can use a free triggered action to split into two creeping sludges, splitting their current Stamina in half between them. The new creature has none of the benefits, effects, or conditions that the original has.			

GELATINOUS BALL		LEVEL 1 HORDE HARRIER	
Ooze		EV 3	
Stamina 15		Immunity acid 2	
Speed 20		Size 1L / Stability 0	
		Free Strike 1	
Might +1	Agility +2	Reason -3	Intuition 0 Presence -2
Bowl (Action) ◆ 2d10 + 2 ◆ Signature			
Keywords Charge, Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
◆	≤11	3 damage; slide 1	
★	12-16	4 damage; slide 2	
✱	17+	5 damage; slide 3	
2 Malice Instead of being force moved, a size 1L or smaller target is A<1 restrained (save ends). While restrained by this ability, the target moves with the gelatinous ball. When restrained ends, the target moves to the nearest unoccupied square adjacent to the gelatinous ball.			
Rolling			
Whenever the gelatinous ball uses a move action or is force moved horizontally, it must move in a straight line until it reaches its maximum speed or until a creature or object is directly in front of it.			
Gelatinous			
The gelatinous ball can move through spaces as if it were size 1T. When it takes damage, it can use a free triggered action to split into two gelatinous balls, splitting their current Stamina in half between them. The new creature has none of the benefits, effects, or conditions that the original has.			

CRAWLING CLAW		LEVEL 1 MINION HARRIER			
Undead		EV 3 for four minions			
Stamina 4		Immunity corruption 1, poison 1			
Speed 6 (climb)		Size 1T / Stability 0			
With Captain Speed +2		Free Strike 1			
Might 0	Agility +2	Reason −5	Intuition −1	Presence −1	
Fingernails (Action) ♦ 2d10 + 2 ♦ Signature					
Keywords Melee, Strike, Weapon					
Distance Melee 1		Target One creature or object per minion			
♦ ≤11	1 damage				
★ 12–16	2 damage				
* 17+	3 damage				
Effect The crawling claw shifts a number of squares equal to the damage dealt.					
Disorganized					
The crawling claw can't grant the flanking benefit to allies.					

# 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.

DAME CORNELIA		LEVEL 1 LEADER	
Undead		EV 12	
Stamina 80		Immunity Corruption 2, Psychic 2	
Speed 5		Size 1M / Stability 2	
		Free Strike 4	
Might +3	Agility +2	Reason +2	Intuition +0 Presence +2
Zweihander Swing (Action) ◆ 2d10 + 3 ◆ Signature			
Keywords Area, Melee, Weapon			
Distance 1 burst		Target All enemies in the burst	
◆ ≤11	3 damage; M<1 slowed (save ends)		
★ 12–16	6 damage; M<2 slowed (save ends)		
✱ 17+	8 damage; M<3 slowed (save ends)		
Effect An ally within 10 of Cornelia can make a free strike.			
1 Malice The ally can use their signature action instead.			
You! (Maneuver)			
Keywords —			
Distance Ranged 10		Target One enemy	
Effect The target is marked until the start of Cornelia’s next turn. Cornelia and each of her allies gain an edge on abilities used against targets marked by her.			
End Effect			
At the end of her turn, Cornelia can take 5 damage to end one save ends effect affecting her. This damage can’t be reduced in any way.			
Death Void			
When Cornelia is destroyed, each enemy within 2 squares of her takes 5 corruption damage.			
Parry! (Triggered Action)			
Keywords —			
Distance Melee 1		Target Self or one ally	
Trigger A creature targets the blackguard or an ally adjacent to Cornelia with a strike.			
Effect The damage is halved.			
Advance! (Villain Action 1)			
Keywords —			
Distance Self		Target Self	
Effect Cornelia shifts up to her speed. During or after this movement, she can use Zweihander Swing twice.			
Back! (Villain Action 2)			
Keywords Area, Magic			
Distance 5 burst		Target All enemies in the burst	
Effect Slide 5.			
I Can Throw My Blade and So Should You! (Villain Action 3)			
Keywords Area, Magic, Ranged, Weapon			
Distance 3 cube within 5		Target Each enemy in the cube	
Effect Cornelia uses Zweihander Swing against each target. Then, each ally within 5 of the area can make a free strike against a target (one target per ally).			

DECREPIT SKELETON		LEVEL 1 MINION ARTILLERY	
Undead		EV 3 for four minions	
Stamina 3		Immunity corruption 1, poison 1	
Speed 5		Size 1M / Stability 0	
With Captain Edge on strikes		Free Strike 2	
Might 0	Agility +2	Reason −2	Intuition 0 Presence −2
Bone Bow (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Ranged, Strike, Weapon			
Distance Ranged 10		Target One creature or object per minion	
♦	≤11	2 damage	
★	12–16	4 damage	
✱	17+	5 damage	
Effect The decrepit skeleton chooses one other target within distance to take 1 damage.			
Bonetrops			
When the decrepit skeleton is reduced to Stamina 0, their square becomes difficult terrain. The first time any enemy enters this space, they take 1 damage.			

SOULWIGHT		LEVEL 1 HORDE HEXER	
Undead		EV 3	
Stamina 10		Immunity corruption 1, poison 1	
Speed 5		Size 1M/ Stability 0	
		Free Strike 1	
Might +2	Agility +1	Reason 0	Intuition 0 Presence +1
Soulstealer Longsword (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦ ≤11	3 corruption damage		
★ 12–16	4 corruption damage; M<1 slowed (save ends)		
* 17+	5 corruption damage; M<2 slowed and weakened (save ends)		
Effect The target appears to rapidly age each time they take damage from this ability. The target regains their former appearance when the soulwight is destroyed.			
Stolen Vitality (Maneuver) ♦ 3 Malice			
Keywords Magic, Ranged			
Distance Ranged 5		Target One ally	
Effect The target regains 10 Stamina. The soulwight can't use this maneuver again until they strike a creature with their lifestealer longsword.			
Arise			
The first time the soulwight is reduced to Stamina 0 by damage that isn't fire damage or holy damage and their body isn't destroyed, they 1 Stamina and fall prone.			



ZOMBIE		LEVEL 1 HORDE BRUTE	
Undead		EV 3	
Stamina 20		Immunity corruption 1, poison 1	
Speed 5		Size 1M / Stability 1	
		Free Strike 2	
Might +2	Agility +1	Reason -5	Intuition -2 Presence +1
Clobber and Clutch (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦	≤11	4 damage	
★	12-16	6 damage	
✱	17+	7 damage; grabbed	
Effect 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.			
Zombie Dust (Maneuver) ♦ 2d10 + 2 ♦ 3 Malice			
Keywords Area, Melee			
Distance 2 burst		Target Each enemy in the burst	
Effect 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)	
Endless Knight			
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 D14.2

The heroes face the Gilded Hand in the Delian Tomb.

## D14.2 Groups

Group	Creatures
1	<b>Boddorf Buckfeather</b>
2	<b>Gorek</b>
3	<b>Mara</b>

## ENCOUNTER ADJUSTMENTS

If this encounter has three or four heroes, make the following adjustments:

- For four heroes, remove **Bodorff Buckfeather** from the start of the encounter.
- For three heroes, remove **Bodorff Buckfeather** and reduce Gorek's Stamina to 80 and Mara's Stamina to 40.

## 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

Gorek applies a "King of the Hill" strategy to the fight, using the Knockback maneuver and Brutal Impact to try and force foes back down the stairs when they try to approach. Meanwhile, Boddorf stands well back, buffing Gorek with Imbue with Might, and throwing holy damage at the heroes. Mara stands back and uses ranged abilities to damage as many heroes as possible.

## ENDING THE ENCOUNTER

When only one member of the Gilded Hand remains, that member surrenders and tells the heroes everything they know, including the location of Queen Bargnot in the ruins of Castle Andreas (see [Castle Andreas](#) in [Part 3](#)).

## STAT BLOCKS

### RIVAL MALICE

### LEVEL 1+ MALICE FEATURES

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

#### Work as One ♦ 3 Malice

Until the end of the round, each rival can impose a bane against a strike made against an adjacent rival as a free triggered action.

#### We Just Do It Better ♦ 3 Malice

Until the end of the round, each rival rolls an additional 1d3 on all power rolls made against the target of their Rivalry trait.

#### Check Out Our Loot ♦ 5 Malice

The rival pulls out a magic consumable and hurls it, targeting a 5 x 1 line within 1 or a 3 cube within 10. Each enemy in an affected area makes an **Agility test**.

✱ ≤11 11 damage; condition (save ends)

★ 12–16 8 damage; condition (EoT)

♦ 17 5 damage

**Effect** The rival chooses the damage type and condition afflicted from one of the following pairs: sonic and dazed, poison and weakened, or fire and frightened.

#### Calling the Shots ♦ 7 Malice

All rivals regain 10 Stamina. Until the end of the round, when a rival uses an ability against an enemy, each rival adjacent to that enemy can make a free strike against them.

#### Coordinated Takedown ♦ 10 Malice

Each rival moves up to their speed and uses an action or maneuver that doesn't cost Malice.

BODDORFF BUCKFEATHER		LEVEL 2 ELITE SUPPORT	
Humanoid, Polder, Rival		EV 16	
Stamina 80			
Speed 5		Size 1S / Stability 1	
Free Strike 5			
Might +1	Agility +0	Reason +0	Intuition +2 Presence +0
Thunder of Heavens (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Magic, Melee, Ranged, Strike			
Distance Melee 1 or Ranged 10		Target Two creatures or objects	
♦ ≤11	7 holy damage		
★ 12–16	10 holy damage		
* 17	13 holy damage		
Effect Boddorff or an ally within distance regains Stamina equal to half the damage dealt.			
Imbue with Might (Maneuver) ♦ 2 Malice			
Keywords Magic			
Distance Ranged 10		Target Self and up to 5 allies	
Effect Each target has an edge on their next strike.			
Stalwart Guardian			
Strikes made against allies adjacent to Boddorff have a bane.			
Nimblestep			
Boddorff ignores the effects of difficult terrain and moves at full speed while he's sneaking.			
Rivalry			
Boddorff selects one creature within line of effect at the start of an encounter. Both Boddorff and the creature can add a 1d3 to all power rolls made against each other.			

GOREK		LEVEL 2 ELITE BRUTE	
Humanoid, Dwarf, Rival		EV 16	
Stamina 100			
Speed 5		Size 1M / Stability 2	
Free Strike 5			
Might +2	Agility +1	Reason +0	Intuition +0 Presence +0
Brutal Impact (Action) ♦ 2D10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target Two creatures or objects	
♦ ≤11	7 damage; push 1		
★ 12–16	11 damage; push 2		
* 17	14 damage; push 3		
2 Malice Each target is M<1 slowed (save ends).			
Let's Tussle (Action) ♦ 2D10 + 2 ♦ 2 Malice			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature the fury's size or smaller	
♦ ≤11	8 damage; M<0 grabbed		
★ 12–16	13 damage; M<1 grabbed		
* 17	16 damage; M<2 grabbed		
Effect Gorek has an edge on strikes against a grabbed creature.			
Overwhelm			
Once per turn, when Gorek force moves a target or shifts into a square adjacent to a creature or object, he can make a free strike against them.			
Great Fortitude			
Gorek can't be weakened.			
Rivalry			
Gorek selects one creature within line of effect at the start of an encounter. Both Gorek and the creature can add a 1d3 to all power rolls made against each other.			

MARA	LEVEL 2 ELITE CONTROLLER
Humanoid, Human, Rival	EV 16
Stamina 60	
Speed 5	Size 1M / Stability 1
Free Strike 5	
Might +0	Agility +0 Reason +2 Intuition +1 Presence +0
<b>The Writhing Green</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Green, Magic, Ranged, Strike <b>Distance</b> Ranged 10 <b>Target</b> Two creatures or objects ♦ ≤11 7 damage; slide 1 ★ 12–16 10 damage; slide 2 ✱ 17 13 damage; slide 3	
<b>The Earth Devours</b> (Action) ♦ 2d10 + 2 ♦ 3 Malice <b>Keywords</b> Area, Green, Magic <b>Distance</b> 3 cube within 10 <b>Target</b> All enemies in the cube ♦ ≤11 3 damage ★ 12–16 5 damage; restrained (EoT) ✱ 17 8 damage; restrained (save ends) <b>Effect</b> The affected area is difficult terrain for enemies. An enemy has acid weakness 2 while occupying an affected square.	
<b>Jaws of the Void (Triggered Action)</b> <b>Keywords</b> Magic, Void <b>Distance</b> Self <b>Target</b> Self <b>Trigger</b> Mara takes damage. <b>Effect</b> Mara teleports 2 squares. Each creature adjacent to her original space takes 2 corruption damage.	
<b>Determination</b> If Mara is frightened, slowed, or weakened, she can use a maneuver to end the condition.	
<b>Rivalry</b> Mara selects one creature within line of effect at the start of an encounter. Both Mara and the creature can add a 1d3 to all power rolls made against each other.	

# ARIXX NEST

The heroes face an arixx beneath the ground.

## Arixx Nest Groups

Group	Creatures
1	<b>Arixx</b> (first turn)
2	<b>Arixx</b> (second turn)

## ENCOUNTER ADJUSTMENTS

If this encounter has three or four heroes, make the following adjustments:

- For four heroes, arixx has 120 Stamina.
- For three heroes, the arixx has 80 Stamina and can't use the Solo Action Malice feature.

## ANIMAL REMAINS

The ribs of the cattle carcasses are very sharp and can be used as a weapon. Any creature force moved into a wall containing cattle ribs takes 3 damage.

## WEAKENED FLOOR

A creature who moves onto a weakened square falls into a 4-square-deep pit. Climbing the walls of the pit doesn't require a test.

## TACTICS

The arixx starts combat by targeting as many creatures as possible Claw Swing and remains on the surface to use Acid Spew. Then the arixx attempts to grab the nearest creature and then take them underground with the Dig Maneuver to feast upon them beneath the dirt. The arixx reemerges at the end of the second round, using Sinkhole. During the third round of combat, the arixx moves into position to use Acid and Claws.

The arixx uses Malice to get extra actions on their turn when they aren't burrowed with Solo Action and Dirt Devil or Geyser to target hard-to-reach foes.

## ENDING THE ENCOUNTER

The arixx fights until reduced to 0 Stamina, and each hero earns 2 Victories.

If the heroes leave the nest, the arixx doesn't pursue them, wanting to defend their home.

## STAT BLOCKS

### ARIXX MALICE

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

### MALICE FEATURES

#### Burning Maw ♦ 3 Malice

The arixx dribbles acid over their mandibles. Their next strike has an edge and deals an additional 3 acid damage.

#### Solo Action ♦ 5 Malice

The arixx can take an additional action on their turn. The arixx can use this feature even if they are dazed.

#### Geyser ♦ 5 Malice

The arixx's underground tunnels swell with pressure, causing a sudden influx of hot gas to burst from a 3-square-by-3-square area anywhere on the surface. Each enemy in an affected square must make an **Agility test**.

✱ ≤11 4 damage; vertical push 5

★ 12–16 4 damage; vertical push 3

♦ 17+ The target shifts to the nearest unoccupied space outside the area.

#### Earth Sink ♦ 7 Malice

The area of the encounter map suddenly quakes and slowly sinks into the ground. Each grounded creature is **A<1** knocked prone. Until the end of the encounter, each creature who starts their turn on the ground and can't burrow must spend 1 extra square of movement to leave their starting position, or 2 squares if they start their turn prone or underground. A creature who starts and ends their turn in the same space on the ground and can't burrow sinks 1 square into the ground.

ARIXX		LEVEL 1 SOLO	
Arixx, Beast		EV 36	
Stamina 200		Size 2 / Stability 2	
Speed 5 (burrow)		Free Strike 5	
Might +3	Agility +1	Reason –3	Intuition +1 Presence –4
Solo Monster			
<b>Solo Turns</b> The arixx takes up to two turns each round. They can't take turns consecutively.			
<b>End Effect</b> At the end of their turn, the arixx can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.			
Soft Underbelly			
A prone creature gains a double edge on melee strikes against the arixx instead of taking a bane.			
Bite (Action) ♦ 2d10 + 3 ♦ Signature			
<b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 2 <b>Target</b> One creature or object ♦ ≤11 9 damage ★ 12–16 13 damage; grabbed ✱ 17+ 16 damage; grabbed <b>Effect</b> A size 1 target grabbed this way takes 3 acid damage at the start of each of their turns.			
Claw Swing (Action) ♦ 2d10 + 3			
<b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 2 <b>Target</b> Two creatures or objects ♦ ≤11 5 damage; A<1 grabbed ★ 12–16 8 damage; A<2 grabbed ✱ 17+ 11 damage; A<3 grabbed <b>Effect</b> The arixx can vertically slide each grabbed target up to 3 squares.			
Spitfire (Action) ♦ 2d10 + 3			
<b>Keywords</b> Ranged, Strike, Weapon <b>Distance</b> Ranged 10 <b>Target</b> Two creatures or objects ♦ ≤11 4 acid damage ★ 12–16 6 acid damage ✱ 17+ 7 acid damage; prone <b>Effect</b> The areas on the ground beneath each target are covered in burning acid. An enemy who enters an affected square for the first time on their turn or starts their turn there takes 2 acid damage.			
Dirt Devil (Action) ♦ 2d10 + 3 ♦ 3 Malice			
<b>Keywords</b> Area, Melee <b>Distance</b> 3 burst <b>Target</b> Each enemy in the burst <b>Effect</b> The arixx flings rocks and debris everywhere. They have a double edge on the power roll if the arixx started their turn underground. The affected area is considered difficult terrain for enemies. ♦ ≤11 4 damage ★ 12–16 6 damage; push 2 ✱ 17+ 7 damage; push 4			
Dust Cloud (Maneuver)			
<b>Keywords</b> Area <b>Distance</b> 1 burst <b>Target</b> Special			

<b>Effect</b> The arixx kicks up dust into the affected area until the start of their next turn. An enemy has a bane on power rolls while occupying an affected square or targeting a creature occupying an affected square. The arixx then moves up to their speed.	
Skitter (Triggered Action)	
<b>Keywords</b> — <b>Distance</b> Self <b>Target</b> Self <b>Trigger</b> The arixx takes damage. <b>Effect</b> The arixx halves the damage and shifts up to 3 squares after the triggering effect resolves.	
Earthwalk	
Difficult terrain composed of earth or loose rock doesn't cost the arixx extra movement.	
Acid Spew (Villain Action 1) ♦ 2d10 + 3	
<b>Keywords</b> Area, Weapon <b>Distance</b> 10 x 2 line within 1 <b>Target</b> Each creature and object ♦ ≤11 5 acid damage ★ 12–16 8 acid damage ✱ 17+ 11 acid damage <b>Effect</b> The ground within the affected area is covered in a puddle of acid. An enemy who enters an affected square for the first time on their turn or starts their turn there takes 2 acid damage.	
Sinkhole (Villain Action 2)	
<b>Keywords</b> — <b>Distance</b> Self <b>Target</b> Self <b>Effect</b> The arixx shifts up to their speed. If the arixx ends this move underground and within 2 squares of a creature, the arixx uses Bite against the creature and can then use the Dig maneuver.	
Acid and Claws (Villain Action 3) ♦ 2d10 + 3	
<b>Keywords</b> Area, Melee, Weapon <b>Distance</b> 2 burst <b>Target</b> Each creature in the burst ♦ ≤11 5 acid damage; M<1 weakened (save ends) ★ 12–16 8 acid damage; M<2 weakened (save ends) ✱ 17+ 11 acid damage; M<3 weakened (save ends)	

# TAKING A SWIM

The heroes fight clawfish as they approach Fort Forsaken.

## Taking a Swim Groups

Group	Creatures
1	One human archer (Skewra)
2	Eight clawfish (minion squad)
3 (Reinforcements)	Eight clawfish (minion squad)
4 (Reinforcements)	Eight clawfish (minion squad)
5 (Reinforcements)	Eight clawfish (minion squad)
6 (Reinforcements)	Eight clawfish (minion squad)
7 (Reinforcements)	Eight clawfish (minion squad)

## REINFORCEMENTS

At the start of each round a hero appears in the water, another **eight clawfish** appear until all clawfish are dead or a total of forty-eight clawfish have appeared.

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **eight clawfish** at the start of the encounter.
- For four heroes, remove **eight clawfish** from the start of the encounter.
- For three heroes, remove **eight clawfish** from the start of the encounter and only **four clawfish** appear at the start of each round.

## TACTICS

The clawfish rush the nearest hero and attack, fighting to the death!

If Skewra wakes and sees the heroes approaching on a raft, she lights a torch, lights an arrow, and shoots it toward the raft, hoping to ignite it. She then continues peppering the heroes with arrows until at least two of them make it to the shore, then she runs toward the gate to try to raise the alarm.

## ENDING THE ENCOUNTER

When the heroes get safely to the island, they earn 1 Victory each.

## STAT BLOCKS

HUMAN MALICE	MALICE FEATURES
At the start of any human's turn, you can spend malice to activate one of the following features.	
<b>Chemical Device</b> (Maneuver) (Non-minion) ♦ 2d10 + 2 ♦ 3 Malice <b>Keywords</b> Area, Magic, Ranged <b>Distance</b> 3 cube within 10 <b>Target</b> Each enemy in the cube ♦ ≤11 4 corruption damage; A<0 slowed (save ends) ★ 12–16 6 corruption damage; A<1 slowed (save ends) ✱ 17+ 9 corruption damage; A<2 restrained (save ends)	
<b>Exploit Opening</b> ♦ 5 Malice Until the end of their turn, each human acting this turn has an edge on their abilities, or a double edge if their ability targets an enemy affected by a condition.	
<b>Staying Power</b> ♦ 7 Malice Each non-minion human in the encounter regains Stamina equal to 5 times their level.	

CLAWFISH	LEVEL 1 MINION BRUTE
Angulotl, Animal	EV 3 for four minions
<b>Stamina</b> 5	<b>Immunity</b> lightning 3, poison 2
<b>Speed</b> 5 (swim, climb)	<b>Size</b> 1S / <b>Stability</b> 0
<b>With Captain</b> Edge on strikes	<b>Free Strike</b> 2
<b>Might</b> 0 <b>Agility</b> +2 <b>Reason</b> –3 <b>Intuition</b> –2 <b>Presence</b> +1	
<b>Hookclaw</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> 1 creature or object per minion ♦ ≤11 2 damage ★ 12–16 4 damage ✱ 17 5 damage; grabbed <b>Effect</b> A target grabbed by this ability takes 2 lightning damage at the start of each of their turns.	
<b>Shocking</b> The clawfish deals 2 lightning damage to each wet enemy within 2 at the start of each of the clawfish's turns.	

HUMAN ARCHER	LEVEL 1 MINION ARTILLERY
Human, Humanoid	EV 3 for four minions
<b>Stamina</b> 3	<b>Immunity</b> Corruption 1, Psychic 1
<b>Speed</b> 5	<b>Size</b> 1M / <b>Stability</b> 0
<b>With Captain</b> Ranged distance +5	<b>Free Strike</b> 2
<b>Might</b> +0 <b>Agility</b> +2 <b>Reason</b> +0 <b>Intuition</b> +0 <b>Presence</b> +0	
<b>Crossbow</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Ranged, Strike, Weapon <b>Distance</b> Ranged 10 <b>Target</b> One creature or object per minion ♦ ≤11 2 damage ★ 12–16 4 damage ✱ 17+ 5 damage	
<b>Supernatural Insight</b> The archer ignores concealment if it's granted by a supernatural effect, or the target is supernatural.	

# WITHIN THE PALISADE

The heroes fight an army of bandits within their fort.

## Within the Palisade Groups

Group	Creatures
1	One human scoundrel (Kora)
2	One human trickshot (Berrick)
3	Eight human raiders (minion squad)
4	Eight human raiders (minion squad)
5	Eight human raiders (minion squad)
6	Eight human archers (minion squad)
7	Eight human rogues (minion squad)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add a second **human trickshot** as their own group.
- For four heroes, remove **eight human raiders**.
- For three heroes, remove **sixteen human raiders**.

## HEROES START

There is no place on the reference map for the heroes to start if the alarm is raised, since they might get caught anywhere in or near the fort. Use your best judgment in giving them a place to start.

## FORT DOOR

The entry to the fort remains open unless there is an attack. In that case, a series of wooden planks are pulled into place. This door has 40 Stamina and can be forced open with a moderate Might test:

- ≤11: The door does not budge.
- 12-16: The door begins to break. One more test with a result of 12+ brings it down.
- 17+: The door falls aside.

## COOKFIRE

The first time a creature touches the cookfire in the mess tent on a turn or starts their turn touching it, they take 2 fire damage.

## TRAINING GROUNDS

In the center of the fort's open courtyard, fighting dummies and archery targets sit waiting to be pummeled, shot, or stabbed as part of the bandits' training regimen. Each dummy has sharp spear and dagger extensions that are harmless when training. A creature force moved into a space containing a fighting dummy takes an additional 5 damage, and then the dummy is destroyed.

## TACTICS

If the heroes are outside the palisade when the alarm is raised, then the trickshot, archers, and rogues climb to the top of the palisade and prepare ranged strikes against

oncoming heroes while the scoundrel and raiders put up the fort door then stand before it and await intruders.

If the heroes are inside when the alarm is raised, raiders and the scoundrel move to engage them in melee while the rest of the humans use ranged abilities. The bandits spread the damage around, hoping to hamper all the heroes at once instead of one at a time.

## ENDING THE ENCOUNTER

When the heroes outnumber the bandits, the remaining bandits flee and each hero earns 1 Victory.

## STAT BLOCKS

HUMAN MALICE	MALICE FEATURES
At the start of any human's turn, you can spend malice to activate one of the following features.	

**Chemical Device** (Maneuver) (Non-minion) ♦ 2d10 + 2 ♦ 3 Malice

**Keywords** Area, Magic, Ranged

**Distance** 3 cube within 10

**Target** Each enemy in the cube

♦ ≤11 4 corruption damage; A<0 slowed (save ends)

★ 12-16 6 corruption damage; A<1 slowed (save ends)

\* 17+ 9 corruption damage; A<2 restrained (save ends)

**Exploit Opening** ♦ 5 Malice

Until the end of their turn, each human acting this turn has an edge on their abilities, or a double edge if their ability targets an enemy affected by a condition.

**Staying Power** ♦ 7 Malice

Each non-minion human in the encounter regains Stamina equal to 5 times their level.

HUMAN ARCHER	LEVEL 1 MINION ARTILLERY
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Human, Humanoid

EV 3 for four minions

**Stamina** 3

**Immunity** Corruption 1, Psychic 1

**Speed** 5

**Size** 1M / **Stability** 0

**With Captain** Ranged distance +5

**Free Strike** 2

**Might** +0

**Agility** +2

**Reason** +0

**Intuition** +0

**Presence** +0

**Crossbow** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Ranged, Strike, Weapon

**Distance** Ranged 10

**Target** One creature or object per minion

♦ ≤11 2 damage

★ 12-16 4 damage

\* 17+ 5 damage

**Supernatural Insight**

The archer ignores concealment if it's granted by a supernatural effect, or the target is supernatural.



HUMAN RAIDER		LEVEL 1 MINION HARRIER	
Human, Humanoid		EV 3 for four minions	
Stamina 4		Immunity Corruption 1, Psychic 1	
Speed 7		Size 1M / Stability 0	
With Captain Edge on strikes		Free Strike 1	
Might +0	Agility +2	Reason +0	Intuition +0 Presence +0
Handaxes (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Charge, Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object per minion	
♦ ≤11	1 damage		
★ 12–16	2 damage		
* 17+	3 damage		
Effect If this ability is used while charging, the raider can make a ranged free strike before using the ability.			
Supernatural Insight			
The raider ignores concealment if it's granted by a supernatural effect, or the target is supernatural.			

HUMAN ROGUE		LEVEL 1 MINION AMBUSER	
Human, Humanoid		EV 3 for four minions	
Stamina 4		Immunity Corruption 1, Psychic 1	
Speed 7		Size 1M / Stability 0	
With Captain Edge on strikes		Free Strike 2	
Might +0	Agility +2	Reason +0	Intuition +0 Presence +1
Concealed Dagger (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Ranged, Strike, Weapon			
Distance Melee 1 or Ranged 5		Target One creature or object per minion	
♦ ≤11 2 damage			
★ 12–16 4 damage			
✱ 17+ 5 damage			
Effect This ability deals an additional 3 damage if the spy was disguised or hidden before using it.			
Supernatural Insight			
The spy ignores concealment if it's granted by a supernatural effect, or the target is supernatural.			

HUMAN SCOUNDREL		LEVEL 1 PLATOON AMBUSER	
Human, Humanoid		EV 6	
Stamina 30		Immunity Corruption 1, Psychic 1	
Speed 5		Size 1M / Stability 0	
		Free Strike 4	
Might +0	Agility +2	Reason +0	Intuition +0 Presence +1
Rapier & Dagger (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦ ≤11	6 damage		
★ 12–16	9 damage		
* 17+	12 damage		
Effect This ability deals an additional 2 damage if the scoundrel has an edge on the power roll.			
Dagger Storm (Action) ♦ 5 Malice			
The scoundrel uses Rapier & Dagger targeting three creatures or objects. They can shift 2 before or after each strike.			
Supernatural Insight			
The scoundrel ignores concealment if it's granted by a supernatural effect, or the target is supernatural.			

HUMAN TRICKSHOT		LEVEL 1 PLATOON ARTILLERY	
Human, Humanoid		EV 6	
Stamina 20		Immunity Corruption 1, Psychic 1	
Speed 5		Size 1M / Stability 0	
		Free Strike 4	
Might +0	Agility +2	Reason +0	Intuition +1 Presence +0
Trick Crossbow (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Ranged, Strike, Weapon			
Distance Melee 1 or Ranged 15		Target One creature or object	
♦ ≤11	6 damage		
★ 12–16	9 damage		
* 17+	12 damage		
Effect The trickshot ignores cover and concealment.			
3 Malice The trickshot targets an additional creature or object.			
Supernatural Insight			
The trickshot ignores concealment if it's granted by a supernatural effect, or the target is supernatural.			

# ENCOUNTER F1

The heroes fight Thurston of the Forsaken Wraiths.

## F1 Groups

Group	Creatures
1	<b>One human knave</b> (Thurston; captain) <b>Four human raiders</b> (minion squad)

## REINFORCEMENTS

At the start of the third round of combat, Aldiva and Laesi (see [Encounter F2](#)) arrive to help if they're alive.

## ENCOUNTER ADJUSTMENTS

This is encounter only requires adjustments if it has three or four heroes and reinforcements arrive. If so, make adjustments to the reinforcements based on the information in [Encounter F2](#).

## TACTICS

If combat breaks out in this room, Thurston and the raiders start fighting, with Thurston taking on the hero with the highest Stamina while the raiders spread out to fight as many heroes as possible.

## ENDING THE ENCOUNTER

When Thurston is reduced to 0 Stamina, the raiders flee unless other reinforcements have arrived. Otherwise all bandits fight to the death. If the heroes win the battle, each earns 1 Victory, or 2 if they defeat the reinforcements.

## STAT BLOCKS

HUMAN MALICE	MALICE FEATURES
At the start of any human's turn, you can spend malice to activate one of the following features.	
<b>Chemical Device</b> (Maneuver) (Non-minion) ♦ 2d10 + 2 ♦ 3 Malice <b>Keywords</b> Area, Magic, Ranged <b>Distance</b> 3 cube within 10 <b>Target</b> Each enemy in the cube ♦ ≤11 4 corruption damage; A<0 slowed (save ends) ★ 12–16 6 corruption damage; A<1 slowed (save ends) ✱ 17+ 9 corruption damage; A<2 restrained (save ends)	
<b>Exploit Opening</b> ♦ 5 Malice Until the end of their turn, each human acting this turn has an edge on their abilities, or a double edge if their ability targets an enemy affected by a condition.	
<b>Staying Power</b> ♦ 7 Malice Each non-minion human in the encounter regains Stamina equal to 5 times their level.	

HUMAN KNAVE	LEVEL 2 PLATOON DEFENDER
Human, Humanoid	EV 8
<b>Stamina</b> 50 <b>Speed</b> 5	<b>Immunity</b> Corruption 2, Psychic 2 <b>Size</b> 1M/ <b>Stability</b> 0 <b>Free Strike</b> 4
<b>Might</b> +2 <b>Agility</b> +0 <b>Reason</b> +1 <b>Intuition</b> +0 <b>Presence</b> +0	
<b>Morningstar &amp; Javelin</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Melee, Ranged, Strike, Weapon <b>Distance</b> Melee 1 or Ranged 5 <b>Target</b> One creature or object ♦ ≤11 6 damage ★ 12–16 9 damage ✱ 17+ 12 damage; M<2 the target has a double blue on their next power roll <b>Effect</b> Taunted (EoT).	
<b>I'm Your Enemy</b> The knave can make a free strike against an adjacent creature they have taunted whenever the creature deals damage to a creature other than the knave.	
<b>Overwhelm</b> An enemy who starts their turn adjacent to the knave can't shift.	
<b>Supernatural Insight</b> The knave ignores concealment if it's granted by a supernatural effect, or the target is supernatural.	

HUMAN RAIDER	LEVEL 1 MINION HARRIER
Human, Humanoid	EV 3 for four minions
<b>Stamina</b> 4 <b>Speed</b> 7	<b>Immunity</b> Corruption 1, Psychic 1 <b>Size</b> 1M / <b>Stability</b> 0 <b>Free Strike</b> 1
<b>With Captain</b> Edge on strikes	
<b>Might</b> +0 <b>Agility</b> +2 <b>Reason</b> +0 <b>Intuition</b> +0 <b>Presence</b> +0	
<b>Handaxes</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Charge, Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> One creature or object per minion ♦ ≤11 1 damage ★ 12–16 2 damage ✱ 17+ 3 damage <b>Effect</b> If this ability is used while charging, the raider can make a ranged free strike before using the ability.	
<b>Supernatural Insight</b> The raider ignores concealment if it's granted by a supernatural effect, or the target is supernatural.	

# ENCOUNTER F2

The heroes fight the leader of the Forsaken Wraiths.

## F2 Groups

Group	Creatures
1	One human bandit chief (Aldiva)
2	Laesi
3	Brune (optional)

## ADJUSTING THE ENCOUNTER

If this encounter has three or four heroes, make the following adjustments:

- For four heroes, the **human bandit chief** has 80 Stamina.
- For three heroes, the **human bandit chief** has 60 Stamina and **Laesi** has 30 Stamina.

## TACTICS

The enemies engage the heroes in melee, attempting to use abilities that force move heroes out of their way and allow them to shift so they can run out into the area surrounded by the palisade and get help from other bandits there.

Once in a more comfortable place with some allies, Aldvia uses Kneel, Peasant before unleashing Whip & Longsword to get the benefit of striking a prone target. Laesi uses Nimblestep to deal as much damage as possible. If Brune is there, he uses Haymaker or the Grab maneuver to grab targets to use as human shields.

## ENDING THE ENCOUNTER

The encounter ends when Aldvia and Laesi are reduced to 0 Stamina. If the heroes win the battle, each earns 1 Victory.

## STAT BLOCKS

HUMAN MALICE	MALICE FEATURES
At the start of any human's turn, you can spend malice to activate one of the following features.	
<b>Chemical Device</b> (Maneuver) (Non-minion) ♦ 2d10 + 2 ♦ 3 Malice	
<b>Keywords</b> Area, Magic, Ranged	
<b>Distance</b> 3 cube within 10	<b>Target</b> Each enemy in the cube
♦ ≤11	4 corruption damage; A<0 slowed (save ends)
★ 12–16	6 corruption damage; A<1 slowed (save ends)
✱ 17+	9 corruption damage; A<2 restrained (save ends)
<b>Exploit Opening</b> ♦ 5 Malice	
Until the end of their turn, each human acting this turn has an edge on their abilities, or a double edge if their ability targets an enemy affected by a condition.	
<b>Staying Power</b> ♦ 7 Malice	
Each non-minion human in the encounter regains Stamina equal to 5 times their level.	

BRUNE	LEVEL 1 PLATOON BRUTE
Human, Humanoid	EV 6
<b>Stamina</b> 40	<b>Immunity</b> Corruption 1, Psychic 1
<b>Speed</b> 5	<b>Size</b> 1M / <b>Stability</b> 0
	<b>Free Strike</b> 4
<b>Might</b> +2	<b>Agility</b> +1
	<b>Reason</b> +0
	<b>Intuition</b> +0
	<b>Presence</b> +0
<b>Butcher Knife</b> (Action) ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 1	
<b>Target</b> One creature or object	
♦ ≤11	6 damage
★ 12–16	9 damage
✱ 17+	12 damage; M<2 grabbed, target has a bane on escaping the grab
<b>Effect</b> Brune deals an additional 2 damage if the target is already grabbed.	
<b>Throw</b> (Maneuver) ♦ 1 Malice	
<b>Keywords</b> —	
<b>Distance</b> Melee 1	
<b>Target</b> One creature grabbed by Brune	
<b>Effect</b> Push 5.	
<b>Shoot the Hostage</b>	
Brune takes half damage from strikes if he has a creature or object grabbed. The grabbed creature or object takes the other half of the damage.	
<b>Supernatural Insight</b>	
The brawler ignores concealment if it's granted by a supernatural effect, or the target is supernatural.	

HUMAN BANDIT CHIEF		LEVEL 3 LEADER		
Human, Humanoid		EV 20		
Stamina 120		Immunity Corruption 4, Psychic 4		
Speed 5		Size 1M / Stability 2		
		Free Strike 5		
Might +2	Agility +3	Reason +2	Intuition +3	Presence +2
Whip & Magic Longsword (Action) ◆ 2d10 + 3 ◆ Signature				
Keywords Magic, Melee, Strike, Weapon				
Distance Melee 3		Target Two enemies or objects		
◆	≤11	8 damage; pull 1		
★	12–16	12 damage; pull 2		
✱	17+	15 damage; pull 3		
Effect A target who is adjacent to the bandit chief after the ability resolves takes 5 corruption damage.				
2 Malice The bandit chief targets an additional enemy or object.				
Kneel, Peasant! (Maneuver) ◆ 2d10 + 3				
Keywords Melee, Weapon				
Distance Melee 1		Target One enemy or object		
◆	≤11	Push 1; M<1 prone		
★	12–16	Push 2; M<2 prone		
✱	17+	Push 4; M<3 prone		
2 Malice This ability targets each enemy adjacent to the bandit chief.				
Bloodstones (Triggered Action)				
Keywords Magic				
Distance Self		Target Self		
Trigger The bandit chief makes a power roll.				
Effect The bandit chief takes 9 corruption damage and increases the result of the power roll by one tier.				
End Effect				
At the end of their turn, the bandit chief can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.				
Supernatural Insight				
The bandit chief ignores concealment if it's granted by a supernatural effect, or the target is supernatural.				
Shoot! (Villain Action 1)				
Keywords Area				
Distance 10 burst		Target All artillery allies in the burst		
Effect Each target makes a ranged free strike.				
Form Up! (Villain Action 2)				
Keywords Area				
Distance 10 burst		Target All allies in the burst		
Effect Each target shifts up to their speed. Until the end of the encounter, the bandit chief and all allies have damage immunity 2 while adjacent to a target.				
Lead From the Front (Villain Action 3)				
Keywords —				
Distance Self		Target Special		
Effect Shift 10. During or after this movement, the bandit chief can use their Whip & Magic Longsword targeting up to four targets. One ally adjacent to each target can make a free strike against that target.				

LAESI		LEVEL 2 ELITE HARRIER	
Humanoid, Human, Rival		EV 16	
Stamina 80			
Speed 7		Size 1M / Stability 3	
Free Strike 5			
Might +0	Agility +2	Reason +1	Intuition +0 Presence +0
Nimble Step (Action) ◆ 2d10 + 2 ◆ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target Two creatures or objects	
◆ ≤11	7 damage; shift 2		
★ 12–16	10 damage; shift 3		
✱ 17	13 damage; shift 4		
Numb (Maneuver) ◆ 2d10 + 2 ◆ 2 Malice			
Keywords Melee, Psionic, Strike, Weapon			
Distance Melee 1		Target One creature or object	
◆ ≤11	7 damage; R<0 slowed (EoT)		
★ 12–16	10 damage; R<1 slowed (EoT)		
✱ 17	13 damage; R<2 slowed and dazed (EoT)		
Inertial Shield			
Laesi halves the damage of the first strike she is targeted by each round.			
Determination			
If Laesi is frightened, slowed, or weakened, she can use a maneuver to end the condition.			
Rivalry			
Laesi selects one creature within line of effect at the start of an encounter. Both Laesi and the creature can add a 1d3 to all power rolls made against each other.			

# MAGE TOWER GROUND LEVEL

The heroes fight glass spiders on the first floor of a ruined mage tower.

## Mage Tower Ground Level Groups

Group	Creatures
1	<b>Glass spider</b> (red)
2	<b>Glass spider</b> (orange)
3	<b>Glass spider</b> (yellow)
4	<b>Glass spider</b> (green; optional)
5	<b>Glass spider</b> (blue; optional)
6	<b>Glass spider</b> (indigo; optional)
7	<b>Glass spider</b> (violet; optional)

## SPIDER, ORBS, AND MIRRORS

The connections between the globes, spiders, and mirrors are detailed here:

- Each colored mirror corresponds to similar-colored globe (and spider when they transform): red, orange, yellow, green, blue, indigo, violet.
- When a spider is destroyed, the next orb in the sequence transforms into a spider that attacks the heroes.
- If a mirror is smashed when its companion globe is still in globe form, that globe cannot turn into a spider.
- Each mirror has 5 Stamina and is immune to poison and psychic damage.
- The globes are immune to all damage while in globe form. Once a globe becomes a spider, that mirror cannot be damaged.
- When the spider is defeated, the associated mirror shatters on its own. A creature within 1 square of a mirror that shatters this way takes 3 damage.

## LEARNING THE CONNECTION

Observing the interaction between the globes, spiders, and mirrors can provide information on they work. If the players don't figure it out on their own, a hero passing a moderate Reason test can gain knowledge:

- **≤11:** The hero learns nothing from this test.
- **12-16:** The hero learns the first two bullet points from Globes, Spiders, and Mirrors.
- **17+:** The hero learns all the bullet points from Globes, Spiders, and Mirrors, and all their power rolls against the spiders and mirrors have an edge.

## ENCOUNTER ADJUSTMENTS

If this encounter has three or four heroes, make the following adjustments:

- For four heroes, only the red and orange **glass spiders** appear at first.
- For three heroes, only the red and orange **glass spiders** appear at the start of the encounter. Each glass spider in the encounter has 40 Stamina.

## STARTING POSITIONS

There is no map to indicate starting positions in this encounter, since the heroes could be anywhere on the floor when they trigger the encounter. The spiders appear in any unoccupied space within 7 squares of the heroes when they're activated.

## TACTICS

The spiders move to harm creatures attempting to escape up the stairs or harm the mirrors in the room first, using Web to restrain their foes. The spiders use Trample or Burst of Glass when they have lots of Malice to spare, attempting to harm as many heroes as possible.

## ENDING THE ENCOUNTER

When the heroes have defeated the war spiders, either by defeating them or breaking the mirrors before they appear, they can freely search the room. Each hero gains 1 Victory for defeating the spiders.

## STAT BLOCKS

GLASS SPIDER MALICE	MALICE FEATURES
At the start of any glass spider's turn, you can spend malice to activate one of the following features.	
<b>Spider Senses</b> ♦ 3 Malice Strikes made against the spider take a bane until the end of the round.	
<b>Burst of Glass</b> ♦ 5 Malice Each enemy in the encounter takes 2 damage for each spider adjacent to them.	
<b>Stained-Glass Brilliance</b> ♦ 7 Malice The spider glows with a brilliant light. Each non-glass spider within 5 squares of that spider must make a <b>Might test</b> . ♦ ≤11 <b>Target takes a double bane on all powers (EoT)</b> ★ 12–16 <b>Target takes a bane on all power rolls (EoT)</b> ✱ 17+ <b>No effect</b>	

GLASS SPIDER	LEVEL 1 ELITE SKIRMISHER
Construct	EV 12
<b>Stamina</b> 60	<b>Weakness</b> Sonic 5
<b>Speed</b> 7 (climb)	<b>Size</b> 3 / <b>Stability</b> 2
<b>Free Strike</b> 4	
<b>Might</b> +2	<b>Agility</b> +1
<b>Reason</b> –4	<b>Intuition</b> +0
<b>Presence</b> –3	
<b>Bite</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 ♦ ≤11 <b>7 damage</b> ★ 12–16 <b>11 damage</b> ✱ 17+ <b>14 damage; A&lt;2 bleeding (save ends)</b> <b>2 Malice A&lt;3 bleeding (save ends).</b>	
<b>Slashing Leg</b> (Action) ♦ 2d10 + 2 <b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 ♦ ≤11 <b>6 damage</b> ★ 12–16 <b>9 damage</b> ✱ 17+ <b>12 damage</b>	
<b>Trample</b> (Action) ♦ 5 Malice <b>Keywords</b> — <b>Distance</b> Self <b>Target</b> Self <b>Effect</b> The spider shifts up to their speed and makes a Slashing Leg strike against each creature who comes within 1 of the spider during the move. The spider makes one power roll against all targets.	
<b>Web</b> (Maneuver) ♦ 2d10 + 2 <b>Keywords</b> Area, Weapon <b>Distance</b> 3 cube within 1 <b>Target</b> All creatures in the cube ♦ ≤11 <b>A&lt;0 restrained (save ends)</b> ★ 12–16 <b>A&lt;1 restrained (save ends)</b> ✱ 17+ <b>A&lt;2 restrained (save ends)</b> <b>Distance</b> The affected area is considered difficult terrain for enemies.	
<b>Skitter</b> (Triggered Action) <b>Keywords</b> — <b>Distance</b> Self <b>Target</b> Self <b>Trigger</b> The spider takes damage. <b>Effect</b> The spider halves the damage, and then shifts 2 squares after the triggering effect resolves.	

# MAGE TOWER THIRD LEVEL

The heroes fight ogre brothers and mohlers in a ruined mage tower.

## Mage Tower Third Level Groups

Group	Creatures
1	Ogre goon (Forg)
2	Ogre juggernaut (Gruul)
3	Four mohlers (minion squad)
4	Four mohlers (minion squad)
5	Four mohlers (minion squad)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **eight mohlers**.
- For four heroes, remove **eight mohlers**.
- For three heroes, remove **eight mohlers** at the start of the encounter. Additionally, Forg is out hunting. He returns to the tower and enters the combat as Gruul is defeated.

## MOHLER CAGE

If a creature is pushed into one of the mohler cages, the door can be shut and the creature trapped inside. Each cage has 25 Stamina and is immune to poison and psychic damage. If a creature is inside a cage when it is destroyed, they take 2 damage. A creature outside the cage who can reach it can unlock it as a maneuver.

A creature cannot unlatch the door from the inside unless they make a moderate Agility test as a maneuver:

- **≤11:** The door does not open.
- **12-16:** The door opens, but the lock is destroyed. The door can't be locked again.
- **17+:** The door opens and creatures inside can exit. Future attempts to open the latch from the inside have a double edge.

## MAGICAL HOLE

The hole cannot be entered, as it is drawing energy from a different dimension. The first time on a turn that a creature enters a space adjacent to the hole or starts their turn there, they must make a moderate Might test:

- **≤11:** The creature's speed becomes 0 until the start of their next turn. If they fail this test three rounds in a row, they turn to stone for as long as they remain adjacent to the hole. While stone, a creature has damage immunity 10 and they are unconscious. If left this way for 24 hours, a creature becomes stone permanently.
- **12-16:** At the end of this turn, the creature is slowed (save ends).
- **17+:** The creatures can move and must no longer pass this test for the next 24 hours.

## CAPTIVES

The **four civilians** here are terrified and do nothing other than take the Defend action at the end of each round unless the heroes intervene. If a hero uses a maneuver to shout out at a civilian within 5 squares, that civilian instead uses their turn to head toward the second floor.

The people here know the same information as the people on the second floor, with the following additions:

- Bassa the stonemason is upstairs with an orc elemental.
- They explain the danger of the magic hole in the wall (see [Magic Hole](#)).
- Strange magic, like the hole in the wall here, affects the top floors of this tower.

## TACTICS

The ogres have straight forward tactics, attempting to force move the heroes into cages, the hole in the wall, or each other. They don't care if they harm civilians, but as long as both ogres are alive, they focus on harming the heroes. Forg uses Grabby Hand each turn and People Bowling when he has a creature grabbed and the Malice to Spend. Gruul uses Pitchfork Catapult or Earth Breaking Jump and Horrible Bellow as often as possible. When the ogres have lots of Malice, they use Bully.

When one ogre is dead, the other uses Rampage and starts harming the closest creatures, including any civilians.

The mohlers spread out to harm as many heroes as possible. They're trained not to harm any captives.

## ENDING THE ENCOUNTER

When the heroes defeat the ogres, the mohlers stop attacking and return to their cages, cowering. If at least half the civilians survived the ordeal, the heroes earn 1 Victory each.

## STAT BLOCKS

CIVILIAN				
Humanoid or Animal				
Stamina 8				
Speed 5		Size 1S, 1M, 1L, or 2 / Stability 0		
Free Strike 1				
Might 0	Agility 0	Reason 0	Intuition 0	Presence 0

MOHLER		LEVEL 1 MINION AMBUSER		
Animal, Orc		EV 3 for four minions		
<b>Stamina 4</b>				
<b>Speed 7</b> (burrow)		<b>Size 1S / Stability 1</b>		
<b>With Captain</b> Speed +2		<b>Free Strike 2</b>		
<b>Might 0</b>	<b>Agility +2</b>	<b>Reason -4</b>	<b>Intuition +1</b>	<b>Presence -3</b>
<b>Earth Bump</b> (Action) ♦ 2d10 + 2 ♦ Signature				
<b>Keywords</b> Melee, Strike, Weapon				
<b>Distance</b> Melee 1		<b>Target</b> 1 creature or object per minion		
♦	≤11	2 damage		
★	12-16	4 damage		
✱	17	5 damage		
<b>Seismic Sense</b>				
The mohler doesn't need line of effect to target creatures or objects touching the ground with abilities.				

OGRE MALICE		MALICE FEATURES	
At the start of any ogre's turn, you can spend malice to activate one of the following features.			
<b>Shockwave</b> ♦ 3 Malice			
An ogre acting this turn jumps and lands on their rear, causing a 3 burst shockwave. Each size 1 creature in the affected area must make a <b>Might or Agility test</b> .			
✱	≤11	5 damage; vertical push 3	
★	12–16	4 damage; vertical push 2	
♦	17	Push 1	
<b>Bully</b> ♦ 5 Malice			
All ogres shift up to their speed and make a free strike. The ogres prefer to gang up on the same target rather than pick different targets, if they can.			
<b>Rampage</b> ♦ 7 Malice			
Until the end of the round, each ogre has damage immunity 5 and deals an additional 5 damage with their strikes and abilities. While this feature is active, heroic abilities that target an ogre have their costs reduced by 1 (to a minimum of 1).			

OGRE GOON		LEVEL 2 ELITE BRUTE	
Giant, Ogre		EV 16	
Stamina 100			
Speed 5		Size 2 / Stability 4	
Free Strike 5			
Might +2	Agility 0	Reason −1	Intuition 0 Presence −1
Club Swing (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 2		Target 2 creatures or objects	
♦	≤11	7 damage; push 2	
★	12–16	11 damage; push 4	
✱	17	14 damage; push 6; prone	
Effect This strike deals an additional 4 damage to each creature and object that takes damage from any force movement it causes.			
Grabby Hand (Maneuver) ♦ 2d10 + 2			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target 1 creature or object	
♦	≤11	7 damage	
★	12–16	11 damage; grabbed	
✱	17	14 damage; grabbed	
Effect The goon can only have one target grabbed at a time.			
1 Malice The target has a bane on escaping the grab while the goon crushes the target in their hand.			
People Bowling (Maneuver) ♦ 2d10 + 3 ♦ 3 Malice			
Keywords Area, Melee, Weapon			
Distance 6 × 1 Line within 1		Target All creatures and objects	
Special The goon must be grabbing a size-1 creature or object to use this maneuver.			
Effect The goon hurls what's in their hand down the line and rolls power. The hurled creature or object counts as a target and lands in the last square of the line (or nearest unoccupied square of the goon's choice).			
♦	≤11	5 damage	
★	12–16	9 damage	
✱	17	12 damage; prone	
Swat The Fly (Triggered Action)			
Keywords —			
Trigger The target moves or shifts away from the goon.			
Distance Melee 1		Target 1 adjacent creature or object	
Effect Slide 5.			
Defiant Anger			
The goon has damage immunity 2 while they are winded.			



Ogre Juggernaut	Level 2 Elite Harrier
Giant, Ogre	EV 16
Stamina 80	
Speed 6	Size 2 / Stability 2
Free Strike 5	
Might +2	Agility +1 Reason -1 Intuition 0 Presence -1
<b>Pitchfork Catapult</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Charge, Melee, Strike, Weapon <b>Distance</b> Melee 2 <b>Target</b> 2 creatures or objects ♦ ≤11 7 damage ★ 12-16 10 damage; A<1 vertical push 2 ✱ 17 13 damage; A<2 vertical slide 3 1 Malice Each target is M<1 bleeding (save ends).	
<b>Earth Breaking Jump</b> (Action) ♦ 2d10 + 2 <b>Keywords</b> Area, Melee, Weapon <b>Distance</b> 3 burst <b>Target</b> All creatures in the burst <b>Effect</b> The juggernaut jumps up to 6 squares before using this ability. ♦ ≤11 4 damage ★ 12-16 6 damage; push 2; M<1 prone ✱ 17 9 damage; push 4; M<2 prone	
<b>Horrible Bellow</b> (Maneuver) ♦ 2d10 + 2 ♦ 2 Malice <b>Keywords</b> Area <b>Distance</b> 3 burst <b>Target</b> All enemies in the burst ♦ ≤11 I<0 frightened (save ends) ★ 12-16 I<1 frightened (save ends) ✱ 17 I<2 frightened (save ends) <b>Effect</b> All ogres have an edge on strikes against creatures frightened by this ability.	
<b>Hrraaaaaagh!</b> (Free Triggered Action) ♦ 1 Malice <b>Keywords</b> — <b>Trigger</b> The juggernaut takes damage. <b>Distance</b> Self <b>Target</b> Self <b>Effect</b> The juggernaut moves up to their speed and makes a free strike.	
<b>Destructive Path</b> The juggernaut automatically destroys unattended, mundane size 1 objects in their path during their movement. They can break through any mundane wall made of wood, stone, or a similarly sturdy material in this way, so long as the wall is no more than 1 square thick.	
<b>Defiant Anger</b> The juggernaut has damage immunity 2 while they are winded.	

# MAGE TOWER FOURTH LEVEL

The heroes fight Vurkor in the top level of his tower.

## Mage Tower Fourth Level Groups

Group	Creatures
1	Vurkor
2	Three zombies (minion squad)
3	Three zombies (minion squad)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two zombies** to the start of the encounter.
- For four heroes, remove **two zombies** at the start of the encounter.
- For three heroes, remove **four zombies** at the start of the encounter.

## DANGEROUS COMPOUNDS

The tables in Vurkor's laboratory area contain dangerous chemical compounds and alchemical mixtures. A creature who is force moved into a laboratory table takes 3 acid damage or 5 acid damage if the table breaks.

## BASSA

Bassa, a **civilian**, is the last to act during the round. She flees to the stairs. Vurkor lets her run, knowing she can't escape the tower.

## TACTICS

If the heroes fight Vurkor, he chooses a magic-wielder, preferably another elemental, as the target of his Rivalry trait, and the zombies animate and attack under his command when the encounter begins. He stays behind them, using ranged attacks to harm his foes. He's careful not to harm Bassa, since he believes the dwarf will be instrumental in restoring the tower. If he becomes winded, he flees for the stairs, using Glowing Recovery to heal himself.

## ENDING THE ENCOUNTER

The encounter ends when Vurkor is reduced to 0 Stamina, which causes the zombies to fall down dead. Then each hero earns 1 Victory.

## STAT BLOCKS

### CIVILIAN

Humanoid or Animal

Stamina 8

Speed 5

Size 1S, 1M, 1L, or 2 / Stability 0

Free Strike 1

Might 0

Agility 0

Reason 0

Intuition 0

Presence 0

### RIVAL MALICE

### LEVEL 1+ MALICE FEATURES

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

#### Work as One ♦ 3 Malice

Until the end of the round, each rival can impose a bane against a strike made against an adjacent rival as a free triggered action.

#### We Just Do It Better ♦ 3 Malice

Until the end of the round, each rival rolls an additional 1d3 on all power rolls made against the target of their Rivalry trait.

#### Check Out Our Loot ♦ 5 Malice

The rival pulls out a magic consumable and hurls it, targeting a 5 x 1 line within 1 or a 3 cube within 10. Each enemy in an affected area makes an **Agility test**.

✱ ≤11 11 damage; condition (save ends)

★ 12–16 8 damage; condition (EoT)

♦ 17 5 damage

**Effect** The rival chooses the damage type and condition afflicted from one of the following pairs: sonic and dazed, poison and weakened, or fire and frightened.

#### Calling the Shots ♦ 7 Malice

All rivals regain 10 Stamina. Until the end of the round, when a rival uses an ability against an enemy, each rival adjacent to that enemy can make a free strike against them.

#### Coordinated Takedown ♦ 10 Malice

Each rival moves up to their speed and uses an action or maneuver that doesn't cost Malice.

VURKOR		LEVEL 2 ELITE CONTROLLER		
Humanoid, Orc, Rival		EV 16		
Stamina 60		Size 1M / Stability 2		
Speed 5				
Free Strike 5				
Might +0	Agility +0	Reason +2	Intuition +1	Presence +0
The Writhing Green (Action) ◆ 2d10 + 2 ◆ Signature				
Keywords Green, Magic, Ranged, Strike				
Distance Ranged 10		Target Two creatures or objects		
◆	≤11	7 damage; slide 1		
★	12–16	10 damage; slide 2		
✱	17	13 damage; slide 3		
The Earth Devours (Action) ◆ 2d10 + 2 ◆ 3 Malice				
Keywords Area, Green, Magic				
Distance 3 cube within 10		Target All enemies in the cube		
◆	≤11	3 damage		
★	12–16	5 damage; restrained (EoT)		
✱	17	8 damage; restrained (save ends)		
Effect The affected area is difficult terrain for enemies. An enemy has acid weakness 2 while occupying an affected square.				
Jaws of the Void (Triggered Action)				
Keywords Magic, Void				
Distance Self		Target Self		
Trigger Vurkor takes damage.				
Effect Vurkor teleports 2 squares. Each creature adjacent to his original space takes 2 corruption damage.				
Glowing Recovery				
Vurkor can use his maneuver to regain 10 Stamina once per round.				
Rivalry				
Vurkor selects one creature within line of effect at the start of an encounter. Both Vurkor and the creature can add a 1d3 to all power rolls made against each other.				

ZOMBIE		LEVEL 1 HORDE BRUTE	
Undead		EV 3	
Stamina 20		Immunity corruption 1, poison 1	
Speed 5		Size 1M / Stability 1	
		Free Strike 2	
Might +2	Agility +1	Reason -5	Intuition -2 Presence +1
Clobber and Clutch (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦	≤11	4 damage	
★	12-16	6 damage	
✱	17+	7 damage; grabbed	
Effect 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.			
Zombie Dust (Maneuver) ♦ 2d10 + 2 ♦ 3 Malice			
Keywords Area, Melee			
Distance 2 burst		Target Each enemy in the burst	
Effect 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)	
Endless Knight			
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 W1

The heroes battle water wolves in an elemental cave.

## W1 Groups

Group	Creatures
1	<b>Essence of change</b>
2	<b>Two sudden downpours</b>
3	<b>Four flows of the river</b> (minion squad) <b>Four flows of the river</b> (minion squad)
4	<b>Four flows of the river</b> (minion squad) <b>Four flows of the river</b> (minion squad)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two sudden downpours**.
- For four heroes, remove **eight flows of the river**.
- For three heroes, remove **both sudden downpours** and **eight flows of the river**.

## RIVER

The river flows west to east at a rapid pace and is only five feet deep. A creature without a swim speed who enters the water or starts their turn in it must make a Might test:

- **≤11:** The creature is pushed 3 squares to the east and their speed becomes 0 for the rest of this turn.
- **12-16:** The creature is pushed 3 squares to the east.
- **17+:** No effect.

Creatures pushed into a stone or cave wall takes damage from the forced movement as normal. The river flows through an opening on the east wall that is too small for any creature to be forced through.

If a creature can't automatically swim at full speed while moving, their power rolls take a bane while they are fully submerged in the water.

If there are no enemies here, the heroes can cross the river carefully without needing to make any tests.

## TACTICS

The wolves do everything they can to move and keep the heroes in the water, so that the heroes take banes on their power rolls for being submerged and must contend with the river moving them. The use Pack Formation to keep up with heroes who are pushed down the stream, and stick together to gain the benefit of their Pack Strong trait.

The wolves don't pursue heroes who leave this chamber without defeating them, but they do stay on guard and attack again if the heroes re-enter.

## ENDING THE ENCOUNTER

When the heroes the essence of change is defeated, the other water wolves disappear, magically fleeing to Quintessence, and each hero earns 1 Victory.

## STAT BLOCKS

### WATER WOLF MALICE

### MALICE FEATURES

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

#### Change Course ♦ 3 Malice

A water wolf acting this turn pours a 5 consecutive square river from their mouth in any 1 square wide arrangement. Each enemy in an affected square slides up to 5 squares along the river until they reach an unaffected square at the end. The river then evaporates.

#### Pack Formation ♦ 5 Malice

All water wolves shift up to their speed. Each water wolf can use their water weird feature during this movement.

#### Step of the Mist ♦ 7 Malice

The encounter map becomes misty until the end of the round, with visible droplets of water suspended in midair. All water wolves can move across the mist as if they had the flying keyword and can force move targets an additional 2 squares.

ESSENCE OF CHANGE		LEVEL 1 ELITE MOUNT		
Elemental, Water Wolf		EV 12		
Stamina 60		Immunity fire 2		
Speed 8 (swim)		Size 2 / Stability 1		
		Free Strike 4		
Might +1	Agility +2	Reason -2	Intuition +1	Presence -2
Bite and Throw (Action) ◆ 2d10 + 2 ◆ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 1		Target Two creatures or objects		
◆	≤11	6 damage; slide 1		
★	12–16	7 damage; slide 2 A<1 slide is vertical		
✱	17	10 damage; slide 3 A<2 slide is vertical		
Wolf Stream (Action) ◆ 2d10 + 2 ◆ 3 Malice				
Keywords Area, Melee, Weapon				
Distance 5 x 2 line within 1		Target Each enemy and object in the line		
Effect The essence shifts to an unoccupied square adjacent to the end of the line and then rolls power.				
◆	≤11	3 damage		
★	12–16	4 damage; M<1 prone		
✱	17	5 damage; M<2 prone		
Rally Howl (Maneuver)				
Keywords —				
Distance 5 burst		Target Each ally		
Effect The target has an edge on their next strike until the start of the essence's next turn.				
Redirect Motion (Triggered Action)				
Keywords —				
Distance Melee 1		Target Self or 1 ally		
Trigger The target would be force moved.				
Effect The essence selects a new target of the same size or smaller within distance to be force moved instead. The essence can also choose to turn the forced movement into a push, becoming the source of the forced movement and deciding the new target's destination.				
Aquavuken				
The essence ignores difficult terrain and can move on top of water as if it was solid ground.				
Pack Strong				
The essence can't be flanked or frightened while adjacent to an ally.				
Water Weird				
Once during their turn, the essence and their rider can enter an adjacent body of water and reappear in an unoccupied space adjacent to another body of water within 5. Body of water includes ally water wolves and other water elementals.				

FLOW OF THE RIVER		LEVEL 2 MINION HARRIER		
Elemental, Water Wolf		EV 4 for four minions		
Stamina 4		Immunity fire 2		
Speed 6 (swim)		Size 1M / Stability 0		
With Captain Speed +2		Free Strike 2		
Might 0	Agility +2	Reason −2	Intuition 0	Presence −2
Bite and Drag (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 1		Target One creature or object per minion		
♦	≤11	2 damage; shift 1; pull 1		
★	12–16	3 damage; shift 2; pull 2		
✱	17+	5 damage; shift 3; pull 3		
Aquavuken				
The flow ignores difficult terrain and can move on top of water as if it was solid ground.				
Pack Strong				
The flow can't be flanked or frightened while adjacent to an ally.				
Water Weird				
Once during their turn, the flow can enter an adjacent body of water and reappear in an unoccupied space adjacent to another body of water within 5. Body of water includes ally water wolves and other water elementals.				

SUDDEN DOWNPOUR		LEVEL 1 HORDE AMBUSER		
Elemental, Water Wolf		EV 3		
Stamina 15		Immunity fire 2		
Speed 8 (swim)		Size 1M / Stability 2		
		Free Strike 2		
Might +2	Agility −2	Reason −3	Intuition 0	Presence −2
Leap Upon (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 1		Target One creature or object		
♦	≤11	4 damage; A<0 bleeding (save ends)		
★	12–16	6 damage; A<1 bleeding (save ends)		
✱	17+	7 damage; prone; A<2 bleeding (save ends)		
Effect The downpour jumps 3 squares before making the strike.				
See Through (Maneuver) ♦ 1 Malice				
The downpour turns invisible. The effect ends when the downpour uses an ability, takes damage, or at the end of their turn.				
Aquavuken				
The downpour ignores difficult terrain and can move on top of water as if it was solid ground.				
Pack Strong				
The downpour can't be flanked or frightened while adjacent to an ally.				
Water Weird				
Once during their turn, the downpour can enter an adjacent body of water and reappear in an unoccupied space adjacent to another body of water within 5. Body of water includes ally water wolves and other water elementals.				

# ENCOUNTER W2

The heroes battle a werewolf in her lair.

## W2 Groups

Group	Creatures
1	<b>Werewolf</b> (turn 1)
2	<b>Werewolf</b> (turn 2)

## ENCOUNTER ADJUSTMENTS

If this encounter has three or four heroes, make the following adjustments:

- For four heroes, the **werewolf** has 120 Stamina.
- For three heroes, the **werewolf** has 80 Stamina and can't use the Solo Action Malice feature.

## PRIMORDIAL POOLS

The pooled water is tainted by primordial magic. A creature who enters the water for the first time on a turn or starts their turn there takes 3 cold damage.

## OLEQ

Oleq, a **civilian**, acts at the end of each round, fleeing as far away from Saera as he can. If he reaches the river (see [W1. Raging River](#)), he stops and takes the Defend action, unable to cross on his own.

## TACTICS

If Saera isn't caught surprised, she spends the first round using Accursed Bite on Oleq, provided she can get to him. When she targets him with this ability, it deals only 1 damage and she spends Malice to attempt to give him lycanthropy. She must bite him twice to achieve this.

On subsequent rounds or during the first round if Saera is caught surprised, she focuses her efforts on harming the heroes, focusing her attention to use Accursed Bite on one hero and spending Malice to attempt to inflict lycanthropy. If she can repeat a bite with the lycanthropy effect thanks to Solo Action, she does. Otherwise, she saves Malice for her Facepalm and Head Slam triggered action.

When Saera has only 30 Stamina remaining, she attempts to flee, getting away if she leaves the cave.

## ENDING THE ENCOUNTER

If the heroes win the day, they earn 1 Victory each.

## STAT BLOCKS

CIVILIAN				
Humanoid or Animal				
Stamina 8				
Speed 5				
Free Strike 1				
<b>Might 0</b>	<b>Agility 0</b>	<b>Reason 0</b>	<b>Intuition 0</b>	<b>Presence 0</b>

WEREWOLF MALICE	MALICE FEATURES
At the start of a werewolf's turn, you can spend malice to activate one of the following features.	
<b>Blood In Their Eyes</b> ♦ 3 Malice The werewolf gains 10 temporary Stamina and their speed increases by 3 until the end of their turn. The werewolf can't activate this power if they took any holy damage since the end of their previous turn.	
<b>Solo Action</b> ♦ 5 Malice The werewolf takes an additional action on their turn. They can use this feature even if they are dazed.	
<b>Accursed Mist</b> ♦ 5 Malice The encounter map becomes hazy until the end of the round. The werewolf has damage immunity 2 and is concealed while in the mist. Any Creatures that have 1 or more rage at the end of their turn while in the mist gains 2 rage.	
<b>Moonfall</b> ♦ 10 Malice The encounter map turns to night and the moon appears impossibly big in the sky until the end of the encounter. The werewolf can take an additional move action or maneuver on each of their turns while they have line of effect to the moon.	

WEREWOLF		LEVEL 1 SOLO	
Accursed, Humanoid, Werebeast		EV 36	
Stamina 200		Size 1M / Stability 0	
Speed 7		Free Strike 5	
Might +3	Agility +2	Reason –1	Intuition +1 Presence +1
Solo Monster			
<b>Solo Turns</b> The werewolf takes up to two turns each round. They can't take turns consecutively.			
<b>End Effect</b> At the end of their turn, the werewolf can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.			
Shapeshifter			
The werewolf enters combat in their hybrid humanoid form. Their shape can't change via any effects beyond their own ability.			
Shared Ferocity			
The Director gains 1d3 malice the first time a creature uses an ability that costs ferocity while within line of effect of the werewolf.			
Accursed Rage			
The werewolf's ferocity is expressed through rage. Their abilities are capable of inflicting rage points on enemies (excluding stormwight furies).			
If a creature has 10 or more rage at the start of their turn, they expend all of their rage, shift up to their speed towards the nearest creature, and make a melee free strike against them. A creature that takes damage in this way gains 1 rage. All accumulated rage disappears after completing a respite.			
Accursed Bite (Action) ♦ 2d10 + 3 ♦ Signature			
<b>Keywords</b> Charge, Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> 1 creature or object			
♦ ≤11 9 damage; 2 rage ★ 12–16 13 damage; 4 rage ✱ 17 16 damage; 5 rage			
<b>2 Malice</b> The target has P<0 lycanthropy. The potency of this ability increases by 1 each time the werewolf forces the same target to resist it.			
<b>Effect</b> A creature afflicted with lycanthropy accumulates 2 rage at the end of each of their turns whenever they're in combat. Their rage does not disappear after completing a respite; they must complete the Find a Cure project to end this condition.			
Ripping Claws (Action) ♦ 2d10 + 3			
<b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> Two creatures or objects			
♦ ≤11 8 damage; M<1 bleeding (save ends) ★ 12–16 11 damage; 1 rage; M<2 bleeding (save ends) ✱ 17 14 damage; 3 rage; M<3 bleeding (save ends)			
Berserker Slash (Action) ♦ 2d10 + 3 ♦ 3 Malice			
<b>Keywords</b> Area, Melee, Weapon <b>Distance</b> 1 burst <b>Target</b> All enemies and objects in the burst			
♦ ≤11 4 damage; push 2 ★ 12–16 6 damage; 1 rage; push 3 ✱ 17 7 damage; 3 rage; slide 3			
<b>Effect</b> The werewolf shifts up to their speed before using this ability.			

Wall Leap (Maneuver)	
<b>Keywords</b> — <b>Distance</b> Self <b>Target</b> Self <b>Effect</b> The werewolf jumps 4 squares. If they end this movement at a wall, the werewolf jumps off the wall 4 squares and makes a melee free strike that M<2 knocks the target prone.	
Facepalm and Head Slam (Triggered Action) ♦ 2 Malice	
<b>Keywords</b> — <b>Trigger</b> The target targets the werewolf with a melee ability after charging or moving 2 or more squares in a straight line towards them. <b>Distance</b> Melee 1 <b>Target</b> 1 creature <b>Effect</b> The target is knocked prone and takes 5 damage before executing the ability.	
Vukenstep	
The werewolf ignores difficult terrain.	
Howl (Villain Action 1)	
<b>Keywords</b> Area <b>Distance</b> 5 burst <b>Target</b> All enemies in the burst <b>Effect</b> Each target makes an Intuition test.	
✱ ≤11 Target moves up to their speed away from the werewolf; frightened (save ends) ★ 12–16 Frightened (EoT) ♦ 17 no effect	
<b>Effect</b> Enemies that have 1 or more rage gain 4 rage and howl along with the werewolf.	
Full Wolf (Villain Action 2)	
<b>Keywords</b> — <b>Distance</b> Self <b>Target</b> Self <b>Effect</b> The werewolf changes into a massive wolf, pushing adjacent creatures out of their way and moving into a square that can accommodate their new size. Until they die or the end of the encounter, their Speed is 10, their Size is 3, and their Stability is 2. Each of the werewolf's strikes deal an additional 2 damage and inflict an additional 1 rage. The potency of the werewolf's Accursed Bite increases by 1.	
Rampage (Villain Action 3) ♦ 2d10 + 3	
<b>Keywords</b> Area, Melee, Weapon <b>Distance</b> 2 burst <b>Target</b> All creatures in the burst	
♦ ≤11 5 damage; 2 rage; M<1 bleeding (save ends) ★ 12–16 8 damage; 4 rage; M<2 bleeding (save ends) ✱ 17 11 damage; 8 rage; M<3 bleeding (save ends)	
<b>Effect</b> The werewolf shifts up to their speed before and after using this ability.	



# BURNING SQUARE

The heroes must fight Jagged Edge invaders and fires in the village square of Broadhurst.

## Burning Square Groups

Group	Creatures
1	Two goblin warriors
2	Two goblin warriors
3	One goblin underboss (captain) Four goblin spincleavers (minion squad)
4	One goblin underboss (captain) Four goblin spincleavers (minion squad)
5	Eight goblin snipers (minion squad)
6	Two goblin cursespitters

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two goblin warriors**.
- For four heroes, remove **two goblin warriors**.
- For three heroes, remove **two goblin warriors** and one group of a **goblin underboss** and **four goblin spincleavers**.

## BUILDINGS ON FIRE

When the heroes enter the square, the blacksmith, butcher, and cobbler shops are on fire.

Each round when the goblin snipers take their turn, four of the snipers all target the same building of your choice, lighting it on fire. If fewer than four goblin snipers remain, they can't target a building.

A hero who is adjacent to the well can use a free maneuver to pull up a bucket of water. A hero holding a bucket of water can hurl it at a burning building up to 10 squares away to douse the flames as a maneuver.

At the end of each round, roll 1d6 for each burning building and add 1 for the number of rounds the building has been burning, including the current round. On a result of 6 or higher, the building collapses.

When a building collapses, each creature within 2 squares of it must make an Agility test:

- **≤11:** The creature takes 7 fire damage.
- **12-16:** The creature takes 5 fire damage.
- **17+:** The creature takes 3 fire damage.

After a building collapses, the ground it occupies becomes difficult terrain. For the rest of this encounter when a creature enters a square of this difficult terrain for the first time on a turn or starts their turn there, they take 1 fire damage.

## WELL

The well at the center of the town is 4 squares deep and has less than 1 square of water in it.

## TACTICS

The underboss, the spincleavers, warriors, and underbosses move to surround the heroes, attempting to keep them away from the well and burning buildings. They focus fire on heroes who grab buckets. The goblins use Malice to activate Tiny Stabs once the heroes are surrounded to maximize damage.

Four snipers attempt to burn buildings and the remaining snipers each attack a different target, prioritizing those furthest from the melee. The cursespitters also fight at range, using Eye of Surlach to weaken foes on the front line.

## ENDING THE ENCOUNTER

The goblins fight until the heroes outnumber them two to one, and then they flee. If two or fewer buildings collapsed during the fight, the heroes earn 1 Victory each.

## STAT BLOCKS

GOBLIN MALICE	MALICE FEATURES
At the start of any goblin's turn, you can spend malice to activate one of the following features.	
<b>Goblin Mode</b> ♦ 3 Malice Each goblin in the encounter gains a +2 bonus to speed until the end of the round.	
<b>Tiny Stabs</b> ♦ 5 Malice Each enemy in the encounter takes 1 damage for each goblin adjacent to them.	
<b>Swamp Stink</b> ♦ 7 Malice The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a <b>Might test</b> . ♦ ≤11 5 poison damage; weakened until mist disappears ★ 12-16 Weakened until mist disappears ✱ 17+ No effect	



GOBLIN CURSESPITTER		LEVEL 1 HORDE HEXER		
Goblin, Humanoid		EV 3		
Stamina 10				
Speed 5 (climb)		Size 1S / Stability 0		
		Free Strike 1		
Might -2	Agility +1	Reason +0	Intuition +2	Presence +0
Eye of Surlach (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Magic, Ranged, Strike				
Distance Ranged 15		Target One creature		
♦ ≤11	3 corruption damage; I<0 weakened (save ends)			
★ 12-16	4 corruption damage; I<1 weakened (save ends)			
✱ 17+	5 corruption damage; I<2 weakened (save ends)			
Dizzying Hex (Maneuver) ♦ 2d10 + 2 ♦ 1 Malice				
Keywords Magic, Ranged				
Distance Ranged 10		Target One creature		
♦ ≤11	I<0 prone			
★ 12-16	I<1 prone can't stand (EoT)			
✱ 17+	prone I<2 and can't stand (save ends)			
Crafty				
The cursespitter doesn't provoke opportunity attacks by moving.				

GOBLIN SNIPER		LEVEL 1 MINION ARTILLERY		
Goblin, Humanoid		EV 3 for four minions		
Stamina 3				
Speed 5 (climb)		Size 1S / Stability 0		
With Captain Ranged distance +5		Free Strike 2		
Might -2	Agility +2	Reason +0	Intuition +0 Presence -1	
Bow (Action) ◆ 2d10 + 2 ◆ Signature				
Keywords Ranged, Strike, Weapon				
Distance Ranged 10		Target One creature or object per minion		
◆ ≤11	2 damage			
★ 12-16	4 damage			
✱ 17+	5 damage			
Effect If the sniper doesn't use a move action this turn, the ability has an edge.				
Crafty				
The sniper doesn't provoke opportunity attacks by moving.				

GOBLIN SPINECLEAVER		LEVEL 1 MINION BRUTE		
Goblin, Humanoid		EV 3 for four minions		
Stamina 5				
Speed 5 (climb)		Size 1S / Stability 0		
With Captain Strike damage +1		Free Strike 2		
Might +2	Agility +0	Reason +0	Intuition +0 Presence -1	
Axe (Action) ◆ 2d10 + 2 ◆ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 1		Target One creature or object per minion		
◆ ≤11	2 damage; push 1			
★ 12–16	4 damage; push 3			
✱ 17+	5 damage; push 4			
Crafty				
The spinecleaver doesn't provoke opportunity attacks by moving.				

GOBLIN UNDERBOSS		LEVEL 1 HORDE SUPPORT	
Goblin, Humanoid		EV 3	
Stamina 15			
Speed 5 (climb)		Size 1S / Stability 0	
		Free Strike 1	
Might -1	Agility +2	Reason +0	Intuition +0 Presence +1
Swordplay (Action) ◆ 2d10 + 2 ◆ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
◆	≤11	3 damage	
★	12-16	4 damage	
✱	17+	5 damage	
Effect One ally adjacent to the target can make a free strike against them.			
Get Reckless! (Maneuver)			
Keywords Area			
Distance 5 burst		Target All allies in the burst	
Effect Until the start of the underboss's next turn, each target has an edge on strikes, and strikes made against them have an edge.			
2 Malice Strikes made against each target no longer have an edge.			
Crafty			
The underboss doesn't provoke opportunity attacks by moving.			

GOBLIN WARRIOR		LEVEL 1 HORDE HARRIER	
Goblin, Humanoid		EV 3	
Stamina 15			
Speed 6 (climb)		Size 1S / Stability 0	
		Free Strike 1	
Might -2	Agility +2	Reason +0	Intuition +0 Presence -1
Spear Charge (Action) ◆ 2d10 + 2 ◆ Signature			
Keywords Charge, Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
◆ ≤11	3 damage		
★ 12-16	4 damage		
✱ 17+	5 damage		
Bury the Point (Action) ◆ 2d10 + 2 ◆ 2 Malice			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature	
◆ ≤11	5 damage; M<0 bleeding (save ends)		
★ 12-16	6 damage; M<1 bleeding (save ends)		
✱ 17+	7 damage; M<2 bleeding (save ends)		
Crafty			
The warrior doesn't provoke opportunity attacks by moving.			

# THE CAVALRY

The heroes free villagers captured by worg-riding goblins as the Jagged Edge raid Broadhurst.

## The Cavalry Groups

Group	Creatures
1	One goblin assassin (rider) One worg (mount)
2	One goblin assassin (rider) One worg (mount)
3	One goblin stinker (rider) One worg (mount)
4	One goblin stinker (rider) One worg (mount)
5	One goblin warrior (rider) One worg (mount)
6	One goblin warrior (rider) One worg (mount)
7	One goblin warrior (rider) One worg (mount)
8	One goblin warrior (rider) One worg (mount)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add a **goblin warrior** riding a **worg** who carries a **civilian** captive.
- For four heroes, remove a **goblin warrior** and a **worg** and a **civilian**.
- For three heroes, remove **two goblin warriors** and **two worgs** and **two civilians**.

## FREEING THE CAPTIVES

Each of the eight worg-riding goblins has a captive on their back, a restrained **civilian**. While restrained, the civilian can occupy the same space as a goblin riding a worg.

While a goblin has a captive on their back, they attempt to reach the south end of the map, leaving the encounter if they move off that edge of the map with the captive. If a goblin loses their captive, they turn and fight the heroes instead.

A hero who is adjacent to a restrained captive can use a maneuver to free a captive, pulling them off the worg into an unoccupied adjacent square and ending the restrained condition for that captive. If a captive is force moved, they are similarly freed.

Each freed captive acts at the end of the round, moving toward the closest edge of the map that they can while avoiding danger. If they move off the edge of the map, they are safe and leave the encounter. The goblins favor targeting the heroes over freed captives, but they don't mind if a captive gets caught in the crossfire.

## WELL

The well at the center of the town is 4 squares deep and has less than 1 square of water in it.

## TACTICS

Goblins drawn into the battle have straight forward tactics. The assassins and warriors move around the battlefield with their worgs, running in and out of melee while the stinkers ride around the edge of the battlefield and attempt to keep the heroes away from still-captive civilians.

## ENDING THE ENCOUNTER

Goblins and worgs without captives fight until the heroes outnumber the whole group two to one, and then they flee. If at the heroes save at more than half of the civilians, they earn 1 Victory each. If they save every civilian, they earn 2 Victories each.

## STAT BLOCKS

GOBLIN MALICE	MALICE FEATURES
At the start of any goblin's turn, you can spend malice to activate one of the following features.	
<b>Goblin Mode</b> ♦ 3 Malice	
Each goblin in the encounter gains a +2 bonus to speed until the end of the round.	
<b>Tiny Stabs</b> ♦ 5 Malice	
Each enemy in the encounter takes 1 damage for each goblin adjacent to them.	
<b>Swamp Stink</b> ♦ 7 Malice	
The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a <b>Might test</b> .	
♦ ≤11	5 poison damage; weakened until mist disappears
★ 12–16	Weakened until mist disappears
* 17+	No effect

GOBLIN ASSASSIN		LEVEL 1 HORDE AMBUSER	
Goblin, Humanoid		EV 3	
Stamina 15		Size 1S / Stability 0	
Speed 6 (climb)		Free Strike 2	
Might -2	Agility +2	Reason +0	Intuition +0 Presence -2
Sword Stab (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦	≤11	4 damage	
★	12-16	6 damage	
✱	17+	7 damage	
Effect This ability deals an additional 2 damage if the assassin has an edge on the power roll.			
Shadow Chains (Action) ♦ 2d10 + 2 ♦ 3 Malice			
Keywords Magic, Ranged			
Distance Ranged 10		Target Three creatures	
♦	≤11	2 corruption damage; A<0 restrained (save ends)	
★	12-16	4 corruption damage; A<1 restrained (save ends)	
✱	17+	5 corruption damage; A<2 restrained (save ends)	
Crafty			
The assassin doesn't provoke opportunity attacks by moving.			
Slip Away			
The assassin can take the Hide maneuver even while observed.			

GOBLIN STINKER		LEVEL 1 HORDE CONTROLLER	
Goblin, Humanoid		EV 3	
Stamina 10		Size 1S / Stability 0	
Speed 5 (climb)		Free Strike 1	
Might -2	Agility +1	Reason +0	Intuition +0 Presence +2
Toxic Winds (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Area, Magic, Ranged			
Distance 3 cube within 15		Target Each enemy in the cube	
♦ ≤11	1 poison damage; slide 1		
★ 12-16	2 poison damage; slide 2		
✱ 17+	3 poison damage; slide 3		
1+ Malice Increase the slide for one target by 1 square for each malice spent.			
Swamp Gas (Maneuver)			
Keywords Area, Magic, Ranged			
Distance 3 cube within 10		Target Special	
Effect The area is filled with a green haze until the start of the stinker's next turn or until the stinker is reduced to Stamina 0. The area is difficult terrain for non-goblin creatures, and each such creature who moves within the area takes 2 poison damage for each square moved. The haze can't be dispersed by wind.			
Crafty			
The stinker doesn't provoke opportunity attacks by moving.			

GOBLIN WARRIOR		LEVEL 1 HORDE HARRIER	
Goblin, Humanoid		EV 3	
Stamina 15		Size 1S / Stability 0	
Speed 6 (climb)		Free Strike 1	
Might -2	Agility +2	Reason +0	Intuition +0 Presence -1
Spear Charge (Action) ◆ 2d10 + 2 ◆ Signature			
Keywords Charge, Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
◆	≤11	3 damage	
★	12-16	4 damage	
✱	17+	5 damage	
Bury the Point (Action) ◆ 2d10 + 2 ◆ 2 Malice			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature	
◆	≤11	5 damage; M<0 bleeding (save ends)	
★	12-16	6 damage; M<1 bleeding (save ends)	
✱	17+	7 damage; M<2 bleeding (save ends)	
Crafty			
The warrior doesn't provoke opportunity attacks by moving.			

WORG		LEVEL 1 HORDE MOUNT	
Animal, Goblin		EV 3	
Stamina 15		Size 1L / Stability 1	
Speed 5		Free Strike 1	
Might +1	Agility +2	Reason -1	Intuition +0 Presence -1
Bite (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Charge, Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦	≤11	3 damage	
★	12-16	4 damage	
✱	17+	5 damage	
Sprint (Maneuver) ♦ 1 Malice			
Keywords —		Target Self	
Distance Self			
Effect The worg moves up to their speed.			
Mounted Charger			
If a worg used as a mount charges, their rider gains an edge on melee strikes until the end of their turn.			
Shared Crafty			
If the worg's rider has the Crafty trait, the worg also has the Crafty trait.			

# HAIL TO THE QUEEN

The heroes battle Queen Bargnot and her giant war spiders in the village square of Broadhurst.

## Hail to the Queen Groups

Group	Creatures
1	One goblin monarch (Queen Bargnot; rider)
2	One war spider (mount)
3	One war spider (mount)
4	Eight goblin snipers (riders; minion squad)
5	Eight goblin snipers (riders; minion squad)
6	Eight goblin runners (riders; minion squad)
7	Eight goblin runners (riders; minion squad)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add a group of **eight goblin runners** not riding a war spider.
- For four heroes, remove a group of **eight goblin snipers**.
- For three heroes, remove a group of **eight goblin snipers** and a group **eight goblin runners**.

## WELL

The well at the center of the town is 4 squares deep and has less than 1 square of water in it.

## ENDING THE ENCOUNTER

The goblins fight until Queen Bargnot and one of the war spiders are reduced to 0 Stamina, then they flee. The heroes earn 2 Victories each for winning the day.

## TACTICS

Queen Bargnot uses her Handaxe ability to allow the spiders to make free strikes. She and the snipers remain atop the spiders to maintain high ground and gain an edge on strikes against creatures lower than them. Bargnot stays adjacent to an ally whenever she can so she can continue to use Meat Shield. She also spends Malice on each of her turns to use Get in Here.

The goblin runners leap of the backs of the war spiders to get the benefit of the war spider's Ride Launcher trait. They spread out to attack as many heroes as possible. The spiders typically move into position to target as many heroes as possible with Web and then use Leg Blade or use Trample if Malice allows to harm as many creatures as possible.

## STAT BLOCKS

### GOBLIN MALICE

### MALICE FEATURES

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

#### Goblin Mode ♦ 3 Malice

Each goblin in the encounter gains a +2 bonus to speed until the end of the round.

#### Tiny Stabs ♦ 5 Malice

Each enemy in the encounter takes 1 damage for each goblin adjacent to them.

#### Swamp Stink ♦ 7 Malice

The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a **Might test**.

♦ ≤11 5 poison damage; weakened until mist disappears

★ 12–16 Weakened until mist disappears

\* 17+ No effect

### GOBLIN RUNNER

### LEVEL 1 MINION HARRIER

Goblin, Humanoid

EV 3 for four minions

Stamina 4

Speed 6 (climb)

Size 1S / Stability 0

With Captain Edge on strikes

Free Strike 1

Might –2 Agility +2 Reason +0 Intuition +0 Presence –1

Club Charge (Action) ♦ 2d10 + 2 ♦ Signature

Keywords Charge, Melee, Strike, Weapon

Distance Melee 1

Target One creature or object per minion

♦ ≤11 1 damage

★ 12–16 2 damage

\* 17+ 3 damage

#### Crafty

The runner doesn't provoke opportunity attacks by moving.

### GOBLIN SNIPER

### LEVEL 1 MINION ARTILLERY

Goblin, Humanoid

EV 3 for four minions

Stamina 3

Speed 5 (climb)

Size 1S / Stability 0

With Captain Ranged distance +5

Free Strike 2

Might –2 Agility +2 Reason +0 Intuition +0 Presence –1

Bow (Action) ♦ 2d10 + 2 ♦ Signature

Keywords Ranged, Strike, Weapon

Distance Ranged 10

Target One creature or object per minion

♦ ≤11 2 damage

★ 12–16 4 damage

\* 17+ 5 damage

Effect If the sniper doesn't use a move action this turn, the ability has an edge.

#### Crafty

The sniper doesn't provoke opportunity attacks by moving.

GOBLIN MONARCH		LEVEL 1 LEADER	
Goblin, Humanoid		EV 12	
Stamina 86			
Speed 6 (climb)		Size 1S / Stability 1 Free Strike 4	
Might +3	Agility +2	Reason −4	Intuition +0 Presence −3
Handaxe (Action) ♦ 2d10 + 3 ♦ Signature			
Keywords Melee, Ranged, Strike, Weapon			
Distance Melee 1 or Ranged 5		Target Two creatures or objects	
♦ ≤11	7 damage		
★ 12–16	10 damage		
✱ 17+	13 damage		
Effect An ally within 10 of the monarch can make a free strike.			
Get in Here! (Maneuver) ♦ 1 Malice			
Keywords —			
Distance Ranged 20		Target Special	
Effect Two goblin runners appear in unoccupied spaces.			
Meat Shield (Triggered Action)			
Keywords —			
Distance Melee 1		Target One ally	
Trigger A creature targets the monarch with a strike.			
Effect The ally becomes the target of the triggering strike instead.			
End Effect			
At the end of their turn, the monarch can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.			
Crafty			
The monarch doesn't provoke opportunity attacks by moving.			
What Are You Waiting For? (Villain Action 1)			
Keywords Area			
Distance 10 burst		Target Each ally	
Effect Each target can move up to their speed or make a free strike.			
Focus Fire (Villain Action 2)			
Keywords —			
Distance Ranged 10		Target One enemy or object	
Effect Each ally within 10 squares of the target can move up to their speed toward the target.			
Kill! (Villain Action 3)			
Keywords —			
Distance Special		Target Special	
Effect Each enemy in the encounter takes 2 damage for each goblin adjacent to them.			

WAR SPIDER		LEVEL 1 ELITE MOUNT	
Animal, Goblin		EV 12	
Stamina 60			
Speed 7 (climb)		Size 3 / Stability 2	
		Free Strike 4	
Might +2	Agility +1	Reason −4	Intuition +0 Presence −3
Bite (Action) ◆ 2d10 + 2 ◆ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
◆	≤11	7 poison damage	
★	12–16	11 poison damage	
✱	17+	14 poison damage; M<2 weakened (save ends)	
2 Malice M<3 weakened (save ends).			
Leg Blade (Action) ◆ 2d10 + 2			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target Two creatures or objects	
◆	≤11	6 damage	
★	12–16	9 damage	
✱	17+	12 damage	
Trample (Action) ◆ 5 Malice			
Keywords —			
Distance Self		Target Self	
Effect The spider shifts up to their speed and makes a Leg Blade strike against each creature who comes within 1 of the spider during the move. The spider makes one power roll against all targets.			
Web (Maneuver)			
Keywords Area, Weapon			
Distance 3 cube within 1		Target All creatures in the cube	
◆	≤11	A<0 restrained (save ends)	
★	12–16	A<1 restrained (save ends)	
✱	17+	A<2 restrained (save ends)	
Distance The affected area is considered difficult terrain for enemies.			
Skitter (Triggered Action)			
Keywords —			
Distance Self		Target Self	
Trigger The spider or an ally riding the spider take damage.			
Effect The spider halves the damage, and then shifts 2 squares after the triggering effect resolves.			
Ride Launcher			
An ally who leaps off the back of the spider can jump up to 6 squares without a test, and takes no damage if they fall during the jump. After the jump, the first melee strike an ally makes on the same turn gains an edge.			
Wide Back			
Two of the spider’s size 1 allies can occupy the same space while riding the spider.			

# ENCOUNTER F1

The heroes battle Jagged Edge soldiers in the courtyard of Castle Andreas.

## F1 Groups

Group	Creatures
1	<b>One goblin underboss</b> (captain) <b>Six goblin runners</b> (minion squad)
2	<b>One goblin underboss</b> (captain) <b>Six goblin runners</b> (minion squad)
3	<b>Six goblin snipers</b> (minion squad) <b>Six goblin snipers</b> (minion squad)
4	<b>Two goblin warriors</b>
5	<b>Two goblin warriors</b>

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add one group of **six goblin runners** and **one goblin underboss** as their captain.
- For four heroes, remove **six goblin runners** and **one goblin underboss**.
- For three heroes, remove **six goblin runners** and **one goblin underboss** and **two goblin warriors**.

## ARCHER'S STAKES

The courtyard is surrounded by **archer's stakes** pointing both inward and outward.

ARCHER'S STAKES	LEVEL 1 FORTIFICATION DEFENDER
EV 2	
<i>A series of sharp stakes have been placed into a palisade to protect defenders against charges and other attacks. The stakes point in one direction, towards the front of the object.</i>	
<b>Stamina:</b> 3/square	
<b>Size:</b> 1 or more squares of difficult terrain, generally 4x1	
<b>Direction:</b> a specific side of the stakes are defined as the front	
<b>Disable:</b> Only through destruction of each square of stakes.	
<b>Trigger:</b> A creature moves into a square of stakes.	
<b>Effect:</b> The triggering creature takes 2 damage per square of stakes they move through and an additional 3 damage the movement is forced movement.	
<b>Allied Awareness</b>	
Allies of this object ignore the difficult terrain, damaging effects unless force moved, and benefit from cover in a square of archer's stakes.	

## TILTED TOWERS

The beams holding up the tower were made to fall apart. A creature can use their action to remove a tower's beams and then move out of the way. Alternatively, they can be destroyed after taking 6 or more damage.

When a tower falls, each creature within 10 squares of the tower must make an Agility test. Each affected goblin has an edge on the test.

- **≤11:** The creature is crushed under the rubble. They take 9 damage and are restrained (save ends).
- **12-16:** The creature is battered by debris. They take 6 damage.
- **17+:** The creature manages to get out of the way. They move up to their speed to the closest unoccupied square of their choice outside of the affected area. If they can't move to such a space, treat this as 12-16 result.

The affected area becomes difficult terrain.

## TACTICS

When the heroes cross the threshold into the courtyard, the goblins have two approaches. The underbosses command the runners to push them towards the edges of the maps and into the stakes. The snipers start combat hidden in the heaps and open fire when the heroes least expect it. If the heroes are particularly tough, the goblins lure the heroes back towards the towers.

The warriors knock down one tower per round trying to hit as many heroes as possible. Afterwards, they pick on any opponents that are caught in the rubble.

## ENDING THE ENCOUNTER

At the end of the third round, any remaining goblins in the courtyard retreat inside the keep while the snipers and stinkers flee, ending the encounter. The heroes earn 2 Victories each.



## STAT BLOCKS

GOBLIN MALICE	MALICE FEATURES
At the start of any goblin's turn, you can spend malice to activate one of the following features.	
<b>Goblin Mode</b> ♦ 3 Malice Each goblin in the encounter gains a +2 bonus to speed until the end of the round.	
<b>Tiny Stabs</b> ♦ 5 Malice Each enemy in the encounter takes 1 damage for each goblin adjacent to them.	
<b>Swamp Stink</b> ♦ 7 Malice The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a <b>Might test</b> . ♦ ≤11 <b>5 poison damage; weakened until mist disappears</b> ★ 12–16 <b>Weakened until mist disappears</b> ✱ 17+ <b>No effect</b>	

GOBLIN RUNNER	LEVEL 1 MINION HARRIER
Goblin, Humanoid	EV 3 for four minions
<b>Stamina</b> 4 <b>Speed</b> 6 (climb) <b>Size</b> 1S / <b>Stability</b> 0 <b>With Captain</b> Edge on strikes <b>Free Strike</b> 1 <b>Might</b> –2 <b>Agility</b> +2 <b>Reason</b> +0 <b>Intuition</b> +0 <b>Presence</b> –1	
<b>Club Charge</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Charge, Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> One creature or object per minion ♦ ≤11 <b>1 damage</b> ★ 12–16 <b>2 damage</b> ✱ 17+ <b>3 damage</b>	
<b>Crafty</b> The runner doesn't provoke opportunity attacks by moving.	

GOBLIN SNIPER	LEVEL 1 MINION ARTILLERY
Goblin, Humanoid	EV 3 for four minions
<b>Stamina</b> 3 <b>Speed</b> 5 (climb) <b>Size</b> 1S / <b>Stability</b> 0 <b>With Captain</b> Ranged distance +5 <b>Free Strike</b> 2 <b>Might</b> –2 <b>Agility</b> +2 <b>Reason</b> +0 <b>Intuition</b> +0 <b>Presence</b> –1	
<b>Bow</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Ranged, Strike, Weapon <b>Distance</b> Ranged 10 <b>Target</b> One creature or object per minion ♦ ≤11 <b>2 damage</b> ★ 12–16 <b>4 damage</b> ✱ 17+ <b>5 damage</b> <b>Effect</b> If the sniper doesn't use a move action this turn, the ability has an edge.	
<b>Crafty</b> The sniper doesn't provoke opportunity attacks by moving.	

GOBLIN UNDERBOSS	LEVEL 1 HORDE SUPPORT
Goblin, Humanoid	EV 3
<b>Stamina</b> 15 <b>Speed</b> 5 (climb) <b>Size</b> 1S / <b>Stability</b> 0 <b>Free Strike</b> 1 <b>Might</b> –1 <b>Agility</b> +2 <b>Reason</b> +0 <b>Intuition</b> +0 <b>Presence</b> +1	
<b>Swordplay</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> One creature or object ♦ ≤11 <b>3 damage</b> ★ 12–16 <b>4 damage</b> ✱ 17+ <b>5 damage</b> <b>Effect</b> One ally adjacent to the target can make a free strike against them.	
<b>Get Reckless!</b> (Maneuver) <b>Keywords</b> Area <b>Distance</b> 5 burst <b>Target</b> All allies in the burst <b>Effect</b> Until the start of the underboss's next turn, each target has an edge on strikes, and strikes made against them have an edge. <b>2 Malice</b> Strikes made against each target no longer have an edge.	
<b>Crafty</b> The underboss doesn't provoke opportunity attacks by moving.	

GOBLIN WARRIOR	LEVEL 1 HORDE HARRIER
Goblin, Humanoid	EV 3
<b>Stamina</b> 15 <b>Speed</b> 6 (climb) <b>Size</b> 1S / <b>Stability</b> 0 <b>Free Strike</b> 1 <b>Might</b> –2 <b>Agility</b> +2 <b>Reason</b> +0 <b>Intuition</b> +0 <b>Presence</b> –1	
<b>Spear Charge</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Charge, Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> One creature or object ♦ ≤11 <b>3 damage</b> ★ 12–16 <b>4 damage</b> ✱ 17+ <b>5 damage</b>	
<b>Bury the Point</b> (Action) ♦ 2d10 + 2 ♦ 2 Malice <b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> One creature ♦ ≤11 <b>5 damage; M&lt;0 bleeding (save ends)</b> ★ 12–16 <b>6 damage; M&lt;1 bleeding (save ends)</b> ✱ 17+ <b>7 damage; M&lt;2 bleeding (save ends)</b>	
<b>Crafty</b> The warrior doesn't provoke opportunity attacks by moving.	

# ENCOUNTER F2

The heroes battle Jagged Edge soldiers in the great hall of Castle Andreas.

## F2 Groups

Group	Creatures
1	One bugarbear commander (Cravard)
2	One goblin assassin One goblin cursespitter
3	One goblin assassin One goblin cursespitter
4	One goblin assassin One goblin cursespitter
5	Four memorial ivies (minion squad) Four memorial ivies (minion squad)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add one group of **one goblin assassin** and **one goblin cursespitter**.
- For four heroes, remove **one goblin assassin** and **one goblin cursespitter**.
- For three heroes, remove **two goblin assassins** and **two goblin cursespitters**.

## BROKEN PILLARS

The cursespitters are standing on pillars that are ready to topple over. A goblin can use their maneuver while adjacent to the base of the pillar to activate its triggered action, whether or not the cursespitter has left their position on top.

PILLAR	LEVEL 2 HAZARD HEXER
	EV 3
<i>A stone pillar that can be toppled with the right amount of damage or from a well-engineered trigger</i>	
<b>Stamina:</b> 6	
<b>Size:</b> 1 square breakaway	
<b>Disable:</b> Direct damage only.	
<b>Trigger:</b> The pillar is destroyed or a linked trigger is activated	
<b>Effect:</b> The pillar topples in the direction opposite of the creature that destroyed it or, if triggered, in a direction defined when the pillar was placed in the encounter. The Toppling Pillar ability activates in the direction the pillar toppled.	
<b>Toppling Pillar</b> (Triggered) 2D10+2	
<b>Keywords:</b> Area	<b>Target:</b> All creatures and objects.
<b>Distance:</b> 4 x 1 line within 1	
◆ ≤11 <b>4 damage</b>	
★ 12–16 <b>6 damage; M&lt;1 restrained (save ends)</b>	
✱ 17 <b>9 damage; M&lt;2 restrained (save ends)</b>	
<b>Effect:</b> The squares affected become difficult terrain	

## IVY OR NOT

The ivy in this room is sturdy enough to climb without a test and reaches the ceiling. If the memorial ivy remains

motionless, it's indistinguishable from regular ivy for heroes and villains alike. While a creature is climbing a memorial ivy, the memorial ivy is considered climbing the creature as well.

## TACTICS

The goblins duck and weave between the pillars and climb up every vertical surface they can grasp to surround and suppress the heroes. Cravard command everyone's attention, even barking commands at the heroes to run or surrender, and enabling the assassins to sneak up behind the backline heroes.

The goblins' main goal is to wear down the heroes before they reach Queen Bargnot, but any goblins that have been transformed by the Cup of Iulius also want to show off their newfound power. They should feel inspired and encouraged to finally stand toe to toe with the heroes.

## TARGON APPEARS

If Targon of the Gilded Hand brought Queen Bargnot the Cup of Iulius, he appears in the barracks at the start of the second round of combat. He stays behind the goblins and uses ranged abilities and then attempts to flee when he is winded.

## ENDING THE ENCOUNTER

The goblins fight until only two goblins remain, who proceed to flee and leave the encounter and castle. The memorial ivies are aggressive until they are destroyed. The heroes earn 2 Victories each.



## STAT BLOCKS

GOBLIN MALICE	MALICE FEATURES
At the start of any goblin's turn, you can spend malice to activate one of the following features.	
<b>Goblin Mode</b> ♦ 3 Malice Each goblin in the encounter gains a +2 bonus to speed until the end of the round.	
<b>Tiny Stabs</b> ♦ 5 Malice Each enemy in the encounter takes 1 damage for each goblin adjacent to them.	
<b>Swamp Stink</b> ♦ 7 Malice The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a <b>Might test</b> . ♦ ≤11 <b>5 poison damage; weakened until mist disappears</b> ★ 12–16 <b>Weakened until mist disappears</b> ✱ 17+ <b>No effect</b>	

GOBLIN ASSASSIN	LEVEL 1 HORDE AMBUSER
Goblin, Humanoid	
EV 3	
<b>Stamina</b> 15 <b>Speed</b> 6 (climb)	
<b>Size</b> 1S / <b>Stability</b> 0 <b>Free Strike</b> 2	
<b>Might</b> –2 <b>Agility</b> +2 <b>Reason</b> +0 <b>Intuition</b> +0 <b>Presence</b> –2	
<b>Sword Stab</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> One creature or object ♦ ≤11 <b>4 damage</b> ★ 12–16 <b>6 damage</b> ✱ 17+ <b>7 damage</b> <b>Effect</b> This ability deals an additional 2 damage if the assassin has an edge on the power roll.	
<b>Shadow Chains</b> (Action) ♦ 2d10 + 2 ♦ 3 Malice <b>Keywords</b> Magic, Ranged <b>Distance</b> Ranged 10 <b>Target</b> Three creatures ♦ ≤11 <b>2 corruption damage; A&lt;0 restrained (save ends)</b> ★ 12–16 <b>4 corruption damage; A&lt;1 restrained (save ends)</b> ✱ 17+ <b>5 corruption damage; A&lt;2 restrained (save ends)</b>	
<b>Crafty</b> The assassin doesn't provoke opportunity attacks by moving.	
<b>Slip Away</b> The assassin can take the Hide maneuver even while observed.	

GOBLIN CURSESPITTER	LEVEL 1 HORDE HEXER
Goblin, Humanoid	
EV 3	
<b>Stamina</b> 10 <b>Speed</b> 5 (climb)	
<b>Size</b> 1S / <b>Stability</b> 0 <b>Free Strike</b> 1	
<b>Might</b> –2 <b>Agility</b> +1 <b>Reason</b> +0 <b>Intuition</b> +2 <b>Presence</b> +0	
<b>Eye of Surlach</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Magic, Ranged, Strike <b>Distance</b> Ranged 15 <b>Target</b> One creature ♦ ≤11 <b>3 corruption damage; I&lt;0 weakened (save ends)</b> ★ 12–16 <b>4 corruption damage; I&lt;1 weakened (save ends)</b> ✱ 17+ <b>5 corruption damage; I&lt;2 weakened (save ends)</b>	
<b>Dizzying Hex</b> (Maneuver) ♦ 2d10 + 2 ♦ 1 Malice <b>Keywords</b> Magic, Ranged <b>Distance</b> Ranged 10 <b>Target</b> One creature ♦ ≤11 <b>I&lt;0 prone</b> ★ 12–16 <b>I&lt;1 prone can't stand (EoT)</b> ✱ 17+ <b>prone I&lt;2 and can't stand (save ends)</b>	
<b>Crafty</b> The cursespitter doesn't provoke opportunity attacks by moving.	

BUGBEAR COMMANDER		LEVEL 2 ELITE SUPPORT		
Bugbear, Goblin, Humanoid, Fey		EV 16		
Stamina 80		Size 1L / Stability 0		
Speed 5				
Free Strike 5				
Might +2	Agility +1	Reason +2	Intuition 0	Presence 0
Inspiring Swordplay (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 1		Target 2 creatures or objects		
♦	≤11	7 damage		
★	12–16	10 damage		
✱	17	13 damage; one target is grabbed		
Effect 1 ally within 5 of the commander has an edge on their next strike until the start of the commander’s next turn.				
You Next! (Action)				
Keywords —				
Distance Ranged 8		Target 1 ally		
Effect The target moves up to their speed and uses a signature action.				
Fall Back! (Action) ♦ 5 Malice				
Keywords —				
Distance Self and 5 burst		Target Self and all allies		
Effect Each target shifts up to their speed. Each target can use the Throw maneuver if they are grabbing a creature or object.				
Throw (Maneuver)				
Keywords Melee, Strike				
Distance Melee 1		Target 1 creature or object grabbed by the commander		
Effect Vertical push 4. An ally target doesn’t take damage from being force moved.				
Catcher (Free Triggered Action)				
Keywords —				
Distance Melee 1		Target 1 size 1 creature or object		
Trigger The target is force moved into a square adjacent to the commander.				
Effect The target is grabbed by the commander.				
The Commander’s Watching				
While an ally has line of effect to the commander, the ally can end one condition afflicting them at the start of their turn.				

MEMORIAL IVY		LEVEL 2 MINION ARTILLERY		
Plant, Ruinborn, Undead		EV 4 for four minions		
Stamina 4		Immunity poison 2 / Weakness fire 3		
Speed 3 (climb)		Size 1S / Stability 0		
With Captain Edge on strikes		Free Strike 3		
Might 0	Agility +2	Reason −3	Intuition +1	Presence −3
Grasping Ivy (Action) ◆ 2d10 + 2 ◆ Signature				
Keywords Ranged, Strike, Weapon				
Distance Ranged 8		Target One creature or object per minion		
◆	≤11	3 damage; pull 2		
★	12–16	4 damage; pull 4		
✱	17+	6 damage; pull 5		
Creeper				
The memorial Ivy can use its move action to <b>I&lt;1</b> compel a creature or object it's climbing on to move up to their speed. An ally can choose to fail.				
TARGON		LEVEL 2 ELITE ARTILLERY		
Humanoid, Human Rival		EV 16		
Stamina 60				
Speed 5		Size 1M / Stability 2		
Free Strike 5				
Might +2	Agility +0	Reason +1	Intuition +0	Presence +0
Dual Targeting Shot (Action) ◆ 2d10 + 2 ◆ Signature				
Keywords Ranged, Strike, Weapon				
Distance Ranged 10		Target Two creatures or objects		
◆	≤11	7 damage		
★	12–16	11 damage		
✱	17	14 damage		
2 Malice Two allies within distance can make a free strike against one of the targets.				
I'll Cover You! (Action) ◆ 2d10 + 2 ◆ 3 Malice				
Keywords Ranged, Strike, Weapon				
Distance Ranged 5		Target One creature or object		
◆	≤11	8 damage; M<0 weakened (save ends)		
★	12–16	13 damage; M<1 weakened (save ends)		
✱	17	16 damage; M<2 weakened (save ends)		
Effect An ally adjacent to the target regains 5 Stamina.				
Overwatch (Triggered Action)				
Keywords Ranged				
Distance Ranged 10		Target 1 enemy		
Trigger The target moves.				
Effect At any point during the movement, Targon makes a free strike against the target.				
Determination				
If Targon is frightened, slowed, or weakened, he can use a maneuver to end the condition.				
Rivalry				
Targon selects one creature within line of effect at the start of an encounter. Both Targon and the creature can add a 1d3 to all power rolls made against each other.				

# ENCOUNTER F3

The heroes battle Jagged Edge soldiers in the armory of Castle Andreas.

## F3 Groups

Group	Creatures
1	One goblin underboss (captain) Four spincleavers (minion squad)
2	One goblin underboss (captain) Four spincleavers (minion squad)
3	One goblin underboss (captain) Four spincleavers (minion squad)
4	Three goblin warriors
5	Three spindlegoths

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add one group of **two goblin warriors**.
- For four heroes, remove **two spindlegoths**.

For three heroes, remove **one spindlegoth**, **one goblin underboss**, and **four goblin spincleavers**.

## WEBBING

The floor is entirely covered in cobwebs and is considered difficult terrain. The spindlegoths have concealment while occupying a webbed square. Any creature can use their maneuver to destroy the webs within 1 square of them.

## TACTICS

The goblins use hit and run tactics, falling from the ceiling, attacking, and then retreating to the ceilings. They make liberal use of the Goblin Mode malice feature. The spindlegoths go after any prey that touches the floor and keep them there. The spindlegoths don't leave the room.

## ENDING THE ENCOUNTER

If the goblins were surprised, they attempt to flee to **F4, Overgrown Library** after two rounds of combat. Otherwise, they fight until they are outnumbered and flee the keep altogether. The spindlegoths fight until they are destroyed, or the heroes leave the area. If the heroes win the day, they earn 1 Victory each.

## STAT BLOCKS

GOBLIN MALICE	MALICE FEATURES
At the start of any goblin's turn, you can spend malice to activate one of the following features.	
<b>Goblin Mode</b> ♦ 3 Malice	
Each goblin in the encounter gains a +2 bonus to speed until the end of the round.	
<b>Tiny Stabs</b> ♦ 5 Malice	
Each enemy in the encounter takes 1 damage for each goblin adjacent to them.	
<b>Swamp Stink</b> ♦ 7 Malice	
The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a <b>Might test</b> .	
♦ ≤11	5 poison damage; weakened until mist disappears
★ 12–16	Weakened until mist disappears
* 17+	No effect

GOBLIN SPINCLEAVER	LEVEL 1 MINION BRUTE
Goblin, Humanoid	EV 3 for four minions
Stamina 5	
Speed 5 (climb)	Size 1S / Stability 0
With Captain Strike damage +1	Free Strike 2
Might +2	Agility +0
	Reason +0
	Intuition +0
	Presence –1
Axe (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	
Target One creature or object per minion	
♦ ≤11	2 damage; push 1
★ 12–16	4 damage; push 3
* 17+	5 damage; push 4
<b>Crafty</b>	
The spincleaver doesn't provoke opportunity attacks by moving.	

GOBLIN UNDERBOSS		LEVEL 1 HORDE SUPPORT	
Goblin, Humanoid		EV 3	
Stamina 15		Size 1S / Stability 0	
Speed 5 (climb)		Free Strike 1	
Might -1	Agility +2	Reason +0	Intuition +0 Presence +1
Swordplay (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦	≤11	3 damage	
★	12-16	4 damage	
✱	17+	5 damage	
Effect One ally adjacent to the target can make a free strike against them.			
Get Reckless! (Maneuver)			
Keywords Area			
Distance 5 burst		Target All allies in the burst	
Effect Until the start of the underboss's next turn, each target has an edge on strikes, and strikes made against them have an edge.			
2 Malice Strikes made against each target no longer have an edge.			
Crafty			
The underboss doesn't provoke opportunity attacks by moving.			

GOBLIN WARRIOR		LEVEL 1 HORDE HARRIER		
Goblin, Humanoid		EV 3		
Stamina 15		Size 1S / Stability 0		
Speed 6 (climb)		Free Strike 1		
Might -2	Agility +2	Reason +0	Intuition +0	Presence -1
Spear Charge (Action) ◆ 2d10 + 2 ◆ Signature				
Keywords Charge, Melee, Strike, Weapon				
Distance Melee 1		Target One creature or object		
◆	≤11	3 damage		
★	12-16	4 damage		
✱	17+	5 damage		
Bury the Point (Action) ◆ 2d10 + 2 ◆ 2 Malice				
Keywords Melee, Strike, Weapon				
Distance Melee 1		Target One creature		
◆	≤11	5 damage; M<0 bleeding (save ends)		
★	12-16	6 damage; M<1 bleeding (save ends)		
✱	17+	7 damage; M<2 bleeding (save ends)		
Crafty				
The warrior doesn't provoke opportunity attacks by moving.				

SPINDLEGOOTH		LEVEL 1 HORDE AMBUSER	
Beast, Ruinborn		EV 3	
Stamina 15		Size 1S / Stability 1	
Speed 7 (climb)		Free Strike 2	
Might -1	Agility +2	Reason +0	Intuition +0 Presence -2
Choking Thread (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Strike, Ranged, Weapon			
Distance Ranged 5		Target One creature or object	
♦	≤11	4 damage	
★	12-16	6 damage; M<1 restrained (save ends)	
✱	17+	7 damage; M<2 restrained (save ends)	
Effect The target suffocates while restrained by this ability. If this ability fails to restrain the target, the spindlegoth shifts 2 and hides.			
Thread Whip (Maneuver) ♦ 2d10 + 2 ♦ 3 Malice			
Keywords Area, Weapon			
Distance 1 Burst		Target Each enemy in the burst	
♦	≤11	Vertical slide 1	
★	12-16	Vertical slide 2	
✱	17+	Vertical slide 3	
Tightwire (Maneuver) ♦ 1 Malice			
Keywords —			
Distance Self		Target Self	
Effect The spindlegoth shifts up to their speed, including vertically. They must end this movement on a solid surface.			
Needlefoot			
The spindlegoth ignores difficult terrain. Whenever the spindlegoth enters a square while climbing, the surface they're climbing on takes 1 damage.			

# ENCOUNTER F5

The heroes battle Queen Bargnot and her advisors in the war room of Castle Andreas.

## F5 Groups

Group	Creatures
1	One goblin monarch (Queen Bargnot)
2	Two goblin warriors
3	Two goblin warriors
4	Two goblin assassins
5	Two goblin assassins
6	Three goblin cursespitters
7	Two goblin stinkers
8 (Reinforcements)	Two goblin runners (minion squad)

## REINFORCEMENTS

At the end of each round of combat that Queen Bargnot is still fighting the heroes, two **goblin runners** enter the room.

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **eight goblin runners and one goblin cursespitter**. Each underboss is split into a separate group and captains four runners and then the four cursespitters are divided into two groups of two.
- For four heroes, remove **one goblin warrior** and **one goblin cursespitter**.
- For three heroes, remove **two goblin warriors, one goblin assassin, and one goblin cursespitter**.

## TACTICS

The warriors and assassins do everything in their power to stand between the heroes and their queen. The cursespitters and the stinkers take to the walls and ceiling, pinning the heroes from a safe distance. Queen Bargnot focuses on calling more goblin runners into the room until the heroes are completely overrun.

Queen Bargnot attempts to dive between the loot sacks and flee down the chute into **F6. Spider Nest** when she's winded. When the queen is winded, the goblins do what they can to ensure her escape. However, if the goblins are outnumbered two to one by the time she's winded, they flee and leave her on her own.

## ENDING THE ENCOUNTER

The encounter ends when Bargnot is defeated or if she flees and the remaining goblins are outnumbered two to one and then flee. The heroes earn 1 Victory each or 2 if Queen Bargnot is finally defeated here.

## STAT BLOCKS

GOBLIN MALICE	MALICE FEATURES
At the start of any goblin's turn, you can spend malice to activate one of the following features.	
<b>Goblin Mode</b> ♦ 3 Malice	
Each goblin in the encounter gains a +2 bonus to speed until the end of the round.	
<b>Tiny Stabs</b> ♦ 5 Malice	
Each enemy in the encounter takes 1 damage for each goblin adjacent to them.	
<b>Swamp Stink</b> ♦ 7 Malice	
The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a <b>Might test</b> .	
♦ ≤11	5 poison damage; weakened until mist disappears
★ 12–16	Weakened until mist disappears
* 17+	No effect

GOBLIN ASSASSIN	LEVEL 1 HORDE AMBUSER
Goblin, Humanoid	EV 3
Stamina 15	
Speed 6 (climb)	Size 1S / Stability 0
	Free Strike 2
Might –2	Agility +2
	Reason +0
	Intuition +0
	Presence –2
<b>Sword Stab</b> (Action) ♦ 2d10 + 2 ♦ Signature	
Keywords Melee, Strike, Weapon	
Distance Melee 1	
Target One creature or object	
♦ ≤11	4 damage
★ 12–16	6 damage
* 17+	7 damage
Effect This ability deals an additional 2 damage if the assassin has an edge on the power roll.	
<b>Shadow Chains</b> (Action) ♦ 2d10 + 2 ♦ 3 Malice	
Keywords Magic, Ranged	
Distance Ranged 10	
Target Three creatures	
♦ ≤11	2 corruption damage; A<0 restrained (save ends)
★ 12–16	4 corruption damage; A<1 restrained (save ends)
* 17+	5 corruption damage; A<2 restrained (save ends)
<b>Crafty</b>	
The assassin doesn't provoke opportunity attacks by moving.	
<b>Slip Away</b>	
The assassin can take the Hide maneuver even while observed.	

GOBLIN CURSESPITTER			LEVEL 1 HORDE HEXER	
Goblin, Humanoid			EV 3	
Stamina 10			Size 1S / Stability 0	
Speed 5 (climb)			Free Strike 1	
Might -2	Agility +1	Reason +0	Intuition +2	Presence +0
Eye of Surlach (Action) ◆ 2d10 + 2 ◆ Signature				
Keywords Magic, Ranged, Strike				
Distance Ranged 15			Target One creature	
◆ ≤11	3 corruption damage; I<0 weakened (save ends)			
★ 12-16	4 corruption damage; I<1 weakened (save ends)			
✱ 17+	5 corruption damage; I<2 weakened (save ends)			
Dizzying Hex (Maneuver) ◆ 2d10 + 2 ◆ 1 Malice				
Keywords Magic, Ranged				
Distance Ranged 10			Target One creature	
◆ ≤11	I<0 prone			
★ 12-16	I<1 prone can't stand (EoT)			
✱ 17+	prone I<2 and can't stand (save ends)			
Crafty				
The cursespitter doesn't provoke opportunity attacks by moving.				

GOBLIN MONARCH			LEVEL 1 LEADER	
Goblin, Humanoid			EV 12	
Stamina 86			Size 1S / Stability 1	
Speed 6 (climb)			Free Strike 4	
Might +3	Agility +2	Reason −4	Intuition +0	Presence −3
Handaxe (Action) ◆ 2d10 + 3 ◆ Signature				
Keywords Melee, Ranged, Strike, Weapon				
Distance Melee 1 or Ranged 5			Target Two creatures or objects	
◆	≤11	7 damage		
★	12–16	10 damage		
✱	17+	13 damage		
Effect An ally within 10 of the monarch can make a free strike.				
Get in Here! (Maneuver) ◆ 1 Malice				
Keywords —				
Distance Ranged 20			Target Special	
Effect Two goblin runners appear in unoccupied spaces.				
Meat Shield (Triggered Action)				
Keywords —				
Distance Melee 1			Target One ally	
Trigger A creature targets the monarch with a strike.				
Effect The ally becomes the target of the triggering strike instead.				
End Effect				
At the end of their turn, the monarch can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.				
Crafty				
The monarch doesn't provoke opportunity attacks by moving.				
What Are You Waiting For? (Villain Action 1)				
Keywords Area				
Distance 10 burst			Target Each ally	
Effect Each target can move up to their speed or make a free strike.				
Focus Fire (Villain Action 2)				
Keywords —				
Distance Ranged 10			Target One enemy or object	
Effect Each ally within 10 squares of the target can move up to their speed toward the target.				
Kill! (Villain Action 3)				
Keywords —				
Distance Special			Target Special	
Effect Each enemy in the encounter takes 2 damage for each goblin adjacent to them.				

GOBLIN RUNNER	LEVEL 1 MINION HARRIER
Goblin, Humanoid	EV 3 for four minions
<b>Stamina</b> 4	
<b>Speed</b> 6 (climb)	<b>Size</b> 1S / <b>Stability</b> 0
<b>With Captain</b> Edge on strikes	<b>Free Strike</b> 1
<b>Might</b> –2	<b>Agility</b> +2
	<b>Reason</b> +0
	<b>Intuition</b> +0
	<b>Presence</b> –1
<b>Club Charge</b> (Action) ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Charge, Melee, Strike, Weapon	
<b>Distance</b> Melee 1	<b>Target</b> One creature or object per minion
♦ ≤11	1 damage
★ 12–16	2 damage
* 17+	3 damage
<b>Crafty</b>	
The runner doesn't provoke opportunity attacks by moving.	

GOBLIN STINKER	LEVEL 1 HORDE CONTROLLER
Goblin, Humanoid	EV 3
<b>Stamina</b> 10	
<b>Speed</b> 5 (climb)	<b>Size</b> 1S / <b>Stability</b> 0
	<b>Free Strike</b> 1
<b>Might</b> –2	<b>Agility</b> +1
	<b>Reason</b> +0
	<b>Intuition</b> +0
	<b>Presence</b> +2
<b>Toxic Winds</b> (Action) ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Area, Magic, Ranged	
<b>Distance</b> 3 cube within 15	<b>Target</b> Each enemy in the cube
♦ ≤11	1 poison damage; slide 1
★ 12–16	2 poison damage; slide 2
* 17+	3 poison damage; slide 3
1+ <b>Malice</b> Increase the slide for one target by 1 square for each malice spent.	
<b>Swamp Gas</b> (Maneuver)	
<b>Keywords</b> Area, Magic, Ranged	
<b>Distance</b> 3 cube within 10	<b>Target</b> Special
<b>Effect</b> The area is filled with a green haze until the start of the stinker's next turn or until the stinker is reduced to Stamina 0. The area is difficult terrain for non-goblin creatures, and each such creature who moves within the area takes 2 poison damage for each square moved. The haze can't be dispersed by wind.	
<b>Crafty</b>	
The stinker doesn't provoke opportunity attacks by moving.	

GOBLIN WARRIOR	LEVEL 1 HORDE HARRIER
Goblin, Humanoid	EV 3
<b>Stamina</b> 15	
<b>Speed</b> 6 (climb)	<b>Size</b> 1S / <b>Stability</b> 0
	<b>Free Strike</b> 1
<b>Might</b> –2	<b>Agility</b> +2
	<b>Reason</b> +0
	<b>Intuition</b> +0
	<b>Presence</b> –1
<b>Spear Charge</b> (Action) ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Charge, Melee, Strike, Weapon	
<b>Distance</b> Melee 1	<b>Target</b> One creature or object
♦ ≤11	3 damage
★ 12–16	4 damage
* 17+	5 damage
<b>Bury the Point</b> (Action) ♦ 2d10 + 2 ♦ 2 Malice	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 1	<b>Target</b> One creature
♦ ≤11	5 damage; M<0 bleeding (save ends)
★ 12–16	6 damage; M<1 bleeding (save ends)
* 17+	7 damage; M<2 bleeding (save ends)
<b>Crafty</b>	
The warrior doesn't provoke opportunity attacks by moving.	



# ENCOUNTER F6

The heroes battle war spiders, spindelgoths, and possibly Queen Bargnot beneath Castle Andreas.

## F6 Groups

Group	Creatures
1	One war spider
2	One war spider
3	Two spindelgoths
4	One goblin monarch (Queen Bargnot; optional)

## ENCOUNTER ADJUSTMENTS

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

- For six heroes, add **two spindelgoths** into their own group.
- For four heroes, remove **two spindelgoths**.
- For three heroes, remove **one war spider** and **one spindelgoth**.

## WEBBING

Large patches of the floor are covered in webs and are considered difficult terrain. The spindelgoths have concealment while occupying a webbed square.

## TACTICS

The arachnoids want to restrain their prey to feed on them over time. If the heroes are especially nimble, the war spiders focus on trampling whomever they can.

Queen Bargnot may have fled from Encounter F5 to here. She can't use her Get In Here maneuver down here. She focuses on survival and clings to the walls where she can. If any other goblins make it down into the cavern, she yells at them in Szetch to "Kill! Kill! Kill!"

## ENDING THE ENCOUNTER

The arachnoids fight until the heroes leave or all the war spiders are reduced to 0 Stamina. If Queen Bargnot is defeated here, she fights until reduced to 0 Stamina, making a desperate last stand. Any remaining goblins flee or surrender when Queen Bargnot falls.

If the heroes defeat the war spiders and spindelgoths, they gain 1 Victory each. They gain 1 additional Victory each if Queen Bargnot is defeated.

## STAT BLOCKS

GOBLIN MALICE	MALICE FEATURES
At the start of any goblin's turn, you can spend malice to activate one of the following features.	
<b>Goblin Mode</b> ♦ 3 Malice	
Each goblin in the encounter gains a +2 bonus to speed until the end of the round.	
<b>Tiny Stabs</b> ♦ 5 Malice	
Each enemy in the encounter takes 1 damage for each goblin adjacent to them.	

### Swamp Stink ♦ 7 Malice

The encounter map becomes covered in a green mist that lasts until the end of the round, and which can't be dispersed by wind. All areas of the map become difficult terrain for non-goblins, and each non-goblin on the map must make a **Might test**.

- ♦ ≤11 **5 poison damage; weakened until mist disappears**
- ★ 12–16 **Weakened until mist disappears**
- \* 17+ **No effect**

### SPINDELEGOTH

### LEVEL 1 HORDE AMBUSER

Beast, Ruinborn

EV 3

**Stamina** 15

**Speed** 7 (climb)

**Size** 1S / **Stability** 1

**Free Strike** 2

**Might** –1   **Agility** +2   **Reason** +0   **Intuition** +0   **Presence** –2

**Choking Thread** (Action) ♦ 2d10 + 2 ♦ Signature

**Keywords** Strike, Ranged, Weapon

**Distance** Ranged 5

**Target** One creature or object

♦ ≤11 **4 damage**

★ 12–16 **6 damage; M<1 restrained (save ends)**

\* 17+ **7 damage; M<2 restrained (save ends)**

**Effect** The target suffocates while restrained by this ability. If this ability fails to restrain the target, the spindelgoth shifts 2 and hides.

**Thread Whip** (Maneuver) ♦ 2d10 + 2 ♦ 3 Malice

**Keywords** Area, Weapon

**Distance** 1 Burst

**Target** Each enemy in the burst

♦ ≤11 **Vertical slide 1**

★ 12–16 **Vertical slide 2**

\* 17+ **Vertical slide 3**

**Tightwire** (Maneuver) ♦ 1 Malice

**Keywords** —

**Distance** Self

**Target** Self

**Effect** The spindelgoth shifts up to their speed, including vertically. They must end this movement on a solid surface.

### Needlefoot

The spindelgoth ignores difficult terrain. Whenever the spindelgoth enters a square while climbing, the surface they're climbing on takes 1 damage.



WAR SPIDER	LEVEL 1 ELITE MOUNT
Animal, Goblin	EV 12
<b>Stamina</b> 60	
<b>Speed</b> 7 (climb)	<b>Size</b> 3 / <b>Stability</b> 2 <b>Free Strike</b> 4
<b>Might</b> +2 <b>Agility</b> +1 <b>Reason</b> -4 <b>Intuition</b> +0 <b>Presence</b> -3	
<b>Bite</b> (Action) ♦ 2d10 + 2 ♦ Signature	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 1	<b>Target</b> One creature or object
♦ ≤11   7 <b>poison damage</b>	
★ 12-16   11 <b>poison damage</b>	
✱ 17+   14 <b>poison damage</b> ; M<2 <b>weakened</b> (save ends)	
2 <b>Malice</b> M<3 <b>weakened</b> (save ends).	
<b>Leg Blade</b> (Action) ♦ 2d10 + 2	
<b>Keywords</b> Melee, Strike, Weapon	
<b>Distance</b> Melee 1	<b>Target</b> Two creatures or objects
♦ ≤11   6 <b>damage</b>	
★ 12-16   9 <b>damage</b>	
✱ 17+   12 <b>damage</b>	
<b>Trample</b> (Action) ♦ 5 <b>Malice</b>	
<b>Keywords</b> —	
<b>Distance</b> Self	<b>Target</b> Self
<b>Effect</b> The spider shifts up to their speed and makes a Leg Blade strike against each creature who comes within 1 of the spider during the move. The spider makes one power roll against all targets.	
<b>Web</b> (Maneuver)	
<b>Keywords</b> Area, Weapon	
<b>Distance</b> 3 cube within 1	<b>Target</b> All creatures in the cube
♦ ≤11   A<0 <b>restrained</b> (save ends)	
★ 12-16   A<1 <b>restrained</b> (save ends)	
✱ 17+   A<2 <b>restrained</b> (save ends)	
<b>Distance</b> The affected area is considered difficult terrain for enemies.	
<b>Skitter</b> (Triggered Action)	
<b>Keywords</b> —	
<b>Distance</b> Self	<b>Target</b> Self
<b>Trigger</b> The spider or an ally riding the spider take damage.	
<b>Effect</b> The spider halves the damage, and then shifts 2 squares after the triggering effect resolves.	
<b>Ride Launcher</b>	
An ally who leaps off the back of the spider can jump up to 6 squares without a test, and takes no damage if they fall during the jump. After the jump, the first melee strike an ally makes on the same turn gains an edge.	
<b>Wide Back</b>	
Two of the spider's size 1 allies can occupy the same space while riding the spider.	

GOBLIN MONARCH	LEVEL 1 LEADER
Goblin, Humanoid	EV 12
<b>Stamina</b> 86	
<b>Speed</b> 6 (climb)	<b>Size</b> 1S / <b>Stability</b> 1 <b>Free Strike</b> 4
<b>Might</b> +3 <b>Agility</b> +2 <b>Reason</b> -4 <b>Intuition</b> +0 <b>Presence</b> -3	
<b>Handaxe</b> (Action) ♦ 2d10 + 3 ♦ Signature	
<b>Keywords</b> Melee, Ranged, Strike, Weapon	
<b>Distance</b> Melee 1 or Ranged 5	<b>Target</b> Two creatures or objects
♦ ≤11   7 <b>damage</b>	
★ 12-16   10 <b>damage</b>	
✱ 17+   13 <b>damage</b>	
<b>Effect</b> An ally within 10 of the monarch can make a free strike.	
<b>Meat Shield</b> (Triggered Action)	
<b>Keywords</b> —	
<b>Distance</b> Melee 1	<b>Target</b> One ally
<b>Trigger</b> A creature targets the monarch with a strike.	
<b>Effect</b> The ally becomes the target of the triggering strike instead.	
<b>End Effect</b>	
At the end of their turn, the monarch can take 5 damage to end one save ends effect affecting them. This damage can't be reduced in any way.	
<b>Crafty</b>	
The monarch doesn't provoke opportunity attacks by moving.	
<b>What Are You Waiting For?</b> (Villain Action 1)	
<b>Keywords</b> Area	
<b>Distance</b> 10 burst	<b>Target</b> Each ally
<b>Effect</b> Each target can move up to their speed or make a free strike.	
<b>Focus Fire</b> (Villain Action 2)	
<b>Keywords</b> —	
<b>Distance</b> Ranged 10	<b>Target</b> One enemy or object
<b>Effect</b> Each ally within 10 squares of the target can move up to their speed toward the target.	
<b>Kill!</b> (Villain Action 3)	
<b>Keywords</b> —	
<b>Distance</b> Special	<b>Target</b> Special
<b>Effect</b> Each enemy in the encounter takes 2 damage for each goblin adjacent to them.	

# MYSTIC GOBLINS

Imbued with the power of the Cup of Iulius, these goblins have become super charged soldiers. They've grown larger and now embody the might of the warriors of old.

Queen Bargnot already leads an imposing number of goblins within the Jagged Edge. If enough of them were to sip from the sacred cup, she could take claim to the entire region all on her own.

## TRANSFORMED

The mystic goblins are transformed versions of the following goblins:

- The goblin assassin has become the **goblin shadowknife**
- The goblin cursespitter became the **goblin deathtongue**
- The goblin stinker has become the **goblin toxinaut**
- The goblin underboss became the **goblin mastermind**
- The goblin warrior has become the **goblin battleborn**
- Queen Bargnot, who originally used the goblin monarch stat block, has become **Mystic Queen Bargnot**

GOBLIN SHADOWKNIFE		LEVEL 2 HORDE AMBUSER	
Goblin, Humanoid, Mystic Goblin		EV 4	
Stamina 20		Immunity corruption 2	
Speed 7 (climb)		Size 1M / Stability 1	
		Free Strike 3	
Might +0	Agility +2	Reason +1	Intuition +1 Presence +0
Shadow Stab (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Magic, Melee, Ranged, Strike, Weapon			
Distance Melee 1 or Ranged 5		Target One creature or object	
♦ ≤11 5 corruption damage			
★ 12–16 6 corruption damage			
✱ 17+ 8 corruption damage			
Effect This ability deals an additional 2 corruption damage if the shadowknife has an edge on the power roll.			
Shadow Chains (Action) ♦ 2d10 + 2 ♦ 3 Malice			
Keywords Magic, Ranged			
Distance Ranged 10		Target Three creatures	
♦ ≤11 3 corruption damage; A<0 restrained (save ends)			
★ 12–16 5 corruption damage; A<1 restrained (save ends)			
✱ 17+ 6 corruption damage; A<2 restrained (save ends)			
Cunning			
The shadowknife doesn't provoke opportunity attacks from enemies by moving. Whenever the shadowknife is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, the shadowknife can make an opportunity attack against them as a triggered action.			
Hide While Observed			
The shadowknife can take the Hide maneuver even while observed. They become revealed if they end their turn without cover or concealment.			

GOBLIN DEATHTONGUE		LEVEL 2 HORDE HEXER	
Goblin, Humanoid, Mystic Goblin		EV 4	
Stamina 15		Immunity corruption 2	
Speed 6 (climb)		Size 1S / Stability 0	
		Free Strike 4	
Might -1	Agility +2	Reason +0	Intuition +2 Presence +0
Gaze of Surlach (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Magic, Ranged, Strike			
Distance Ranged 15		Target One creature	
♦ ≤11	4 corruption damage; I<0 weakened (save ends)		
★ 12-16	5 corruption damage; I<1 weakened (save ends)		
✱ 17+	7 corruption damage; I<2 slowed and weakened (save ends)		
Dizzying Hex (Maneuver) ♦ 2d10 + 2			
Keywords Magic, Ranged		Target One creature	
Distance Ranged 10			
♦ ≤11	I<0 prone		
★ 12-16	I<1 prone can't stand (EoT)		
✱ 17+	prone I<2 and can't stand (save ends)		
1+ Malice The deathtongue targets an additional creature for each malice spent.			
Cunning			
The deathtongue doesn't provoke opportunity attacks from enemies by moving. Whenever the deathtongue is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, the deathtongue can make an opportunity attack against them as a triggered action.			

GOBLIN TOXINAUT		LEVEL 2 HORDE CONTROLLER		
Goblin, Humanoid, Mystic Goblin		EV 4		
Stamina 15		Immunity poison 3		
Speed 6 (climb)		Size 1S / Stability 0		
		Free Strike 4		
Might -1	Agility +1	Reason +0	Intuition +1	Presence +2
Toxic Winds (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Area, Magic, Ranged				
Distance 4 cube within 15		Target Each enemy in the cube		
♦ ≤11	2 poison damage; slide 1			
★ 12-16	3 poison damage; slide 2			
* 17+	5 poison damage; slide 3			
1+ Malice Increase the slide for one target by 1 square for each malice spent.				
Swamp Fumes (Maneuver)				
Keywords Area, Magic, Ranged				
Distance 4 cube within 10		Target Special		
Effect The area is filled with a green haze until the start of the toxinaut's next turn or until the toxinaut is reduced to Stamina 0. The area is difficult terrain for non-goblin creatures, and each such creature who moves within the area takes 2 poison damage for each square moved. The poison damage ignores immunity. The haze can't be dispersed by wind.				
Cunning				
The toxinaut doesn't provoke opportunity attacks from enemies by moving. Whenever the toxinaut is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, the toxinaut can make an opportunity attack against them as a triggered action.				

GOBLIN MASTERMIND		LEVEL 2 HORDE SUPPORT		
Goblin, Humanoid, Mystic Goblin		EV 4		
Stamina 20		Size 1M / Stability 1		
Speed 6 (climb)		Free Strike 4		
Might −1	Agility +2	Reason +1	Intuition +1	Presence +1
Swordplay (Action) ♦ 2d10 + 2 ♦ Signature				
Keywords Melee, Strike, Weapon				
Distance Melee 1		Target One creature or object		
♦	≤11	4 damage		
★	12–16	5 damage		
✱	17+	7 damage		
Effect One ally adjacent to the target can make a free strike against them.				
Goad (Free Triggered Action) ♦ 1 Malice				
Keywords Area				
Distance Ranged 5		Target 1 creature		
Distance The target uses a strike that targets the mastermind or an ally within distance.				
Effect The mastermind retargets the strike to target themself or another ally. The new target must be a valid option for the strike.				
Saw You Coming				
The mastermind can't be surprised.				
Cunning				
The mastermind doesn't provoke opportunity attacks from enemies by moving. Whenever the mastermind is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, the mastermind can make an opportunity attack against them as a triggered action.				

GOBLIN BATTLEBORN		LEVEL 2 HORDE BRUTE	
Goblin, Humanoid, Mystic Goblin		EV 4	
Stamina 25		Size 1L / Stability 2	
Speed 6 (climb)		Free Strike 5	
Might +2	Agility +1	Reason +0	Intuition +1 Presence +0
Spear Charge (Action) ♦ 2d10 + 2 ♦ Signature			
Keywords Charge, Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
♦ ≤11	5 damage		
★ 12–16	6 damage		
✱ 17+	8 damage; prone; the battleborn continues charging up to their speed or until they can make a free strike against another creature or object		
Battle Flurry (Action) ♦ 2d10 + 2 ♦ 3 Malice			
Keywords Area, Melee, Weapon			
Distance 1 Burst		Target Each creature and object in the burst	
♦ ≤11	3 damage; M<0 bleeding (save ends)		
★ 12–16	4 damage; M<1 bleeding (save ends)		
✱ 17+	5 damage; M<2 bleeding (save ends)		
Cunning			
The battleborn doesn't provoke opportunity attacks from enemies by moving. Whenever the battleborn is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, the battleborn can make an opportunity attack against them as a triggered action.			

MYSTIC QUEEN BARGNOT			LEVEL 3 LEADER	
Goblin, Humanoid, Mystic Goblin			EV 20	
Stamina 120			Size 1L / Stability 2	
Speed 7 (climb)			Free Strike 5	
Might +2	Agility +3	Reason +2	Intuition +1	Presence +1
Power Axe (Action) ♦ 2d10 + 3 ♦ Signature				
Keywords Melee, Ranged, Strike, Weapon				
Distance Melee 1 or Ranged 5		Target Two creatures or objects		
♦ ≤11	9 damage; push 1			
★ 12–16	13 damage; push 2			
✱ 17+	16 damage; push 3 or A<2 prone			
Effect An ally within 10 of Queen Bargnot can make a free strike.				
Get Out There! (Maneuver)				
Keywords —				
Distance Melee 1		Target One ally		
Effect Queen Bargnot throws the ally up to 5 squares. The ally can make a melee free strike when they land.				
Show Them Your Might! (Free Triggered Action)				
Keywords —				
Distance Melee 1		Target One ally		
Trigger A creature targets Queen Bargnot with a strike.				
Effect The ally becomes the target of the triggering strike instead. Queen Bargnot shifts 1.				
End Effect				
At the end of their turn, Queen Bargnot can take 5 damage to end one save ends effect affecting her. This damage can't be reduced in any way.				
Cunning				
Queen Bargnot doesn't provoke opportunity attacks from enemies by moving. Whenever Queen Bargnot is adjacent to an enemy and willingly moves to a space no longer adjacent to that enemy, Queen Bargnot can make an opportunity attack against them as a triggered action.				
Focus Fire (Villain Action 1)				
Keywords —				
Distance Ranged 10		Target One enemy or object		
Effect Each ally within 10 squares of the target can move up to their speed toward the target.				
Kill! (Villain Action 2)				
Keywords —				
Distance Special		Target Special		
Effect Each enemy in the encounter takes 2 damage for each goblin adjacent to them, or 4 damage for each mystic goblin adjacent to them.				
Oversurge (Villain Action 3)				
Keywords Area, Magic				
Distance 5 burst		Target Each enemy and object in the burst		
♦ ≤11	3 damage; push 3; M<1 prone			
★ 12–16	5 damage; push 4; M<2 prone			
✱ 17+	8 damage; push 5; M<3 prone			
Effect Queen Bargnot erupts with energy. She becomes dazed (EoT) after using this villain action.				