

ENCOUNTER D7

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

D7 Groups

Group	Creatures
1	One wallmaster
2	One soulwight (captain) Four decrepit skeletons (minion squad)
3	One soulwight (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 soulwights 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 soulwights 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.