

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.