

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.