

# ENCOUNTER D14.2

The heroes face the Gilded Hand in the Delian Tomb.

## D14.2 Groups

| Group | Creatures           |
|-------|---------------------|
| 1     | Boddorf Buckfeather |
| 2     | Gorek               |
| 3     | Mara                |

## 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.

## BRAZIERS

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.