

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.