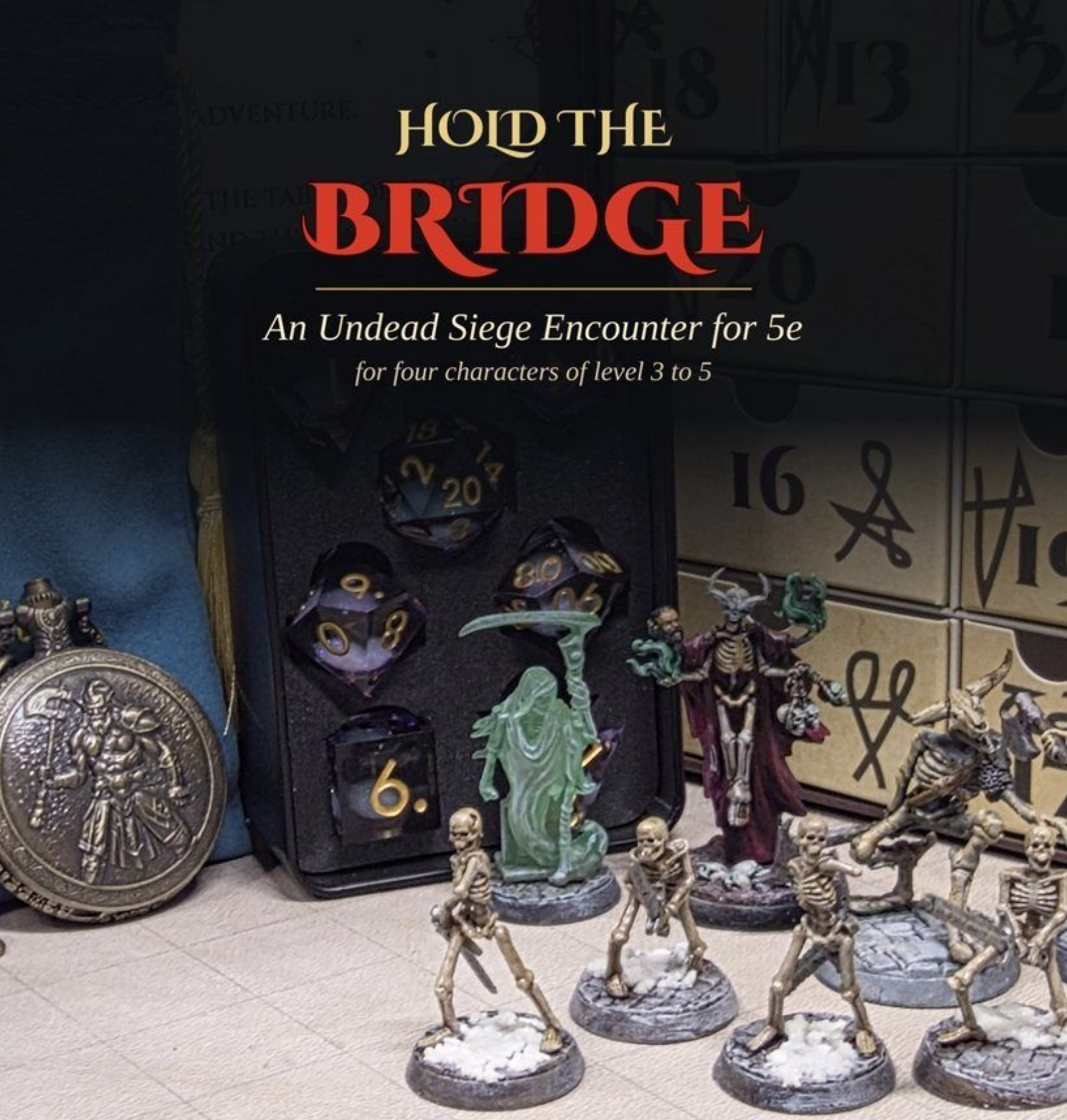
HOLD THE BRIDGE

An Undead Siege Encounter for 5e

for four characters of level 3 to 5



PROJECT KIRTRITE · FREE ENCOUNTER

The Encounter

The barrows on the far side of the Mourning Gorge opened at sunset, and the dead came out in ranks. Skeletons in rusted mail, ghouls running on all fours, two bone minotaurs dragging their axes, and at the back of the column a lich in a horned crown that the old songs call the Hollow Marshal.

Between the march and the village of Ashford there is one crossing: an old timber bridge on log posts, slung over a gorge so deep the river at the bottom is only a sound. Ashford has talked about cutting it more than once. It never does. Every field the village plants, the mill, and the only road to market are on the far side, and without the bridge Ashford starves by midwinter. So the village keeps its bridge, and one night a year, when the barrows open, somebody has to hold it.

Ashford has a log palisade, one gate and no one left who can fight. The last people who held this bridge were the Ashford Watch, four heroes whose names are carved on the plaque by the gate. They held it until dawn a year ago tonight, and died doing it. They are marching with the dead tonight.

The party does not have to win. They have to be standing on the bridge when the sun comes up.

At a Glance

- Built for four characters of level 4. Scaling for levels 3 and 5 is on the last rules page.
- Runs in 90 minutes to two hours: a short preparation scene, then a seven round siege that comes at you in ranks.
- Drops into any campaign with a village, a river or a gorge, and a graveyard that should have stayed shut.
- Every creature in it matches a miniature in the March of the Undead set, but any minis work.

Why Is the Party Here?

Pick the hook that fits your table, or roll a d4.

- 1. Passing through. The party is sleeping at the Ashford inn when the bell starts ringing.
- 2. The reeve's plea. Ashford's reeve rode out to find anyone with a sword, and found the party.
- 3. The Watch. One character knew one of the Ashford Watch, and heard they died on this bridge a year ago.
- 4. The Marshal's mark. Something the party carries came out of the barrows: a silver grave coin, a crowned ring, a dagger with a skull on the pommel. The Marshal wants it back, and he can feel it from across the gorge.

Setting the Table

Use a 1 inch grid, or print the free 17 by 11 Mourning Gorge map that comes with this encounter. The bridge is 2 squares wide and 8 squares long. The village gate stands two squares back from its west end, and the barrow road starts at its east end. Place the pieces like this:

- The party starts on the west bank, by the village gate. The plaque with the Watch's names hangs beside it.
- The march gathers on the east bank, out of reach. Line the undead up by wave, closest wave nearest the bridge.
- The Bone Chanter stands on the east bank, just off the end of the bridge, and never crosses.
- The Hollow Marshal, his three Grave Knights and the last Barrow Captain wait at the back of the column.
- The specter hangs in the air above the gorge, off the bridge entirely.

The March

- Waves 1 to 4: the Hungry (four ghouls) and the ghast, the specter, the Rank (four skeletons) with the first Barrow Captain, and the two Bone Minotaurs.
- Wave 5: the Ashford Watch, four Fallen Defenders, with the second Barrow Captain.
- Wave 7: the Hollow Marshal, three Grave Knights and the last Barrow Captain.
- Never crosses: the Bone Chanter, who raises the fallen from the east bank.

Before the Dead Arrive

The march is ten minutes out. The party can make two preparations, or three if someone talks the reeve into emptying the chapel and the storehouse (Persuasion DC 13).

- Pitch the planks. Oil the 4 pitch squares. Any fire lights it: a thrown torch (an action), a fire spell, or a hunter's fire arrow. Once lit, a creature that enters or starts its turn there takes 7 (2d6) fire damage. It burns for 3 rounds.
- Rig the drop. Saw through the beams under the east half of the bridge and lash it to a single rope run back to the west anchor. Ten minutes is only enough time for half. See Dropping the Bridge.
- Brace the gate. The gate falls at 5 Breaches instead of 3.
- Holy water. Four flasks from the chapel. Throwing one is an action: a ranged attack (range 20 feet, using Dexterity) that deals 7 (2d6) radiant damage to an undead it hits.
- Rouse the village. Four villagers with hunting bows line the palisade. At the end of each round, one arrow hits a creature of your choice on the bridge, or the specter, for 4 (1d8) piercing damage.

THE MAP

The full-size 17 by 11 map comes in two versions: this DM map with every position marked, and a clean player version to print for the table.



THE MOURNING GORGE, DM MAP. ONE SQUARE IS 5 FEET.

THE BRIDGE, SQUARE BY SQUARE

- The gate squares: the 2 squares at the west end of the bridge. Undead there cause Breaches.
- The pitch: the 2 lengths just west of the middle, both lanes, 4 squares in all.
- The drop: the east half of the bridge, 4 lengths and both lanes, 8 squares in all.
- Only 16 squares fit on the bridge. Undead that can't fit wait their turn on the east bank and step on as space opens. A traffic jam on the bridge is good news for the party.

The Arrival

Ashford's bell has not stopped ringing since sunset. Doors are barred, shutters are nailed, and the only light in the village is the pair of braziers at the west gate. Past the gate, an old timber bridge runs out over a gorge so deep the firelight just gives up. Somewhere far below, water is moving. On the far side, the fog is thick and very still. A grey haired man in a muddy coat is pacing in front of the gate with a pitchfork, and he nearly runs you through before he sees you are alive.

Reeve Hal Corbin

"Thank the gods. You can fight? Good. Nobody else here can. They're coming over that bridge, all of them, and I'd guess we have ten minutes. Tell me what you need. It's yours. Just leave me the bridge if you can. Every field we've got is on the other side of it."

Hal does not wait for an answer. He hands the party the gate keys and starts listing everything Ashford has: a chapel, a storehouse, a few hunters and a lot of frightened people. Behind him, faces watch from cracked shutters. Nobody else comes out unless the party talks Hal into rousing them.

Playing the Reeve

Tired, practical and terrified, and doing his best to hide the last one. He talks fast and keeps looking at the bridge. He wants Ashford standing at dawn, whatever it costs him.

His secret: a year ago tonight Hal was on this bridge with the Watch. When the dead came, he ran to ring the bell and never came back. He has never told anyone. A character who asks about the plaque sees him flinch (Insight DC 12). If confronted, he admits it and gives the party a third preparation for free.

A line to use: "The names on that plaque? Good people. Better than me. Read them out if you need courage. I never could."

The Plaque

The plaque by the gate reads: Brannoc, Durra Ironhand, Sylwen of the Vale, and Old Maddox. Held this bridge. Make sure at least one player reads it out loud. It matters when the Dawn Clock reaches 5.

THE SIEGE

The fog on the far bank goes very still, and then it starts to walk. You hear them before you see them: bone on stone, hundreds of steps keeping perfect time, and over it all a single voice calling the cadence in a language that was dead before the barrows were built.

Put a d8 beside the board showing 1. This is the Dawn Clock, and it always matches the round. Wave 1 steps onto the east end of the bridge before anyone acts. At the top of every round after that, turn the clock up by one, and the wave with that number steps on.

- 1. The Hungry. The ghoul pack and the ghast come running.
- 2. The specter drifts out over the gorge, heading for the gate.
- 3. The Rank. The skeleton rank marches out in step, with the first Barrow Captain behind it.
- 4. The Bone Minotaurs charge. The Bone Chanter starts raising the fallen.
- 5. The Watch. Brannoc, Durra, Sylwen and Maddox walk out, with the second Barrow Captain.
- 6. The Lull. Nothing new crosses. The column stops on the far bank and waits. Give the party one round to patch what is broken.
- 7. The Marshal. The Hollow Marshal, the Grave Knights and the last Barrow Captain step onto the bridge.
- 8. Dawn. The sun clears the hills at the top of round 8. Every undead in sight of it collapses into dust, and the Marshal withdraws with the night. The party has fought seven rounds.

RUNNING THE SIEGE

Roll initiative once for the party and once for each wave as it arrives. Each wave acts together on its count for the rest of the night. The Bone Chanter is on the east bank from the start and acts on wave 1's count, but he only starts raising the fallen at 4, or building a bone span if the bridge drops.

What the dead want: the gate. Undead move toward it and attack only a creature in their way or one that hurt them last round. The Hungry are the exception. They attack the nearest living creature, which keeps them busy and off the gate.

This is the balancing tool. Aimed straight at the party, the late waves are far past deadly. Marching for the gate, they are a race the party can win.

BREACHES

An undead that starts its turn in the two gate squares, or in contact with the gate itself, causes a Breach. At 3 Breaches the gate falls, the undead are loose in Ashford, and the party has lost the bridge even if they are still alive.

The specter can cause one Breach without using the bridge. After that it has done its job, and it turns on the nearest living creature. Holy water, magic and the hunters' arrows can all reach it in the air.

OVER THE EDGE

The bridge has rope rails and nothing else. A creature shoved off the bridge falls into the gorge. Undead that fall are gone for good. A living creature that falls makes a DC 13 Dexterity save to catch the ropes, and hangs there until it uses an action to climb back up. On a failure it takes 21 (6d6) bludgeoning damage on the rocks far below, and is out of the fight until dawn.

THINGS PLAYERS WILL TRY

- Turn Undead. Turned undead flee east. A turned unit or minotaur blocks the bridge behind it, which can hold up a whole wave.
- Drop the bridge without rigging it. The deck rests on two heavy beams at the west posts (AC 15, 40 hit points each). Destroying both drops the entire bridge, including anyone standing on it, and everything in Why Not Drop It Right Away still applies.
- Cross and kill the Chanter. The east bank is full of the march, so it is a suicide run, but a flyer or a long range spell can reach him. Without the Chanter, nothing gets raised.
- Talk to the Watch before they fight. They don't answer. Only their names reach them. See Remembered.

DROPPING THE BRIDGE

If the party rigged the drop, any character next to the west anchor can cut the rope as an action. The east half of the bridge falls into the gorge with everything on it, 8 squares in all. Living creatures on those squares make the Over the Edge save. The undead that fall are gone. The west half stays up, and it is now a very short bridge to nowhere.

Why Not Drop It Right Away?

Players will want to cut the rope in round 1. Let them, but tell them what it costs.

- The bone span. The moment the bridge drops, the Bone Chanter starts calling the fallen up out of the gorge. At the end of his second turn after the drop, a span of bone and rusted mail fills the gap, and the march keeps coming. While he builds it, he can't raise the fallen. Destroy him first and there is no span: the march has to go around the gorge, and it can't get there before dawn.
- Ashford pays for it. The bridge is the village's road to its fields and its market. If it falls, the village chest goes to rebuilding it, and the reward drops from 400 gp to 100 gp.
- The Watch go with it. A Fallen Defender that falls into the gorge can never be Remembered or laid to rest. Hal begs the party not to drop the bridge while the Watch are on it.

Cutting it early buys two rounds. Cutting it late, with the march packed onto the east half and the Chanter out of the way, wins the night.

The Last Watch

When the Clock Reaches 5

Four figures walk out of the fog together, and they do not march like the others. A huge man with an axe, a dwarf with a shield bearing a clan mark, a slender elf with a bow across her back, and an old man leaning on a staff. Their armor is the Ashford Watch's green, faded almost to grey. Behind you, somebody in the village starts to cry.

Playing the Watch

They don't speak, and they fight like soldiers who have done this before: shoulder to shoulder, no wasted motion. They want the gate, like everything else on the bridge.

Their secret: some part of each of them is still in there. When a character calls one by name, play the pause. When one fails its save, it answers with its last words: Brannoc, “Hold.” Durra, “Not one step.” Sylwen, “Run, Hal.” Maddox, “It was worth it.”

Remembered

The Ashford Watch were heroes. A character can use an action to call one of them by the name on the plaque. That Fallen Defender makes a DC 13 Wisdom save. On a failure it spends its next turn standing still, facing the village. A defender that fails twice turns around and walks back into the fog, and the Bone Chanter can't raise it again.

When the Clock Reaches 7

The Hollow Marshal

The column parts. A tall figure in a horned crown walks onto the bridge, and the braziers at the gate gutter and go blue. His voice carries without effort. “Ring your bell, Ashford. I paid for it. I was buried with that silver. Tonight I take it home.”

Playing the Marshal

Patient, proud and very old. He does not hurry, because he has never needed to. He wants Ashford's bell, which was cast from silver looted out of his barrow when the village was founded.

His secret: he can't be destroyed until his barrow is found. He knows it, and he fights like it.

A line to use: “You hold the bridge well. So did they.”

The Fight You Can't Win

Wave 7 is not meant to be beaten. The Marshal and his knights are there to be held for one round, slowed, burned or dropped into the gorge. Tell the players the clock is at 7 out loud. They will work it out.

Endings

- Dawn on the bridge. The dead fall to dust, the Marshal swears to return, and Ashford rings its bell for the heroes. “The bell rings out over the gorge, and for the first time tonight, nothing answers it.”
- The bridge drops. The village is safe, but cut off from its fields for the winter. The reeve is grateful and very worried about the harvest. “Across the gorge, the march stands at the edge until the sun takes it.”
- The Watch remembered. If two or more of the Fallen walked away, their ghosts appear at dawn to thank the party, and tell them where the Marshal's barrow lies. “Four shapes in faded green raise their hands, and are gone.”
- The gate falls. The party can still save the village street by street, but Ashford will burn tonight. “The bell stops ringing. Somehow that is worse.”

The Cast

Stat blocks use the fifth edition rules. Everything here is built from SRD 5.1 creatures, retuned for this fight.

How units work

A unit is several miniatures that act as one creature. It fills a 2 by 2 square space, which is the whole width of the bridge. It acts on one initiative and makes one attack for each miniature it has left. Every time it loses the listed number of hit points, remove one miniature. A unit can't be grappled, and it can't be shoved off the bridge while it has more than two miniatures.

The Hungry (ghoul pack, four miniatures)

Large unit of Medium undead, chaotic evil · Challenge 2 (450 XP)

Armor Class 12
Hit Points 52 (remove one miniature per 13 damage; 39 with three miniatures)
Speed 30 ft.
STR 13 (+1) DEX 15 (+2) CON 10 (+0) INT 7 (−2) WIS 10 (+0) CHA 6 (−2)
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10

Actions

Multiattack. The pack makes one claws attack for each miniature it has left.
Claws. Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 7 (2d4 + 2) slashing. The first time each turn the pack hits a creature that isn't an elf or undead, it makes a DC 10 Constitution save or is paralyzed until the end of its next turn.

Ghast

Medium undead, chaotic evil · Challenge 2 (450 XP)

Armor Class 13
Hit Points 36 (8d8)
Speed 30 ft.
STR 16 (+3) DEX 17 (+3) CON 10 (+0) INT 11 (+0) WIS 10 (+0) CHA 8 (−1)
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10

Traits

Stench. Any creature that starts its turn within 5 feet of the ghast makes a DC 10 Constitution save or is poisoned until the start of its next turn.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft. Hit: 12 (2d8 + 3) piercing.
Claws. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 10 (2d6 + 3) slashing. A target that isn't undead makes a DC 10 Constitution save or is paralyzed for 1 minute, repeating the save at the end of each of its turns.

The Rank (Skeleton Swordsmen, four miniatures)

Large unit of Medium undead, lawful evil · Challenge 2 (450 XP)

Armor Class 13 (armor scraps)
Hit Points 60 (remove one miniature per 15 damage; 45 with three miniatures)
Speed 30 ft.
STR 10 (+0) DEX 14 (+2) CON 15 (+2) INT 6 (−2) WIS 8 (−1) CHA 5 (−3)
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9

Traits

In Step. While the rank has three or more miniatures, ranged attacks against it have disadvantage.

Actions

Multiattack. The rank makes one shortsword attack for each miniature it has left.
Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 5 (1d6 + 2) piercing.

Bone Minotaur (two of them)

Large undead, lawful evil · Challenge 2 (450 XP)

Armor Class 12 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 40 ft.
STR 18 (+4) DEX 11 (+0) CON 15 (+2) INT 6 (−2) WIS 8 (−1) CHA 5 (−3)
Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9

Traits

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it makes a DC 14 Strength save or is pushed up to 10 feet away and knocked prone. On the bridge, that push can go over the edge.

Actions

Greataxe. Melee Weapon Attack: +6 to hit, reach 5 ft. Hit: 17 (2d12 + 4) slashing.
Gore. Melee Weapon Attack: +6 to hit, reach 5 ft. Hit: 13 (2d8 + 4) piercing.

Fallen Defender (the Ashford Watch, four of them)

Medium undead, neutral evil · Challenge 1 (200 XP)

Armor Class 14 (old armor)
Hit Points 30 (4d8 + 12)
Speed 30 ft.
STR 15 (+2) DEX 12 (+1) CON 16 (+3) INT 8 (−1) WIS 10 (+0) CHA 8 (−1)
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10

Traits

Remembered. See The Last Watch. A defender called by its name makes a DC 13 Wisdom save or loses its next turn.

Actions

Multiattack. The defender makes two old weapon attacks. Maddox makes two necrotic rays instead.
Old Weapon. Melee Weapon Attack: +4 to hit, reach 5 ft. Hit: 6 (1d8 + 2) slashing.
Necrotic Ray (Maddox only). Ranged Spell Attack: +3 to hit, range 60 ft. Hit: 7 (2d6) necrotic.

Barrow Captain (Three of Them)

Medium undead, lawful evil · Challenge 1 (200 XP)

Armor Class 16 (chain mail, shield)
Hit Points 33 (6d8 + 6)
Speed 30 ft.
STR 16 (+3) DEX 10 (+0) CON 12 (+1) INT 10 (+0) WIS 10 (+0) CHA 12 (+1)
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10

Actions

Polearm. Melee Weapon Attack: +5 to hit, reach 10 ft. Hit: 8 (1d10 + 3) slashing.

Bonus Actions

Call the Cadence. One undead ally the captain can see within 30 feet moves up to half its speed toward the gate without provoking opportunity attacks.

Specter

Medium undead, chaotic evil · Challenge 1 (200 XP)

Armor Class 12
Hit Points 22 (5d8)
Speed 0 ft., fly 50 ft. (hover)
STR 1 (−5) DEX 14 (+2) CON 11 (+0) INT 10 (+0) WIS 10 (+0) CHA 11 (+0)
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10

Traits

Incorporeal Movement. The specter can move through creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.
One Breach. The specter can cause only one Breach. After that, it attacks the nearest living creature.
Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls.

Actions

Life Drain. Melee Spell Attack: +4 to hit, reach 5 ft. Hit: 10 (3d6) necrotic. The target makes a DC 10 Constitution save or its hit point maximum is reduced by the damage taken, until it finishes a long rest.

The Bone Chanter

Medium undead, neutral evil · Challenge 2 (450 XP)

Armor Class 12
Hit Points 40 (9d8)
Speed 30 ft.
STR 9 (−1) DEX 14 (+2) CON 10 (+0) INT 16 (+3) WIS 12 (+1) CHA 14 (+2)
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11

Actions

Grave Bolt. Ranged Spell Attack: +5 to hit, range 120 ft. Hit: 11 (2d10) necrotic.
Bone Span. Only once the bridge has dropped. The Chanter calls the fallen up out of the gorge. At the end of his second turn using this action, a span of bone fills the gap and the march can cross. He can't use Raise the Fallen until the span is done.

Bonus Actions

Raise the Fallen (Recharge 5 to 6). One unit the Chanter can see gets back one removed miniature and the hit points that go with it, or one destroyed Fallen Defender stands back up with half its hit points. Creatures that fell into the gorge can't be raised.

Grave Knight (three of them)

Medium undead, lawful evil · Challenge 3 (700 XP)

Armor Class 18 (plate)
Hit Points 52 (7d8 + 21)
Speed 30 ft.
STR 17 (+3) DEX 10 (+0) CON 16 (+3) INT 10 (+0) WIS 12 (+1) CHA 14 (+2)
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 60 ft., passive Perception 11

Actions

Multiattack. The knight makes two grave blade attacks.
Grave Blade. Melee Weapon Attack: +5 to hit, reach 5 ft. Hit: 8 (1d10 + 3) slashing plus 3 (1d6) necrotic.

The Hollow Marshal

Medium undead, lawful evil · Challenge 4 (1,100 XP)

Armor Class 15 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft.
STR 11 (+0) DEX 14 (+2) CON 16 (+3) INT 18 (+4) WIS 14 (+2) CHA 16 (+3)
Saving Throws Con +5, Int +6, Wis +4
Damage Resistances cold, lightning, necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 60 ft., passive Perception 12
Languages Common, and the language of the barrows

Traits

Bound to the Night. At dawn, the Marshal withdraws to his barrow. He can't be destroyed tonight, only driven back. Reducing him to 0 hit points sends him back early.

Actions

Multiattack. The Marshal makes two bone lance attacks.
Bone Lance. Ranged Spell Attack: +6 to hit, range 120 ft. Hit: 9 (2d8) necrotic.
Dread Command (Recharge 5 to 6). Each creature of the Marshal's choice within 30 feet makes a DC 14 Wisdom save or is frightened of him for 1 minute, repeating the save at the end of each of its turns.

After the Dawn

Ashford pays what it can: 400 gp from the village chest (100 gp if the bridge fell, since the rest goes to rebuilding it), and free room and board for as long as the party wants it. The reeve also hands over the key to the Watch's old armory, which holds a +1 shield with Durra's clan mark on it and Old Maddox's spellbook (detect magic, mage armor, magic missile, shield, misty step and gentle repose).

If any of the Watch were remembered, their families ask the party to lay the rest of them to rest in the barrows. That trip is the next adventure, and the Hollow Marshal will be waiting.

Scaling the Fight

The waves are built so no single round is overwhelming, but leftovers stack up fast. As a guide, wave 1 on its own is a medium to hard fight for four level 4 characters, and wave 7 is far past deadly. That is on purpose: the clock, the edge and the drop are how the party wins.

- Level 3. Remove the ghast from wave 1, and give each unit three miniatures. Dawn comes at 7, so move the Marshal up to 6 with one Grave Knight and the last Barrow Captain.
- Level 5. Move the second Barrow Captain up to wave 3, so wave 5 is the Watch alone, and give the Bone Minotaurs 90 hit points.
- Five or six players. Waves 3 and 4 arrive together, and the gate falls at 4 Breaches (6 if braced).
- Three or fewer players. The party gets three preparations for free, and wave 5 arrives at 6 in place of the lull.

QUICK REFERENCE

Keep this page open during the siege.

- Dawn Clock: d8, starts at 1, goes up at the top of each round. Waves at 1, 2, 3, 4, 5 and 7. Dawn at 8.
- Breaches: undead starting its turn in the gate squares or touching the gate. Gate falls at 3 (5 if braced). The specter causes one Breach only.
- Over the Edge: DC 13 Dexterity to catch the ropes, or 21 (6d6) and out until dawn. Fallen undead are gone.
- Remembered: an action to call a name. DC 13 Wisdom or the defender loses its turn. Two failures and it leaves.
- Pitch: 7 (2d6) fire on entering or starting a turn there, for 3 rounds once lit.
- Holy water: ranged attack, 20 ft., 7 (2d6) radiant. Hunters: 4 (1d8) at the end of each round.
- The drop: an action at the west anchor. The east half falls (8 squares). The Chanter's bone span fills the gap at the end of his second turn after, unless he is destroyed. Reward drops to 100 gp.

TRACKER

THE MINIATURES

Every creature here is a miniature in the March of the Undead set from our Premium Dice Advent Calendar: 24 miniatures, a full war band. The next page shows who plays whom.

THE COMMAND



THE HEAVY HITTERS



THE HUNGRY



THE BONE LINE



WHO PLAYS WHOM

THE ASHFORD WATCH



- The Hollow Marshal: the lich in the horned crown with the skull staff.
- The Bone Chanter: the robed undead sorcerer with the spellbook.
- The Grave Knights: the three armored knights in full plate.
- The Barrow Captains: the commander with the halberd and round shield, the crowned commander with the curved blade, and the robed figure on the sarcophagus.
- The Bone Minotaurs: the two skeletal minotaurs with axes.
- The specter: the clear resin specter with the scythe. Light it from below if you can.
- The Hungry: the three ghouls plus the clawed figure in the hat and cape, as one pack.
- The ghast: the hooded, long-armed ghoul who leads them.
- The Rank: the four skeleton swordsmen.
- The Ashford Watch: the four undead adventurers, a barbarian, a dwarf, an elf and a wizard.

No calendar? Any undead army works. Cast by silhouette: one caster in a crown, a few armored leaders, two big things with horns, a pack of runners, a block of skeletons, and four figures that look like they used to be heroes.

FROM PROJECT KIRTRITE

The March of the Undead set ships in the Premium Dice Advent Calendar: 24 rune-numbered drawers in our Codex Kirtrite Arcanum grimoire box, a premium dice set of your choice, and every miniature above. Every miniature is printed in house in Utah. Find it at projectkirtrite.com.

Thank you for playing

HOLD THE BRIDGE

More quests, minis and terrain at

PROJECTKIRTRITE.COM

Consult the Oracle.

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