

ENCOUNTER D6

The heroes encounter incorporeal undead if they don't properly solve the puzzle in the Hall of Triumph.

D6 Groups

Group	Creatures
1	One ghost
2	Two specters
3	Two specters
4	Two specters (optional)
5	Two specters (optional)
6	Eight shades (optional; minion squad)
7	Two specters (optional)

ENCOUNTER ADJUSTMENTS

If this encounter has more or fewer than five heroes, make the following adjustments:

- For six heroes, add **two specters**.
- For four heroes, remove **two specters**.
- For three heroes, remove **four specters**.

TACTICS

The ghost uses Haunt on himself or an ally each round to damage as many enemies as possible with Corruptive Phasing. They try to keep their distance from foes, using Heat Death each round. The specters move into melee position, each taking on a different hero if they can. On the first round, using their Decaying Touch to weaken foes. On subsequent rounds, they move through foes with Corruptive Phasing before doing so again. If shades are present, each moves to target a different creature, spreading the damage around as much as possible. They move through their foes when possible to do so without taking an opportunity attack. The undead save their Malice to use Dread March and the ghost's Shriek triggered action.

ENDING THE ENCOUNTER

If the ghost is destroyed, all other enemies are destroyed, and the plaque pops open, revealing a compartment. Defeating the ghost earns each hero 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.