

**Read this note before starting:** The first thing the Heroes should notice is that the door to the first room is already open. All the **Blue** doors are already open, but do not put the monsters on the board until the Heroes have looked into the room. The Tombs of Draglamoor are **PULSING** with Necromantic Energy. When a Hero kills a Monster on this board, tip the miniature over, but do not remove it from play. The dark magic in this dungeon will reanimate each Undead monster in 2 turns unless it is destroyed. Undead can only be destroyed by one of the following means: a **Fire spell**, a **Clerical spell**, **Sacred Water**, or by a successful attack with one of the following Artifacts – **Spirit Blade**, **Durindana**, **Pharoe's Hammer**, **Banisher**, **Hammer of the Gods**, or a **Silver Arrow**. In addition, the dark magic has already started to infect the Orcs, and they are well on the way to doing your job for you. All the Orcs with the green icons are **alive**, where as all the Orcs with the red icons are **Undead** and have the following stats:

Atk	Dfd	BP	MP
1	1	1	0

As soon as the first Hero looks in room "A", play immediately stops and Zargon gets a turn. What the Heroes see is that the Orcs are already in heated combat. The Orcs in this game will not attack the Heroes until **all** the Undead in the room with them are dead or unless the Heroes attack them first. In fact, if the Heroes help the Orcs and attack the Undead **FIRST**, the Orcs can be reasoned with and can be talked into a temporary alliance. Any Orc killed on this board will also re-animate.

A. The Secret Door in this room is locked.      B. The Orcs in this room are also locked in combat.

C. The Orc Chieftain is in this room. He wields an Orcish version of the Spirit Blade that allows him to attack Undead monsters twice in one turn, but the blade can only be used by an Orc. If the Heroes have not yet killed any Orcs, the Chieftain will offer to ally with the Heroes and will tell them how to destroy the Undead. He is carrying 5 vials of **Sacred Water**. He has the following stats:

Atk	Dfd	BP	MP
4	3	3	6

D. The Key to the secret door in "A" is in this room.      E. Artifact: **2 Spell Scrolls: Ball of Flame**

F. Artifact: **Ring of Phantom Form**

# Artifacts

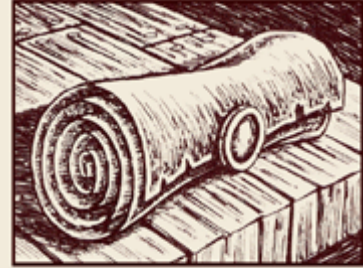
## Ring of Phantom Form



This ring will allow the user to become and remain intangible for 1D6 turns. While intangible, the character may not attack or be attacked, but magical proficiency and resistance are not affected. While intangible, you may ignore all traps, doors, walls, monsters, etc. that lie in your path. If the Hero is in a rock room when they become tangible again they are trapped forever.

*May be used once per game.*

## Spell Scroll



## Ball of Flame

This spell can be cast on any character, enveloping it in a ball of flame. It will inflict 2 Body Points of damage. The victim then rolls 2D6, and for each 5 or 6 rolled, the damage is reduced by 1 Body Point.

©1992 Milton Bradley

## SACRED WATER



This strange, murky blue liquid can be used to destroy the Undead. It can be thrown at any one Undead monster you can "see", and will do 1D4 Body Points of Damage, undefendable.

## Spell Scroll



## Ball of Flame

This spell can be cast on any character, enveloping it in a ball of flame. It will inflict 2 Body Points of damage. The victim then rolls 2D6, and for each 5 or 6 rolled, the damage is reduced by 1 Body Point.

©1992 Milton Bradley