

Scenario Goals

The scenario is complete when all enemies in it are dead and both switches **a** have been activated. At the end of that round, read **93.4**.

Introduction

It's always strange, traveling deep underground, but it's made even stranger by the musty smell of undead that clings to you like grease smoke. You try to ignore it, to put the stench out of your mind, but it only seems to grow as you move deeper into the catacombs. Along with the stench, the eerie green light has grown in intensity as well. It gleams down every hall now, and you find yourself relaxing in its glow. You shake your head and try to clear the thought, knowing full well this is not the place to let your guard down, but still, the insidious soothing feeling persists.

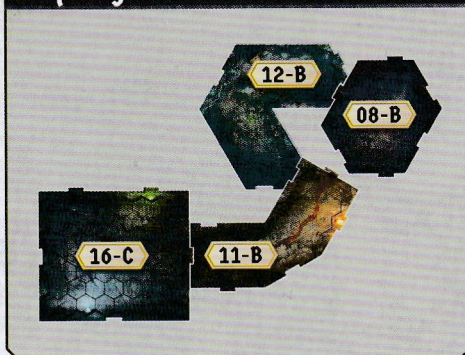
The catacomb tunnels grow deeper. The floor and walls turn to uneven stone and the air becomes stale, the long years having petrified it into a thick fume.

You stop. Something moved just ahead. You raise a torch and see flickers of shadow shift in the passage. A body, large and wispy black, detaches from the wall and moves to block the path forward. It is made of shadow and corroded black armor, its face guarded by a jagged helm, and it has seen you. It rises slowly, its eyes burning with palpable menace, and releases a deep, hateful groan.

Section Links

When door **1** is opened, read **78.2**.

Map Layout



Scenario Key

Ice Wraith	Cave Door	Debris
Living Doom	Large Cave Corridor	Ice Pillar
Living Spirit	Trap	Sarcophagus
Ooze	Altar	Treasure

Loot

☙	x8
☙	x5
☙	x3
☙	x1
☙	x2
☙	x1

