

THE SOUND OF DEATH

Risk level: ☠☠☠☠☠☠

"Can you hear it? That sound that echoes even through the stone? It is not the wind, nor a trick of the ear: it is the Sound of Death.

In the temple crypt below, a curse animates the remains of the dead, fashioning instruments that play this ghostly litany. Its sinister melody carries the power of evil, stirring the dead who slumber in the valley.

You must silence it, or the entire Shire will be drowned in death.

Go now. Break the instruments, scatter their bones, and end the sound... before it ends us all."



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. The Treasure Room represents the Music Hall, where the Bone Instruments are. The Heroes must reach the Hall, defeat the **Ogre Zombie** Boss there, destroy the Bone Instruments, and then exit the Dungeon through the Entrance.

Special Rules: The Boss spawns as soon as a Hero enters the Room. Destroying the Instruments requires ☠+2 Interact actions.

Music of Madness: Heroes inside the music area (the Treasure Room + adjacent Rooms) suffers -1 to hit. When a Hero enters the Treasure Room, they must roll a Strength Test (ST 3, Fear). On a failure, they are paralyzed until the music continues.

Traitor must defeat the Boss in the Treasure Room while keeping the Bone Instruments intact, then exit the dungeon through the Entrance.