



# Cleric — Turning Undead

Difficulty: *Easy*

You reach the altar at the center of the dungeon level. Several undead creatures have you surrounded: Three **Spectres**, three **Skeletons**, two **Devourers**, two **Zombies**, a **Mummy** and a **Vampire**. Your cleric holds up her holy symbol, and a blast of holy light scatters them back to their lairs.

Only Spectres and Devourers can pass through walls. The Zombies, Mummy, and Vampire avoid fire. Spectres and the Vampire cannot cross water. Finally, the Vampire and Mummy must return to their tombs. What do you find in the altar?

## Map Key

-  Tomb
-  Corridor
-  Room
-  Water
-  Bridge
-  Wall
-  Fire Pit
-  Lair

