

BOOK OF POTIONS

Risk level: ☠☠☠☠☠☠

MiniQuest: At setup give 1 Item card to each player. A player must keep it.

The Archmage Durim is searching for an ancient tome, the Book of Potions. After years of research, he finally located it in a forgotten dungeon. This dungeon is part of an ancient temple, likely inhabited by many evil creatures.

"Bring me this book, and I will give you your weight in gold," he said.

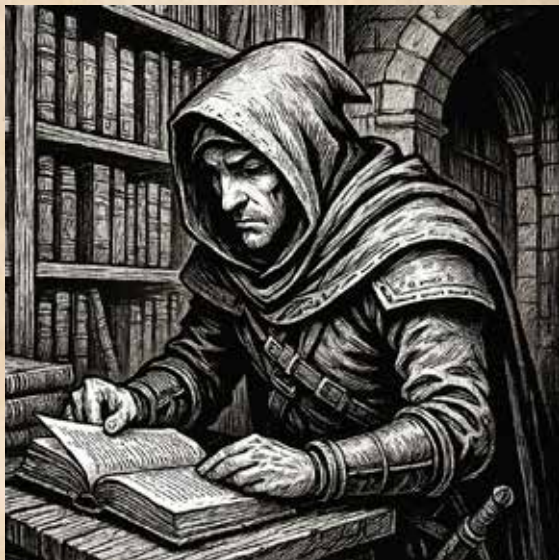
"Crabby old man, my weight in gold!

I need to hurry and contact my old friends to form a company," you thought. "We have a deal, old crazy

man. I'll do it, but do you have any idea where exactly I can find this

book? I don't want to search the entire dungeon; it will be crawling with monsters and traps."

"Of course, my friend. I know its exact location," he replied, "but be warned: powerful creatures guard the book."



This adventure requires 2 or more players. Draw a **Map card** to place a tile for the farthest Guard Post (face down), and place a random Library Room adjacent to it.

You must reach the Library and spend X rounds analyzing books. The more consecutive round you spend, the more likely you are to find the right Book. If you find it, take the Book (Interact action) and exit through the entrance.

The Traitor's goal is to take the book, destroy it (Interact action), and then exit through the entrance.

Analyzing Books: As soon you start to analyze Books, and at the start of every round you are doing it, place an Encounter using the first Encounter card on the deck. Only a Hero can analyze books at a time. The analyzing Hero must remain in the Room and cannot fight; if engaged, they automatically take 1. They can stop analyzing at any Round end.

When it happens and if there is no combat in progress in the room, draw 1, 3, 6, or 10 Item cards for analyzing for 2, 3, 4, or 5 rounds. If you get a Potion Item, you found the right Book! Take an Adventure tile to represent it.

If you fail, you can repeat the Analyze and the procedure above.