

YOU TALK TOO MUCH!

Risk level: 🦴🦴🦴🦴🦴🦴

MiniQuest: During setup, draw 4 Item cards and assign 1 card to a player.

"Yes, right there—you know the place? Well, here's a valuable tip: there's a tomb of a significant figure buried there. He was some kind of priest or necromancer, I'm not exactly sure, but someone like that. Anyway, this guy was incredibly wealthy, and he brought with him to the afterlife a treasure trove of rubies and emeralds. Just imagine, it's all there, unguarded, and nobody has a clue!"

You can't help but lean in, intrigued by the conversation coming from the nearby table.

"And that's not all! I know for certain there are four additional rooms where he stored ancient, rare scrolls that are worth a fortune!"

The man and his friends are clearly drunk and won't be moving until tomorrow... if you leave now, the loot could be yours to claim!



In this adventure, treat Yellow Hours as Green, effectively extending the Green Period. Similarly, treat Orange Hours as Yellow, and disregard Red Hours, as they do not apply.

Draw a **Map** card and placing Room tiles (face down) for each feature (Guard Posts and the Treasure Room).

Your primary objective is to locate at least three Scrolls. Scrolls can be found by performing a Search action in Guard Posts, so by clearing three Guard Posts, you can discover three Scrolls. Additionally, you must retrieve the treasure from the Treasure Room and then exit the Dungeon through the entrance.

The Traitor must collect at least two Scrolls before they can exit through the entrance, regardless of whether they obtain the treasure from the Treasure Room or not.