

THE BLOOD MOON RITUAL

Risk level: 🦴 🦴 🦴 🦴 🦴 🦴

MiniQuest: At setup, draw 6 Item cards. Each player can choose 1.

"There is no time to waste". The old cleric is weary and worn. The marks of the recent battle still linger on his body and in his mind. "Beneath these ruins, the Ritual of the Blood Moon is underway", he continues. "The cult has gathered their four leaders and sealed them inside the chamber of the rite. As long as they remain there, chanting and bleeding, the crimson moon descends upon us and even the air turns to poison.

Every wound you suffer in that place will feed their power. Every drop of blood spilled will make their magic stronger. I have seen warriors flee from that hall, only to find their foes restored, as if time itself had erased every injury. I beg you—stop the ritual. Break the ceremony and strike down the four Leaders before the moon reaches its peak. If you fail, there will be nothing left to save".



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. The Treasure Room represents the Ritual Chamber. Place four Leaders (one of each type) in the Treasure Room. They are the Cultists. Heroes must reach the Ritual Chamber, defeat all Cultist Leaders, and exit the Dungeon through the Entrance.

Special Rules: Whenever a Hero takes damage (no matter how much), place 1 Ritual Token in the Treasure Room. The Leaders remain inactive until a Hero enters the Ritual Chamber. Once entered, they act normally. Each Leader gains +1 ♥ for every Ritual Token in the Room. If Heroes flee the Chamber, Leaders remain inside, but all damage or effects they had suffered are immediately removed. The Ritual Chamber is sealed by magic—no action or effect may be made there from outside.

Traitor must ensure the Heroes enter the Ritual Chamber and are defeated by the Leaders. Leaders and other Creatures attack the Traitor as normal.