

THE CLOCKWORK TOMB

Risk level: ☠☠☠☠☠☠

"My dear friends, perhaps you have not understood me well... I am speaking of a tomb that does not breathe dust, but gears.

Beneath the mountain, the ancient builders forged a sepulcher that is also a machine: the corridors are cogs, the walls are gears, and every step you take triggers an unseen mechanism.

I have heard its heartbeat, like the pulse of a sleeping colossus...

Yes, I too have heard of the treasure said to lie within, but I do not believe it is worth the risk. Think carefully. That place has a life of its

own... it could close upon you like a vast gear, grinding you into dust.

If you will not turn back, then at least make haste. For once the machine begins to turn again, there will be no escape".



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. The Heroes must reach the Treasure Room and perform a Search action to find the Treasure. In addition to the normal loot, they will discover a giant diamond. Once the Treasure is found, they must exit the dungeon through the Entrance.

Special Rules: At the end of every Hour, replace the Room with the fewest Heroes inside with a new tile, even if it does not match the adjacent Rooms. Any Hero in that Room must roll ST vs. 3 or take 1 damage. At the end of every Period, the Guard Posts shift: draw 1 card for each Room and move it in the direction shown (N, S, E, or W).

Traitor must take the diamond and escape the dungeon alone through the Entrance.