

THE FEAST OF WORMS

Risk level: ☠☠☠☠☠☠

"I have seen the banquet hall with my own eyes.

A vast table, still laden as if the guests were about to arrive... yet the food is foul, rotten, and from every dish crawl demonic worms that feast on flesh and burrow into living hosts.

Those who are wounded down there do not die immediately... no, they become carriers. I watched men scream as the larvae wriggled beneath their skin, twisting them into soulless beasts.

If you do not destroy that cursed feast, the banquet will never end,

and the dungeon will spill its swarm upon the world above.

Go now. Burn the table, end that feast of death... or we shall all be devoured by darkness".



Use two Map cards. Place the first one as usual, with all elements face down on the table (Guard Posts and Treasure Rooms). Then place the second one in reverse (South–North), overlapping its Treasure Room with the one already on the table. Place Room tiles (face down) for this second Map card as well. Create a Hall around the Treasure Room as you prefer, and place a **Dragon Boss** there along with 4 tokens (Eternal Torch elements). Flip the South Entrance tile, as it is closed, and place the Heroes there. The only way to exit is through the North Entrance.

Heroes must reach the Treasure Room, kill or keep the Dragon away, perform 4 Undertaking actions on the Torch to extinguish it, and finally, exit the Dungeon through the North Entrance.

Special Rule: The Dragon's Perception is reduced to 3 while it is sleeping. It remains inactive until it hears a Hero, then acts normally.

Traitor must prevent the Torch from being extinguished and escape the Dungeon.