

THE FEAST OF WORMS

Risk level: ☠☠☠☠☠☠

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

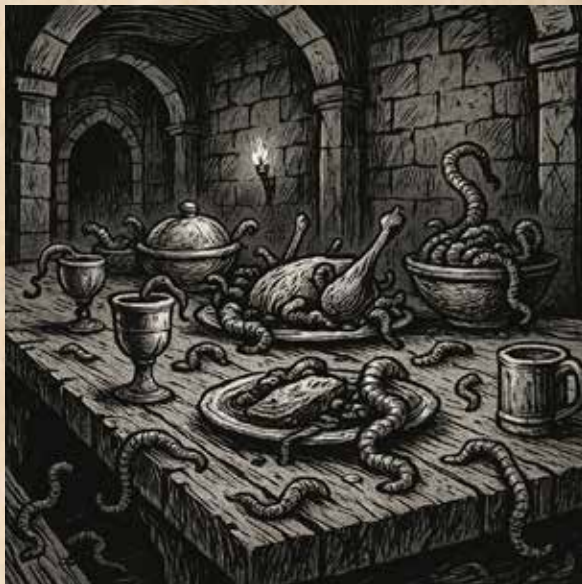
A vast table, still laden as if the guests were about to arrive... yet the food is foul, rotten, and from every dish crawl demonic worms that feast on flesh and burrow into living hosts.

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".



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. The Treasure Room represents the Banquet Hall, which is the source of the Infestation. Heroes must reach the Banquet Hall and perform 3 Undertaken actions on the Source to purify it (by burning or blessing the feast). Then, they must exit the dungeon through the Entrance.

Special Rules: The first time a Hero takes damage from a Creature, they must roll ST vs. 4. On a failure, they become Infested. An Infested Hero loses 1 ♥ at the end of the Green Hour, 2 ♥ at the end of the Yellow Hour, and 3 ♥ at the end of the Orange and Red Hours. They may spend 1 Healing Potion Item (any that heal ♥) to cure themselves. Powers do not work. Each time a Creature or Hero dies while Infested, spawn 2 Worm Creatures in that Room.

Worm: ♥+1 / ♦+1 / ♠3. If it hits, the Hero must roll ST vs. 3 (disease) or become Infested

The Traitor must purify the Source and exit the dungeon carrying a dead Worm (requires an Interact action to pick it up).