

THE FLOODED HALLS

Risk level: ☠ ☠ ☠ ☠ ☠ ☠

"My lands are drowning, adventurers. The valley floods more each day, and no engineer can explain why. But I know the truth: it comes from below!", the Baron says.

"Beneath the mountains lies an ancient sluice, built to control the waters of the underground rivers. Now the sluice has broken, and the dungeon that houses it is filling with torrents that spill into my fields, my villages... my home. I command you: descend into those cursed halls, find the sluice chamber, and restore its mechanisms before the waters rise beyond control. Do this, and you shall be rewarded as saviors. Fail... and my valley will be lost beneath the flood!"



Draw a Map card and place Room tiles (face down) for Guard Posts and the Treasure Room. The Treasure Room represents the Sluice Chamber (ancient water gates). Heroes must reach the Sluice Chamber and perform 6 Undertaking actions to activate the sluice and drain the waters. Then they must exit the dungeon passing through several submerged Rooms.

Special Rules: Place a Flood Marker at the Entrance (use a cube or any other token). At the end of every Hour, move the Flood Marker to North by 1 Room row. Every Room behind this marker is now flooded. Heroes in a flooded Room must spend +1 Action cube for every movement, and, if still submerged at the end of the Hour, they take 1 ♠.

Drowning: If the Flood Marker reaches the Treasure Room before the sluice is activated, the adventure fails immediately.

Traitor must activate the sluice and be the only to exit.