

FOLLOW THE LIGHT

Risk level: 🦴🦴🦴🦴🦴🦴

MiniQuest: At setup give 3 Item cards to each player. At least a player must keep 1 card.

My brothers and sisters, the time has come. Valeria, chosen by the Light itself, must be escorted safely to the Sanctuary of the Light deep within the sacred mountains. There, she must complete the ancient ritual, a rite that could tip the scales in our favor during these dark times. But the path is fraught with danger. Our enemies—creatures of shadow and malice—know of her journey and will stop at nothing to see her fail.



During the ritual, Valeria will enter a deep trance, surrendering herself fully to the Light. In this state, she will be unable to defend herself—vulnerable, fragile, a beacon for those who seek to harm her. It falls to us, her loyal protectors, to shield her from harm, no matter the cost.

Draw a **Map** card to place a Room tile for every of the four Guard Posts and Treasure Room (face down), then remove a Guard Post of your choice. Add an Adventure tile (or a standee/miniature) on Starting Room to represent the Priestess of the Light.

The Priestess (15 ♥) counts for 🧑, always acting first in Initiative. In all Encounters, her position is treated as Position zero. She cannot be teleported and moves 1-2 spaces per Round, up to a maximum of 3 movements per Hour. This movement is optional. The Priestess will always take the shortest path to the Treasure Room, ignoring risks and dangers. If engaged, she will not fight but will continue moving, automatically taking damage from opponents. Upon reaching the Treasure Room, she will remain there for 1 full Hour to complete the ritual. Afterward, she will begin her journey back to the entrance to exit the dungeon. The Heroes must defend and protect her at all costs. They may heal the Priestess if they wish.

The Traitor's objective is to ensure the Priestess dies, but only after she completes the ritual in the Treasure Room and before she exits the dungeon.