

THE FORGOTTEN FORGE

Risk level: 🦴🦴🦴🦴🦴🦴

MiniQuest: At setup give 1 Item card to each player. At least 1 player must keep it.

"In the darkest depths of the mountain lies an ancient forge, once the pride of master smiths who crafted legendary weapons. Those blades and hammers were destined for heroes... but when the mountain shook, the forge was buried and forgotten.

Now its heart of fire burns again, unchecked. Its flames spill into the corridors, and if no one intervenes, soon the entire dungeon will collapse, swallowing everything.

Within, the legendary weapons still await, intact, ready to be claimed.

But know this—the heat will consume you, and with every passing hour the forge grows more unstable.

Descend, take what you can... and escape alive, before the mountain seals itself once more.."



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. The Heroes must find the Ancient Forge using **Clues**. Once discovered, a Hero may perform a Search action there to recover a **Legendary Weapon** (each Hero may take only one; these weapons are ineffective in combat). Then, all Heroes must exit the Dungeon through the Entrance before the Forge collapses.

Special Rules: At the end of each Hour after the Ancient Forge is revealed, draw an Item card and check its number: 1–20: A burst of flames deals 2 🔥 to all Heroes in the Forge and adjacent Rooms. 21–40: The heat spreads. Place a heat token (cube or similar) in the Forge and in all Rooms within distance 2. Any Hero entering one of these Rooms takes 1 🔥 per token. 41+: The Forge rumbles. Heroes in the Forge or in Rooms within distance 2 lose 1 Action cube. If the Forge Room accumulates 4 heat tokens, the Forge collapses: all Heroes in that Room and adjacent Rooms are killed, and the adventure is failed.

Traitor must claim one **Legendary Weapon** for themselves and escape the Dungeon before the others.