

FOUNTAIN OF SHADOWS

Risk level: 🦴🦴🦴🦴🦴🦴

MiniQuest: At setup, deal 🧑 Item cards to the Lead player. Without speaking to the others, this player must assign 1 card to each player.

Magic Shards: A character must spend 3 🌿 of different colors to be able to find the Chamber.

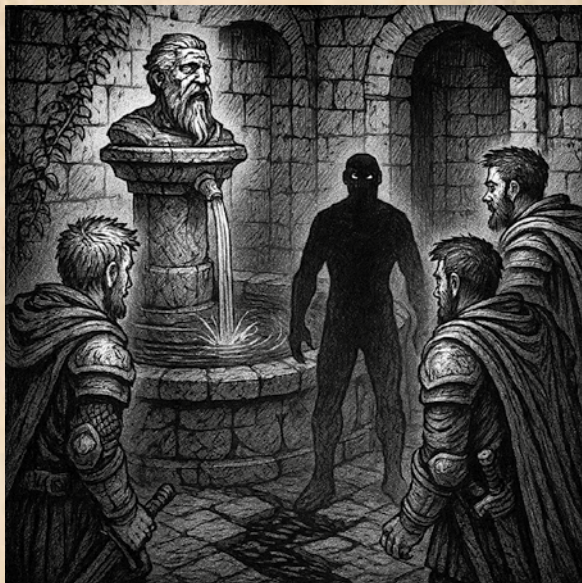
"There is a place I dare not enter, though I have seen its glow from afar.

Deep in the dungeon lies an ancient fountain, its waters black as obsidian. But when one gazes into it, the fountain does not reflect the face... it reflects the shadow.

Those who looked upon its surface saw their own darkness rise, step out of the water, and turn against them. None survived their duel.

You must descend to the Chamber of the Fountain and end this curse. Purify the waters before the shadows escape their prison.

But beware, each of you will face not a stranger, but the darkest reflection of yourself.



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. The Heroes must use **Clues** to find the Chamber of the Fountain. **Magic Shards** are required to place this Room tile, as it is magically hidden.

Once inside, the Heroes must perform 3 Search actions to purify the Fountain's waters through ancient rituals. After purification, they must exit the dungeon through the Entrance.

The first time each Hero enters the Chamber of the Fountain, their shadow takes form: place the Shadow Boss with 🧑+1 Spectres. The Boss assumes the appearance of the Hero with the most HP. To distinguish it, each Hero must pass a ST vs. 5 (Charm). If the ST is failed, the Hero may still attack, if wants. Resolve the attack normally, then draw a card: If the card number is odd, apply the damage to the Shadow. If the card number is even, apply the damage to the Hero.

The Traitor must defeat the Shadow Boss, but prevent the purification of the Fountain.