

THE IDOL OF ASHES

Risk level: 🦴🦴🦴🦴🦴🦴

MiniQuest: At setup, give 3 Item cards to each player. Each player can keep 1 card.

"Time is short. Hidden in the temple's depths lies the Idol of Ashes—small enough to be carried in one's hands, yet powerful enough to burn a city to the ground. Within it burns a flame that never dies, fed by the blood and souls of the sacrificed.

Already its sparks spread through the corridors: rooms fill with smoke and embers, and every fallen creature fuels its fire. If the idol is not quenched, the entire dungeon will become an inescapable inferno.

Descend, find the idol, and smother its cursed flame.

And hurry... for someone may try to steal it, and should that happen, all hope is lost."



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. Place the Treasure Room as the Chamber of the Idol. At the start of the adventure, place 1 Fire token in the Treasure Room (use a cube or similar marker). The Heroes must prevent the fire from spreading and deactivate the Idol by performing 3 Interact actions in the Treasure Room. Once the Idol is deactivated, the Heroes must exit the Dungeon through the Entrance.

Special Rules: At the end of every Hour, place 1 Fire token in a Room connected to the Treasure Room. If all connected Rooms already have a Fire token, place a new connected Room (face up) as close as possible to the Treasure Room, and put the token there. Any Hero entering a Room with Fire takes 1 ♠. If the Fire tokens reach the Entrance, the Idol erupts and the adventure is failed.

Traitor must take the deactivated Idol and escape the Dungeon.