

# THE LIVING LABYRINTH

Risk level: ☠☠☠☠☠☠

**MiniQuest:** At setup, draw 1 Item card and assign it to a player.

**Magic Shards:** A character must spend 3 🍀 of different colors to inactivate the Heart.

*Sir Lugubrone was very clear: 'Stop this insane shifting maze.' He surely has a hidden plan and wants us to open the way.*

*The Mage conducted some research and uncovered much useful—if unsettling—information:*

*This dungeon is unlike any other. Its walls twist and move, corridors vanish only to reappear elsewhere, and the very stone seems alive, eager to mislead intruders.*

*At the heart of the labyrinth lies a secret: three crystals of different colors scattered across its cursed halls.*

*Legends say that only by reuniting these fragments can the spell of the living maze be broken.*

*When the three crystals are brought together, the labyrinth's magic will collapse, and from their union a single gem of immense value will be born. But until then, every step deeper risks being swallowed by walls that may never open again.*



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. A Hero must gather the required **Magic Shards** to inactivate the Heart, then exit the Dungeon through the Entrance.

**Special Rules:** At the end of every Hour, draw an Item card and check its number:

0–35: Choose a row of Rooms from West to East and shift it: move it East if the number is odd, or West if even.

36+: Choose a column of Rooms from North to South and shift it: move it South if the number is odd, or North if even.

The Traitor must find two Magic Shards of different colors and exit the dungeon alone.