

A LUCKY ENCOUNTER

Risk level: 🦴🦴🦴🦴🦴🦴

MiniQuest: At setup, give 1 Item card to each player. Keep the card if it costs 7 or less, or replace it if it costs more.

The forest is dense and unforgiving. We've been wandering for five days, too long already. Then suddenly, you stop. 'Wait... what's that?' you whisper to your companions.

Before you, half-hidden beneath vines and roots, stands the entrance to an ancient temple. From a distance it would be invisible, swallowed by the jungle.

'At last, fortune smiles on us. Do you see? An entrance... perhaps treasures or secrets await within.'

With cautious steps, you and your companions cross the threshold and descend into the dungeon.



Draw a Map card and place Room tiles (face down) for each feature (Guard Posts and the Treasure Room).

Special rule: first two Guard Posts will reveal a Leader instead of a Boss.

You must complete a Side Quest line (for example, dungeon exploration quests) and then exit the Dungeon through the Entrance.

The Traitor must complete the adventure objective and exit the Dungeon at least 2 Rounds before the others.