

THE MASK OF WHISPERS

Risk level: 🦴🦴🦴🦴🦴🦴

"There is an object I never wished to speak of, yet silence is no longer possible. Deep within the temple lies the Mask of Whispers, a bronze visage that speaks to those who wear it. It does not scream, it does not threaten... it whispers. Secrets that entice, promises of power, lies woven with truths that tear the mind apart.

Many have sought it, hoping to uncover its mysteries, but none have returned with their sanity intact. The mask corrupts those who carry it, feeding on their fears.

I ask you to descend, to find it, and to bring it back to the surface, where we can seal it forever. But beware... it will not only be the mask's voice that tempts you, but your own mind that betrays you".



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. The Guard Posts represent the Chambers of Whispers. The Heroes may perform a Search action in each Room to draw an Item card: if the card number is 45+, they find the Mask there. Only one Mask can be found. Once the Mask is discovered, the Heroes must carry it to the Entrance while resisting its influence. If all Guard Posts have been searched unsuccessfully, each defeated Boss allows the Heroes to draw one additional Item card.

Special Rules: At the start of each Hour, the Hero carrying the Mask must draw an Item card and verify its number: 1–20 The Mask lies – the Hero must immediately make a full move (max as possible) toward the North. 21–40 The Mask tempts – the Hero attacks the nearest Hero (with the fewest HP) for 2 rounds, or until that Hero dies. 41–60: The Mask fears – the Hero screams. Place 4 white cubes (noise) and include them in the next Encounter check. 61+: The Mask corrupts – the Hero puts on the Mask and transforms into a Creature Leader (use the Room color to determine the type); the Hero is killed.

Traitor must claim the Mask for themselves and escape the Dungeon alone with it.