

THE OBSIDIAN GOLEM

Risk level: ☠☠☠☠☠☠☠

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

"I warn you, deep within the dungeon lies a hall filled with statues as black as night. They are no mere works of art: each one seems to watch those who enter, as if waiting to move.

At the center of that hall rests the Obsidian Seal. As long as it remains intact, the statues slumber, but its power corrupts the entire dungeon. Only by destroying it can the spell be broken.

But beware: at the very entrance of the dungeon stands an Obsidian Golem, motionless, a silent guardian. Do not be deceived – for the moment you shatter the Seal, it will awaken and hunt you down all the way to the exit. Choose your path wisely... for once the Golem stirs, your only escape will be to outrun its fury".



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. Place the Obsidian Golem Boss on the Entrance tile (use Clay Golem stats). Use Clues to locate the Hall of Statues.

Reach the Hall of Statues and spend 3 Undertaking actions to break the Obsidian Seal. As soon as the Seal is broken, the Golem at the Entrance comes to life. Exit the Dungeon through the Entrance.

Special Rules: Once activated, the Golem moves 1 step each Hour toward the nearest Hero. When it is able to see or hear a target, it begins moving normally (according to Boss rules). Traitor must prevent the breaking of the Seal and escape the Dungeon alive.