

THE SACRED CHALICE

Risk level: ☠☠☠☠☠☠

MiniQuest: At setup, draw 3 Item cards and freely assign them to players.

Magic Shards: Are required to survive to a wrong choice (see below).

"I must tell you of a chalice that should never have been forged. Long ago, the priests guarded a sacred vessel. Only those who drank from the spring with the Sacred Chalice would survive the cursed waters — all others perished instantly.

I know the chalice lies hidden in a crypt deep within the dungeon. But beware: many cups and goblets rest in that chamber, and only one is true. Choose wrongly, and death will claim you — unless you hold a shard of magic to shield your soul. Descend into the depths, find the true Sacred Chalice, and bring it back to the light.

But remember... the relic itself whispers to those who hold it, and one among you may wish to claim its power alone".



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

Use **Clues** to locate the crypt where the Chalice is hidden. In the Treasure Room there are many cups and chalices, but only one is the true Chalice. At the center of the chamber flows a water spring. A Hero must drink from the spring using the chosen Chalice.

Special Rules: Through investigation, Heroes can narrow the choice down to 6 possible cups. Draw an Item card and check its number:

1-15: the Chalice is the correct one.

16+: the Chalice is false: the Hero dies instantly unless they spend 1 **Magic Shard**.

Once the true Chalice is found, Heroes must exit the Dungeon through the Entrance.

Traitor must ensure the Chalice remains unfound, or escape the Dungeon alone carrying it.