

SAND OF TIME

Risk level: ☠☠☠☠☠☠

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

Magic Shards: A character must spend 2🔥 of the same color to be able to find the sand.

"Time itself falters, hours stumble, days repeat, and memories vanish like smoke", says Malagramo, the archmage and keeper of the arcane flow.

"The source of this chaos lies within the Hourglass of Eternity. Its sands have spilled and been lost to the earth, and the balance of time is broken.

I cannot mend it here, but if you bring me back the Sands of Time, I can restore the hourglass within my laboratory and set the world's rhythm right again.

I know where you can find them.

Descend into the depths, gather what remains of the sands, and return them to me. But beware: the dungeon twists with temporal fractures, and not all that you face will belong to this moment."



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. The Treasure Room represents the Chamber of Time. The Heroes must reach it, and the Hero with the required Magic Shards may consume them to perform a Search action and find the Sand of Eternity. Then carry it back to the Entrance.

Special Rules: At the end of each Hour, draw a card and check its number to determine the effect for the following Hour:

1-20: Time slows – Heroes must pay double the Action cubes cost.

21-40: Time speeds up – Creature movement is doubled.

41-50: Time fractures – Each Hero must discard 1 Item card from their inventory.

51+: Temporal echo – The last defeated Creature Pack immediately respawns in its Room.

Traitor's Goal: Steal the Sand and exit the Dungeon alone.