

THE SEALED GATES

Risk level: ☠☠☠☠☠☠☠

MiniQuest: At setup, each player draws 2 Item cards and keep 1.

Magic Shards: Are required to open the Entrance (see below).

The gates... they slammed shut the moment We stepped inside. The dungeon itself trapped you all, sealing the way back with stone thicker than any wall. We struck the doors until our hands bled, but they did not move. Then, suddenly, two massive chains snaked across the stone and bound them shut even tighter.

Only the Magic Shards can open them again. Four fragments, scattered in the depths, each hidden in a cursed chamber. Three are enough to awaken the gate's ancient mechanism... but the shards are jealous things, guarded by horrors that rise the moment you touch them.

We must gather the shards and escape before the dungeon becomes your tomb. But beware — someone may seek the fourth shard for themselves, and with it, abandon the rest of you to die in the dark.



Draw a Map card and place (face down) the Guard Posts and the Treasure Room. Flip the Entrance tile: the Heroes are trapped inside the dungeon! Generate an Encounter using each Guard Post and the Treasure Room as “position zero”. Instead of placing Creatures in the resulting Rooms, place a **Magic Shard** there (1 of each color).

A Hero must collect 3 different Magic Shards. Then, spend 1 Interact action at the Entrance to activate them and open the Entrance. Once the Entrance is reopened, Heroes must exit the Dungeon.

Special Rules: Do not generate additional Magic Shards during the game. Each time a Hero collects a Magic Shard, immediately generate a Boss Encounter using their Room as position zero.

Traitor must claim the 4th Magic Shard and exit the Dungeon alone.