

THE KING'S SECRET PRISON

Risk level: 🦴🦴🦴🦴🦴🦴

MiniQuest: At setup, deal 3 Item cards to each player. The player with the highest-value card must keep it.

Clues: Yes.

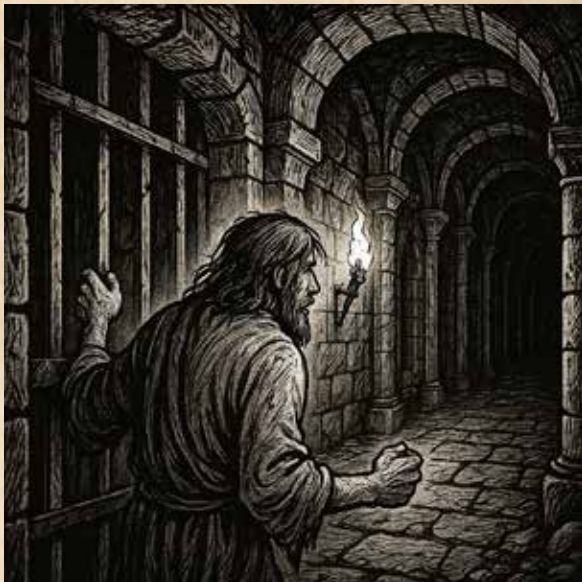
They say the king rules with justice and honor. But I know the truth. Beneath his shining palace lies a dungeon no one dares to speak of. A prison carved in silence, hidden from the eyes of his court and his people.

There, the king locks away those he fears: rivals, rebels, voices too dangerous to be heard. No trial, no mercy, only chains and darkness.

But it is not men who guard these cells. The king has unleashed horrors from the old wars: creatures

twisted by magic, monsters bred for battle and forgotten by history. They prowl the corridors, feeding on fear, ensuring no prisoner ever escapes.

Now we stand before the sealed gates of this secret place. Our mission is clear: descend into the depths, survive the nightmares that dwell there, and free the one captive whose voice could change the kingdom



Draw a Map card and place Room tiles (face down) for each feature (Guard Posts and the Treasure Room). You must find the secret prison using **Clues**. Entering the prison automatically frees the prisoner, who assigns to a Hero a task — this task represents the game **Miniquet**, which can only be attempted after the prisoner is freed. The prisoner then leaves on their own; do not place them on the map.

The Traitor's goal is to keep the prisoner locked in their jail.