

THE SHATTERED CRYPT

Risk level: 🦴🦴🦴🦴🦴🦴

MiniQuest: At setup, draw 5 Item cards. Each player can keep 1.

"The crypt... it was once sacred ground, a resting place for holy martyrs. But now... now it lies broken. Darkness has shattered its halls, collapsed its corridors, and scattered cursed relics throughout its chambers."

"I fear their corruption will not remain sealed for long. If left unchecked, the relics will poison the land itself," the Prior warns.

"I beg you: descend into the crypt, recover the relics, and carry them to the sanctum at its heart. There—and only there—can they be purified."

But take heed: the whispers of the dead already stir within those halls. The longer you linger, the stronger their grip upon your minds will grow.

Go now... bring back the light, before the crypt's corruption consumes us all".



Draw a Map card and place Room tiles (face down) for the Guard Posts and the Treasure Room. The Treasure Room represents the Sanctum of Rest, where the Relics must be purified. Recover 4 Cursed Relics by defeating Creatures (see below). Bring the Relics into the Treasure Room and spend 1 Undertaking action per Relic to purify them. Once all Relics are purified, the Heroes must exit the Dungeon through a new exit.

Special Rules: Each time a Creature pack is defeated, draw an Item card. If the number is 45 or higher, the Heroes discover a Relic. As soon as the first Relic is found, immediately flip the Entrance tile (the crypt entrance has collapsed!). From that point on, the Heroes must find an alternate exit using Clues.

Traitor must prevent the purification by keeping at least 1 Relic and escaping the dungeon with it.