

THE BROKEN SEAL

Risk level: 🦴🦴🦴🦴🦴🦴

MiniQuest: During setup, each player draws 3 Item cards and keep 1.

"Adventurers... I have summoned you because time is running out. Beneath these walls lies an ancient seal, forged centuries ago to imprison a demon that once threatened our world. We believed it eternal... but cracks have begun to spread, and with each passing day the power that binds it grows weaker. I have seen the fragments scattered in the depths of the dungeon—four pieces, four parts of the seal that must be restored. Without them, the prison will collapse completely, and nothing will stop what will be unleashed.



I do not offer you glory or treasure, but a greater duty: descend into the darkness, recover the fragments, and restore the seal. If you fail, the world itself will pay the price."

Draw a Map card and place Room tiles (face down) for all Guard Posts and the Treasure Room. The Treasure Room represents the Seal Chamber, which cannot be revealed until all Seal Fragments are recovered. Each time a player completes a **Miniquest**, they receive 1 Seal Fragment and the corresponding **Miniquest** card. Seal Fragments are binding and cannot be transferred. Once 4 Fragments are gathered and all Heroes are in the same Room, immediately flip the Treasure Room tile, revealing the Seal Chamber. The Heroes must go there and collectively spend 1 Interact action to restore the Seal using their Fragments. After the Seal is restored, leave the Dungeon through the Entrance.

At the end of each Hour after the first Fragment has been taken, place 1 Encounter in the Treasure Room (the demon pushes against the weakening Seal). If the Seal is not restored before the end of the Orange Period, the demon breaks free and the adventure is lost. The Traitor's goal is to prevent the restoration of the Seal or to secretly keep at least 1 Fragment and escape the Dungeon with it."