

THE CAVERN OF ECHOES

Risk level: 🦴🦴🦴🦴🦴🦴

"Listen carefully, for my words may save your lives", says the old Mage.

"Deep within the mountain lies the Cavern of Echoes, a place where even the faintest whisper can kill. The walls are alive: every sound, every murmur rebounds and takes form, birthing ravenous shadows that strike at those who dare to break the silence.

Many have entered, but few have returned, and those who survived no longer dare to speak a single word.

If you wish to cross it, you must move in silence and resist the urge to speak or to cast magic carelessly.

At the cavern's heart rests the Crystal of Silence: it is the only hope of calming the echoes. Claim it, bring it back to the surface... and do so in silence, or the cavern will claim you forever".



Draw a Map card and place Room tiles (face up) for the Guard Posts. Place an Encounter in each Guard Post. These Creatures remain inactive until they hear the Heroes. Heroes must perform a Search action in a Guard Post to claim a Crystal of Silence, then bring it back to the Entrance.

Special Rules: Each time there are 4 or more cubes (noise) in a Room, remove a Crystal of Silence from any Hero in that Room, if any, as the Crystal of Silence is destroyed. Then activate an Encounter: If a new Room must be placed, use a Yellow Room tile. If not, treat the Encounter's target Room as Yellow.

Traitor must create enough noise to destroy the Crystals, or steal the Crystals and escape the Dungeon alone."