

THE CRYPT OF ADELMO

Risk level: 🦴🦴🦴🦴🦴🦴

MiniQuest: At setup, give 3 Item cards to each player. Keep one with 8 or less of cost.

*“Count Adelmo. His name lingers
in whispers—once a proud lord,
later condemned for vile arts:
raising the dead, binding spirits,
and sealing pacts in blood. The
Church entombed him beneath
the swamps, locking his rest with
sacred seals meant to last forever.
But centuries break all chains.
Now the seals falter, and his
descendants gather, intent on
breaking the crypt and seizing the
cursed weapon buried at his side.
We have no choice. We must
descend into the darkness, stop
them, and claim the relic before it
brings ruin to all.*

*Before us stands the entrance: a broken arch of stone, swallowed by moss, gaping into the
earth like a wound that never heals.*

From within drifts a chill breath, ancient and waiting. The crypt calls..



Draw a **Map** card and place Room tiles (face down) for each feature (Guard Posts and the Treasure Room). Then place a random Room with at least two openings adjacent to the Starting Room. Place there an Elite Encounter: these Creatures represent the Descendants. Each Hour they move them 1 step toward the Crypt as the crow flies (no Room tiles must be places). As the Heroes reach the Treasure Room, place the Descendants miniatures (and a Room where they are, if required).

You must complete your MiniQuests and then reach the Crypt. You have to do it before the Descendants (or in the same Hour). If you fail, they are escaped with the relic.

At the Crypt, a Search action reveals a Leader Encounter. Defeating the Leader grants the relic as Leader treasure. If the Descendants are present, they fight alongside the Encounter Creatures.

The Traitor must escape the Dungeon carrying the relic.