

# TOLLING OF THE BELL

Risk level: 🦴🦴🦴🦴🦴

*In the dungeon's depths hangs an ancient bronze bell, its surface cracked and chained to the ceiling. No wind moves it, yet its tolling echoes through the halls, summoning the dead from their graves. "Adventurers... you hear it too, don't you? That dreadful sound that shakes the stones beneath your feet. The villagers say the Bell of the Damned has never stopped ringing since the first blood was spilled here. With each toll, more corpses rise, and the air itself trembles with despair.*

*I beg you, descend into the chamber, find the bell, and silence it before it breaks free of its chains.*

*But beware... it will fight you with every toll, and the dead will not rest until the ringing stops".*



Draw a Map card and place Room tiles (face up) for 2 Guard Posts only. The Bell is located in the second Guard Post from the Entrance, guarded by a Lich Leader. The Lich remains there until it sees or hears a Hero.

The Heroes must reach the Bell and spend 4 Undertaking actions to damage and silence it. Afterward, they must exit the dungeon through the Entrance carrying the two chains of the Bell.

Special Rule. At the end of every Hour, draw an Item card and check its number:

1-30: The Bell tolls: place a 🦴-1 Skeleton Encounter.

31-50: The Bell wails: place a 🦴-1 Spectre Encounter.

51+: The Bell tolls loudly: all Undead on the board +1 Movement this Hour.

Traitor must exit the dungeon carrying one fragment of the Bell, claiming its cursed power.