

WHISPERING CHAINS

Risk level: 🦴🦴🦴🦴🦴🦴

"You are about to enter a place where silence does not exist.

In the depths of the dungeon hangs a tangle of endless chains, rattling and whispering even when the air is still. They are no common metal: every link carries ancient voices, promises of strength and glory. The chains can grant you power, yes... but at a terrible price. I have seen men crush armies after heeding their whispers, and I have seen those same men dragged away, bound like slaves, their souls imprisoned forever.

If you wish to survive, you must shatter the Amulet of Chains, the Heart of the Mountain. As long as it endures, the whispers will tempt your minds, and your bodies will never be free. Go now... and trust not even your own will.



Draw a Map card and place Room tiles (face down) for 2 Guard Posts only. Place 2 Adventure tokens in the 2nd Guard Post: they represent the strength of the Amulet of Chains. Place an Encounter in the 1st Guard Post.

Heroes must clear both Guard Posts and destroy the Amulet of Chains by spending X Undertaking actions (where X equals the number of tokens on it). Then, they must exit the dungeon through the Entrance.

Special Rules: At any time, a Hero may choose to "accept the Amulet's whispers". If they do, add 1 Adventure token to the Amulet of Chains. That Hero gains +1 to hit for the current Hour or immediately takes up to 6 cubes of any type from their reserve. If a Hero accepts the whispers twice, they become Chained: They cannot leave the dungeon until the Amulet is destroyed and their Movement is reduced by 1.

The Creature in the 1st Guard Post remains inactive until it can see or hear a Hero. The 2nd Guard Post spawns a Leader instead of a Boss.

The Traitor must take the Amulet and escape the dungeon.