


<https://i.ibb.co/SDRh3CrF/Screenshot-2026-04-21-10-26-00.png>

 PHASE III — THE TREASURE CHAMBER   April 23 – April 30

The air grows heavier as you descend into the final chamber. Gold covers the ground—weapons, crowns, relics... all abandoned. And beneath it all—bones. Hundreds of them.

the sorcerer watches silently. Now... you understand:

“The treasure was never hidden. It was guarded. And every soul that reached this place became part of its warning.”

 YOUR OBJECTIVE

Two final passages stand before the treasure itself.

Choose ONE path

Defeat the 2 monsters on that path

Post your combat before April 30

<https://i.ibb.co/yntX2DMJ/Chat-GPT-Image-21-avr-2026-11-10-07.png>

 LEFT PATH — THE GOLDEN THRONE

- Treasure Guardian — 18 Bullets

An ancient sentinel.

- The Devourer — 21 Bullets

A monstrous creature drawn to greed.

RIGHT PATH — THE ABYSS GATE

- Void Watcher — 19 Bullets

A silent horror with too many eyes.

- The Nameless One — 22 Bullets

The oldest creature in the chamber.

THE SORCERER REMINDS YOU

“The ruins do not reward the brave... they consume the careless. Choose your path... and let us see if you are worthy to continue.”

DO NOT FORGET

Maximum remains 35 Bullets

Monsters always begin each round with 6 Attack / 6 Defense

Your dice reduce this power—they do not replace it

Each victory grants +3 Bullets

You still possess your equipment cards

EQUIPMENT & RULES

<https://i.ibb.co/PztLCBG7/Cartes-d-quipement-et-r-gles-du-tournoi.png>

The two players with the highest remaining Bullets will face each other in a final dice duel.

Only one will leave.