

The screams of their wretched victims echoed through the corridors, almost drowning out the sounds of the cultists' ritual chanting. Stepping cautiously through the detritus littering their path, the heroes approached the narrow, mold covered door that hopefully led to the room they'd been searching for.

Niffil opened it quietly as he turned back to whisper, "This must be a large room, it feels... eerie. Someone pass me a torch."

In response, Elisa simply brushed past him, flicking a wrist to create a magical, iridescent light bobbing around her head, revealing a massive hall, covered with crumbling paintings and delicate ceiling frescoes. Ample rubble covered the floors, including massive boulders from the crumbling stone statues. It was immediately obvious that the massive destruction was intentional, not the result of a natural decay. "See, Olazábal? That used to be Macchis the Forgemother, just like I said it would be. We're definitely on the right track."

"Pfffft," Olazábal snorted, "Macchis is just a legend."

"Bah," replied Elisa dismissively, "legends are built on a grain of truth. That's why they persist. Don't let the exaggeration of idiots over time fool you."

"Yeah right, like stories of demons and angels?"

"Now you're getting it. One day I'll prove to you that demons and angels are no fairy tale, and you'll eat your sarcasm."

"Ladies, I hate to interrupt your art history lesson, but I don't think those cultists are interested," Bastian interrupted as he charged past them, sword drawn.

"Why don't these bastards just go home?" Olazábal grumbled with an exaggerated sigh.

"I'm trying to study these murals."

Niffil, drawing his dagger as he crept past her, rasped, "Milady, this IS their home. And we're about to invade it, in force."

SPECIAL RULES

All Cultists (A) have a key to the door for the tunnel leading to (2B) and will lock the door when they enter the tunnel.

HARD RULES

The statues at (13I) and (9I) have levers. Both levers need to be used (1 ⚡) to open **the Exit**. The Exit cannot be used without activating both levers first.

SETUP

Entrance (6Q)

Exit (10B) leads to scenario AR6 (Standard), AR7 (Hard)

(2B)

3 Treasures (16G, 2L, 11N)

1 Guard (12E) *praying by the altar*

2 Guards (5H, 7H) *slacking*

1 Acolyte (4G) *practicing drawing of holy symbols*

2 Nests (12Q, 11D) 1 Rotikka (11L)

2 Boneworms in (A) 3 of the Nests

Map: 2 - Rubble Room



3 Acolytes
1 Chi'leen
1 Boneworms



2 Guards
2 Acolytes



1 Summoners
1 Chi'leen