

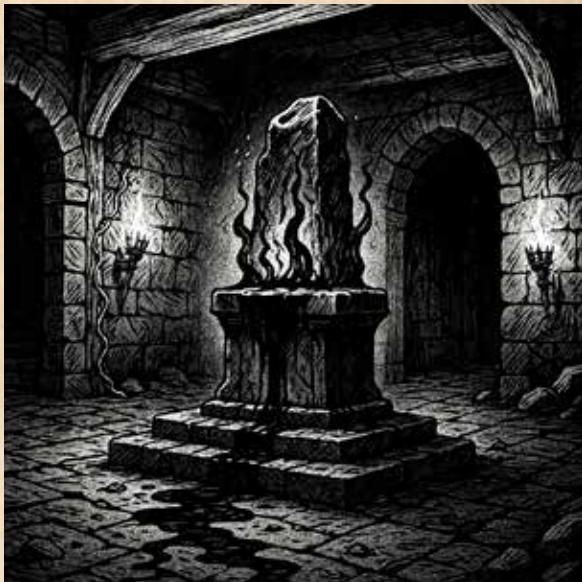
THE ALTAR OF BLOOD

Risk level: 🦴🦴🦴🦴🦴🦴

"Heroes... listen to me. Beneath these ruins lies something that should never have been. An obsidian altar, drenched in the blood of countless victims, still pulses in the depths. I have seen the signs of its awakening: each day it devours life and power, and when the ritual is complete, an unspeakable evil will be unleashed.

I do not have the strength to face it... but you do. Descend into the tunnels, find the chamber of the altar, and destroy it. Blades alone will not suffice—you must perform the ritual of destruction to break the bond that keeps it alive.

Know this: the altar feeds on those who approach it. It will demand your blood, and it will summon guardians to defend itself. If you delay, time itself will become its most merciless weapon. I beg you—stop it, before its hunger consumes all that we know."



Draw a Map card and place Room tiles (face down) for the Guard Posts. When the 3rd Guard Post is cleared, immediately place the Treasure Room adjacent to it: this is the Altar Chamber. Guard Post activates normally, but the first one will reveal a Leader Encounter. Heroes must reach the Altar Chamber and spend 3 consecutive Hours performing the Ritual of Destruction to destroy the Altar (at least 1 Hero must do it, no other Actions are allowed). After the Altar is destroyed, leave the dungeon through the Entrance.

Special Rules: At the end of every Hour, each Hero in the Altar Chamber loses 2 HPs (blood drain). When the Altar is revealed, immediately place 1 random Encounter in the third Guard Post (the altar's call awakens guardians). Repeat this every Hour until the Altar is destroyed. If the Altar still survives at the end of the Orange Period, the ritual is incomplete and the adventure is lost.

Traitor must prevent the Heroes from destroying the Altar or remain alone in the Altar Chamber at the Hour's end to stop the ritual.