**Introduction:**
Putting some distance between yourself and the factory, you finally stop to get your bearings. You are in a northern industrial district of the city, obviously close to the Imperials from which you just emerged. The growth of these districts is a recent development, brought on by an influx of Quatryl technology.

You have never ventured into this area of the city, and you figure your best bet is to head south toward the city center and away from these unfamiliar surroundings. You begin to walk in that direction as inconspicuously as possible when a man in front of you begins to scream.

You immediately think you’ve been recognized, but then he doubles over in pain. Those around try to aid him, but there is nothing they can do. You watch in horror as his skin begins to burst apart and a large number of giant snakes begins to slither out of his entrails.

Now everyone is screaming and frozen in a panic, but you jump into action. These snakes need to be dispatched before anyone else is hurt, and you can’t help thinking in the back of your mind that this development has something to do with the Sin-Ra.

**Special Rules:**
Place a randomized number token on each hex, number side up. When you encounter other hexes in future rooms, do the same. These are civilians and have \((3+L)xC\) hit points. They are enemies to you and all other monster types. They have an initiative of 50 for the purpose of monster focusing (monsters focus on lowered number tokens when there is a tie), but character summons do not focus on them.

If a civilian dies for any reason, place the token in a separate pile and do not reuse it when placing new civilians in future rooms.
You move farther down the road into what was once a bustling square, but is now filled with hysteric townspeople cowering in fear. Due to your coincidental arrival, they seem to think you have something to do with the ghastly explosion of snakes.

They won’t listen to anything you say, especially when some of them begin doubling over in pain as well. Or when terrible, dark figures emerge from the fountain and begin attacking them with long, deadly claws.

Maybe the answer to this horrific mystery lies in the fountain.

Despite your best efforts, you can’t find anything suspicious or out of the ordinary at the fountain. It may be best to go back to the first victim and see if there is anything strange about the body.

Other than, of course, the snakes bursting from it.

In addition to the man’s horrible evisceration and gaping wounds, you find a number of thorns stuck in his lower legs. Perhaps the thorny patch of earth in the square holds the key to discovering what is happening.

Unfortunately, these inhospitable plants have no secrets to tell. Looking closely, you notice their thorns are different than the ones found on the dead man. Instead, maybe the thorns came from the nearby bushes.

Investigating the bushes, you find that one in the square has a number of thorny branches ripped off, and there is a faint trail of leaves and debris leading up to the house right in front of you.

It’s time to break down the door.

Characters can Search in this scenario by foregoing either their top or bottom action on their turn (discarding a card for no effect). When a character Searches in a hex adjacent to the fountain, read 3.

Door is locked. Section 2 is on page 3.
These people dying are of no concern to you. You are already on the run for a theft you didn't commit. Best to get out of here before the guards get you for murdering civilians too.

Unfortunately, that is easier said than done. Planned or not, this square is largely blocked off from escape. You slip down a back alley, but are confronted with more saps wracked with pain. And beyond them, a large stack of splintered wood bars your path.

Another screams wildly and then falls over as snakes burst out of his stomach. If your resolve to get out of here as quickly as possible wasn't cemented yet, it is now.

**Special Rules:**

When a civilian dies at the start of every third round, that civilian is the lowest numbered token in this room until all civilians in this room are dead, at which point the normal order is resumed.

Each separate obstacle in this room has (3-2L)x3 hit points, as well as Shield 1 and

You break through the door to find a robed man at the back of the small shack, performing some sort of ritual. By this point, you recognize his robes easily.

“So you found me,” he announces brazenly. “No matter. I still have enough power to kill you myself and iron out this little kink in our plan!”

More demons spring up from the ground in front of you, and the man begins his chanting anew.

**Special Rules:**

Civilians no longer die and spawn Giant Vipers at the end of every third round.

The Cultist has HxC/2 (rounded up) hit points, where H is the hit point value of a standard elite Cultist. Whenever he would summon a Living Bones, he summons an elite Giant Viper instead.

When all revealed enemies are dead, the scenario is complete and read Conclusion B.

**Reward:**

5 experience each for each civilian token left on the map

Make a note of how many civilians died (not counting the ones in the flavor text)