

Decision Path: Try to take Barty out

Goal: Kill all enemies

Introduction:

You move toward Barty with grim determination, but your vision begins to blur, and your knees buckle as the whole cabin spins around you.

“A pity,” Barty sighs. “I had truly hoped we’d be able to get along — I have your antidote right here after all — but that damned Quatryl is still clouding your judgement, and it looks like I just can’t take the risk.”

Your vision goes white around the edges, and your consciousness fades in and out as Barty speaks. “Don’t worry. The poison won’t kill you. Why break something you can still profit from?”

The next thing you know, you find yourself face-down in a bed of hay, your head pounding fiercely. You try to move, but make little progress due to fatigue and the iron chain around your ankle. You are in a prison of some sort, surrounded by metal bars and a hard stone floor. As you groan and shift up into a sitting position, a figure approaches your cage.

“Well, I’ll be,” an obese Orchid says, peering through the bars. “That lying sack of refuse actually told the truth. Me, I thought you’d never wake up, but the Prophet had faith in the smuggler’s antidote.”

The Orchid laughs with joy, his purple, scaled skin straining to hold in his excessive fat. “Barty told us you were quite powerful, but equally stupid, so I hope you provide the Prophet with some worthwhile entertainment.

“Rest up. Your first fight will be arranged for tomorrow.”

The Orchid walks off and you spend the rest of the day huddled in your dimly lit cage, trying in vain to determine how much time has passed and where exactly you ended up. After an interminable amount of time, the fat orchid returns dragging behind him many great lengths of chain.

“All right, it is time for your fight,” he says. “We’ve put together something really special for you, so try not to die too quickly.”

He pauses for effect. “One way to die quickly is to attack me or attempt any sort of escape. It will not end well for you. I’m going to go into your cages one by one and attach your leg irons to one of these chains. Just follow the chain out that back door into the antechamber of the fighting pit. You’ll find your equipment there, and when you are ready, we’ll begin the show.”

Not knowing what else to do, you comply with the Orchid’s commands and equip your gear in the antechamber as massive waves of cheers and yells from outside rattle the doors to the fighting pit. One voice rises above the din, but as you strain to hear it, the doors to the pit suddenly burst open.

You see a circular stadium before you with a central area full of blood, bones, and dismembered corpses. Hundreds of shouting Orchids sit in the concentric rings of seats looking over the pit. You have little time to take better stock of the situation, though, as there is a gargantuan bear in the pit with you. Its truly massive shape is covered in scars and fresh wounds. It looks incredibly angry.

Special Rules:

The Cave Bear is two levels higher than the scenario level, up to a maximum of 7. This is the Witch Bear. It has $(HxC)/2$ hit points (rounded up), where H is an elite Cave Bear’s regular hit point value. In addition, add 1 to its attack value for 2 characters or 2 to its attack value for 3 or 4 characters. At the end of the round in which the Witch Bear dies, read 1.

Maps:

M1a



Cave Bear



Rending Drake



Spitting Drake



Stone Golem



Damage Trap (x2)



Stone Pillar (x4)



The crowd gasps as the bear falls to the ground dead, overcome by its wounds. You breathe a sigh of relief, looking over the impressed crowd. You see a small female Orchid in white robes emerge from under an awning and stare down at you. You feel her gaze penetrate your soul.

“They can take more,” she says simply and then returns to her seat.

The crowd gasps again as cages around the perimeter of the pit are opened, releasing a number of deadly drakes.

Special Rules:

Spawn two Vicious Drakes at **a** and two Spitting Drakes at **b**. All spawns are normal for two characters. The Vicious Drakes are elite and the Spitting Drakes are normal for three characters. All spawns are elite for four characters. At the end of the round in which the last drake dies, read 2.



This time the crowd cheers as you finish the last of your foes, and, once again, the robed Orchid emerges and stares down at you.

“They can take more,” she says. “Show me the Doctor’s latest creation.”



Into the Unknown 7: Arrival in Chains

The crowd immediately becomes silent and you can hear some commotion from behind the robed Orchid. Suddenly, the ground beneath you begins to shake, and an explosion from the center of the arena knocks you back.

As the smoke clears, you see a giant shape rising slowly from a hole in the floor of the pit. A golem made of metal and stone towers over you.

Special Rules:

All characters and character summons suffer 2 damage at the end of each of their turns as a scenario effect. All characters and character summons occupying  or a hex adjacent to  take trap damage and are pushed 2 away from . Any overlay tiles on these hexes are removed.

Spawn an elite Stone Golem at . It is the Rocket Golem and is two levels higher than the scenario level, up to a maximum of 7. It has $(HxC)/2$ hit points (rounded up), where H is an elite Stone Golem's regular hit point value. In addition, it has a range of 4 for its attacks instead of "-" (the ability card with initiative 83 is still a melee attack), and it also deals 2 damage to any enemy adjacent to any enemy it performs an attack against.

Conclusion:

The heat from the Golem finally subsides, and you look up once again to the robed Orchid, dreading what she will say next. As she emerges from the awning, the cheering crowd once again falls silent.

"True specimens of combat," she announces. "We have been entertained. Return them to their cages to await our future desires for diversion."

The chains around your ankles grow taut, drawing you back into the antechamber doors. You have no desire to perform in this prison until you are killed. You may be weak, but now could be your best chance for escape.

Rewards:

2  each
"Steel Ring" (Item 091)

How will you escape?

- 1 Break your leg irons and climb up out of the fighting pit.
- 2 Bide your time and wait for a better opportunity.