**Decision Path:** Follow the mysterious Orchid

**Goal:** Kill all enemies

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**Introduction:**

You follow the Orchid into the darkness as he weaves a path through twisting and forking passages. Multiple times on the path, after you have passed through some corridor, he moves a false wall into place behind you to stop anyone from following. On the one hand, you feel safe, but on the other, you are totally lost and vulnerable.

Eventually the passageway opens up into a large stone room and you see three more Orchids sitting around a wooden table, discussing a number of blueprints scattered across its surface. They look up at you as you enter.

“So you were correct, Ashtooth” one of the sitting Orchids says to the one you followed. “This is good. Using them is the most ideal plan.”

You start to object, but Ashtooth raises a hand to silence you. “There is no need to speak. We will explain everything you need to know, and then you will execute the plan. It is the only way for you to escape this island.”

The Orchids sit you down at the table and begin to speak. Their manner is much different than the manner of those you encountered outside. They are far more calm and deliberate.

The Orchids explain that this island is not far off from the mainland where they are from, and its residents have become increasingly problematic over the last few years. Apparently a charismatic Orchid emerged from the mainland society and began teaching that the true path was not one of knowledge and meditation. The true path was to follow her and embrace hedonistic pleasures, trusting that this prophet would take care of their needs.

“Our lifestyle is not easy,” Ashtooth says. “But it is necessary. And anyone who can call our people away from their task has nothing but evil in their hearts. The Prophet must be destroyed. When you do that, her followers will disperse, and you will be free to leave the island without interference. If you do not destroy her, there is no way to avoid the ones currently looking for you.”

Ashtooth explains the plan, showing maps of the old tunnels of a ruined Quatryl fortress that lead into the keep where the Prophet resides. You study the blueprints until you are sure you can find your way into her inner sanctum.

The Orchids assure you that the tunnels will be clear, but when you near the main keep, you run right into a group of patrolling undead and a passageway clearly trapped against intruders.
Special Rules:

Any time a trap \(1\) is sprung, spawn a Living Bones at \(2\). Any time a trap \(3\) is sprung, spawn an Ancient Artillery at \(4\). The spawns are all normal for two characters. The Living Bones are normal and the Ancient Artillery are elite for three characters. All spawns are elite for four characters.

Door \(5\) is locked and becomes permanently unlocked as soon as both pressure plates \(6\) are simultaneously occupied by characters at the end of a turn. The door can then be opened normally.

You open the door to find an old Quatryl with his back to you, hunched over a giant creature of metal and stone in the middle of a laboratory. It is similar to the golem you encountered in the fighting pit, however, this one is hollow.

“My mistress said you would be coming,” he coughs. “All those traps... I thought I’d have more time.” The Quatryl climbs up onto the golem and inserts himself into the central metal chamber. The golem begins to move like a marionette, mimicking the movements of Quatryl inside.

“Oh well,” he says. “I haven’t quite figured out proper waste containment, but it will have to do for now.”

Special Rules:

The Stone Golem is one level higher than the scenario level, up to a maximum of 7. This is the Doctor. At the end of each of the Doctor’s turns, whether it was stunned or not, the Doctor will summon an Ooze. This Ooze is normal for two or three characters or elite for four characters.

Conclusion:

You beat down the Doctor’s “waste” product until it stops moving and then move over to the ruined golem where the Doctor is still coughing inside.

“I’m not sure what I expected,” the Doctor laughs quietly. “You did destroy my rocket golem after all.

“Still, I find myself confused as to how you found this place. Are you working for my mistress’s enemies? And if so, why? I’d be happy to arrange an audience with her for you. Surely you could arrive at a beneficial arrangement with her.”

Rewards:

| 15 gold each |

How will you proceed?

1. Agree to an audience with the Prophet to arrange for your release.
2. Agree to an audience with the Prophet with the intent of betraying and attacking her.
3. Incapacitate the Doctor and continue toward the inner sactum on your own.

Treasure Tile 1: “Major Stamina Potion” (Item 034)