

Goal Follow the Orchid

Introduction

The Orchid's bull-headedness has her going into a situation she can't possibly be prepared for. You decide to follow her in the dark, just to make sure you can help if it comes to that.

When she arrives in the crystal room, you expect some conflict, but instead, the ground in the center opens wide and she wordlessly jumps inside.

Without much thought, you jump as well, determined to discover what is going on.

The drop is not far, and when you land, you can see the Orchid ahead of you, holding up the star iron as if to light the way as she heads further into the darkness.

As you move, however, the darkness coalesces into vague humanoid shapes, blocking the way forward. Moreover, the rock behind you is beginning to contract, closing the passage that was created. You'll need to move quickly if you want to stay ahead of it.

Special Rules

At the end of each round, a row of hexes collapses, removing them from the map. Any figure in these hexes suffers trap damage and is moved to the nearest empty hex. If is no empty hex to move to, the figure is killed (or, in the case of a character, the scenario is lost). A closed door is not an empty hex.

The rows of hexes that are collapsed begins with the row marked **A** at the end of the first round, then the row marked **B** at the end of the second round, and so on. This persists through separate rooms. You can use a G or N tile to cover up the collapsed rows, moving it in the direction of the red arrows in the Map Layout as the scenario progresses.

Door **1** is locked until all Cultists are killed. When all Cultists are dead and door **1** is opened, read section **1** on the next page.

If any character becomes exhausted, the scenario is lost.

Map Layout



Scenario Key



Cultist

Living Bones

Sun Demon



Door (x3)

Stalagmite (x2)

Totem (x1)

Boulder (x3)

Large Boulder (x1)

1

Even with the figures destroyed, the darkness envelopes you like a blanket, smothering your senses. Still, you push through.

You try to move forward, searching for the Orchid and the star iron, but the way is blocked. Though your vision is blurred, you see a large pile of debris blocking your path.

Special Rules

All obstacles in this room have 4+L hit points.

When door 2 is opened, read section 2 below.



2

Through the black fog, you catch a glimpse of the star iron shining in the distance, and then it is gone. You continue your pursuit, but nothing seems right.

The walls of the room spin and your mouth feels dry. More shadows take shape to attack, but these shadows are bright and hot.



Special Rules

From now on, two rows are collapsed at the end of each round instead of one.

Door 3 is locked until all enemies are killed. When all enemies are killed and door 3 is opened, read section 3 below.

You have no option but to move forward, however, as the tunnel behind you continues to close. In fact, the contraction of the rock seems to be speeding up. Either that, or everything else is slowing down.

In the center of the room stands the Orchid, but as she turns to face you, her form changes. Her one arm holding the star iron elongates into a glowing, malicious tendril that snakes around the rest of her body, engulfing it in bright shadows.

“You were once useful, but I grow tired of reigning in your willfulness.” A voice emanates from the writhing tendril. “Bothersome pests have only one fate—to be put down and consumed. But I wish to be entertained, so I have one final request: the pests should put themselves down.”

You watch in horror as your body, far under the influence of this evil force, turns its weapon upon itself.

All characters immediately perform “Heal 3+L, Self”, and also perform “Heal 2+L, Self” at the end of each round. The goal of the scenario is now for all characters to exhaust by having their hit points reduced to 0. If any character exhausts by running out of cards, the scenario is lost.

Characters can target each other with attacks and other negative abilities as if they were enemies. Characters can also target themselves as if they were adjacent (Disadvantage on ranged attacks still applies). Area attack abilities with grey hexes cannot target the character performing the ability. Character summons will focus on and attack characters as if they were enemies.

When all characters are exhausted by having their hit points reduced to 0, read the conclusion below.

3

You feel detached from your body as you trudge through the final curtain of darkness. It is as if you are looking at yourself from a distance, and the view is obscured by a hazy technicolored fog.

The room you find yourself in is no longer a cave. It is made of hewn stone bricks, but it feels old—older than the mountain itself.

Special Rules

Immediately move all characters onto the marked starting hexes and any character summons onto the nearest empty hex on the D1 tile. Door 3 is now closed and locked. Rows no longer collapse at the end of each round.

Conclusion

Your vision slowly darkens as you stare at your broken body on the floor. The formless tendril undulates with pleasure.

“Such strong will,” the voice praises. “I give you one last chance: commit yourself fully to me or die.”

Rewards

None