

AREA I-I: KRADRA PRISON



The Demon King's dark magics have recently become more active in this forbidding mountain region. The Firemount now spews ash into the sky and tremors seize the land in violent spasms.

Our operation met with more resistance than any would have guessed. Mordrach has grown incredibly powerful. Surely, our land is in dire peril.

Stripped of all weapons and equipment, bound and unconscious, I am carried deep into a dungeon below Kradra. I am thrown into a locked cell and my captors depart to inform their master.

Returning to consciousness, I groggily search the entirety of my meager cell, but nothing of use presents itself. Suddenly, in a twist of fate, a massive eruption shakes the mountain from its very core, and the front wall of my cell splits open, leaving a gaping crack. Frantic, I am able to force my way through!

The chamber outside is deserted and part of the corridor appears to have collapsed from the tremors. Supplies have been spilled about. Most are useless to me, but some should come in handy. If I am wise, careful and determined, I just might have a chance at freedom.

ENEMIES



Kradra Dungeon Guardian

A powerful simulacrum, but brittle with age, preserved to maintain a constant vigil over restricted areas of the prison.

12
 0
 2

Player ATK	Hits Received	Damage taken in defeating the enemy
0	Cannot hurt	To engage would mean certain death
1	1	12

EQUIPMENT



Rusty Dagger

+1
ATK

This tool appears to have been lying here for a long time. The blade is notched and dulled, but I can use it to shed my bonds. One might say it gives me an edge.

As warmth comes with the day, skills come with practice.
- Sylran mantra

