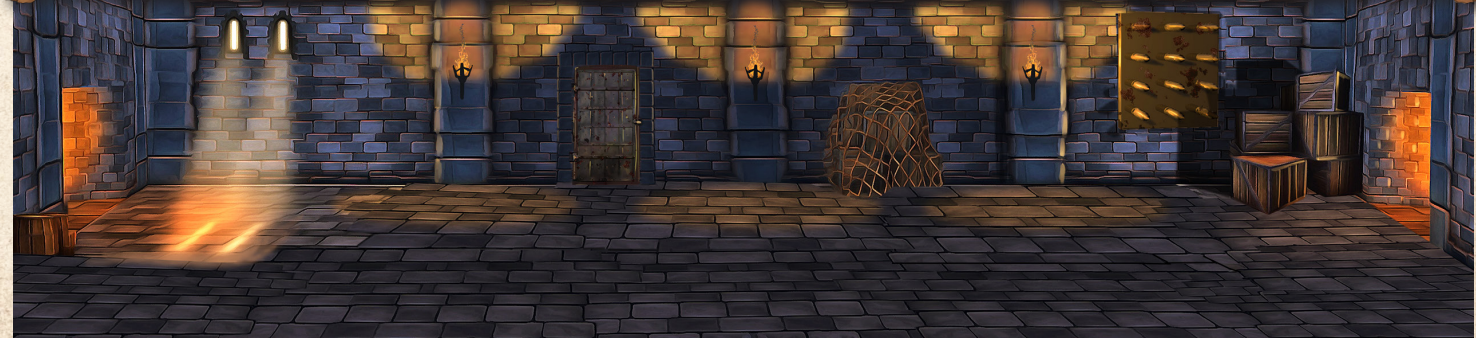


AREA I-5: KRADRA PRISON ESCAPE



I reach the ground floor of the prison. Fading daylight streams through loophole windows, too small to slip through. My captors remain disorganized from the roach swarm, and they won't be expecting to see me, armed and armored. **[ATK is increased to 4]**

ENEMIES



Kradra Brute

Proficient fighters wielding long, sharp blades keep watch over the captives.

	Player ATK	Hits Received	❤@2 DEF	❤@3 DEF	❤@4 DEF
⚔ 4	4	3	6	3	0
🛡 2	5	2	4	2	0
❤ 8	6	1	2	1	0




Kradra Torturer

Cruel minions that enjoy the darkness of the prison more than the daylight.


	Player ATK	Hits Received	❤@2 DEF	❤@3 DEF	❤@4 DEF
⚔ 6	4	1	4	3	2
🛡 1	5	1	4	3	2
❤ 5	6	0	0	0	0

EQUIPMENT




 Gambeson Additional protection from sharp blades.
+1 DEF




 Padded Leggings Reinforced garb for the lower body.
+1 DEF



 Hand axe Swift and sharp, useful in melee combat.
+1 ATK



 Throwing Knife A secondary weapon for my arsenal.
+1 ATK

