



THE BACKROOMS

WHAT THE !@#\\$ IS GOING ON?

THE BACKROOMS

The Backrooms are an alternate reality that can only be accessed in certain places at certain times. When you enter the backrooms you will first begin to no-clip through the physical world like a ghost falling through space. This falling can last anywhere between 30 minutes to 12 hours.

Eventually you will land in a room with bright yellow wallpapers, beige carpet, and buzzing fluorescent lights. This place also smells slightly moldy and wherever you go it all looks the same with seemingly no end. Room after room with the same lights and wallpaper making it easy to get lost.

Many people are driven mad by the backrooms. Unlucky guests will begin to lose perception of time, lose hope of escape, or turn against each other. The madness occurs in stages and many have gone completely mad to the point of complete dissociation from reality.

Most of the backrooms appear empty. However in some rare instances you will come across an alien and hostile creature. These creatures get stranger and more dangerous as you descend into the depths of the backrooms.



LEVEL 0

Pale bleached skin, long ungroomed black hair, and no discernible facial features. At first they may seem docile but if you get too close or agitate them they will immediately attack you. An encounter with one can lead to accelerated madness.

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Medium humanoid, Chaotic Neutral

Armor Class 10

Hit Points 22 (3d8 + 9)

Speed 30 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	11 (+0)	3 (-4)	6 (-2)	5 (-3)

Damage Vulnerabilities psychic

Damage Resistances cold

Senses darkvision 60 ft., tremorsense 20 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Madness. Once the ??? reaches 0 hitpoints all those who encountered it must roll for madness.

Actions

Slam. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

Level 0 is the first area you land in the backrooms. You will quickly learn that attempts to break out or force your way out simply result in consequences. Each attempt to leave will result in a missing item and a full reset of the rooms. If you run out of items you will begin losing limbs.

Making cracks in the walls will cause a white blinding rift to form and the room is reset. Each party member loses one item.



LEVEL 1



Entering deeper into the levels of the backrooms, you will encounter members of a cult. These members are humanoids with pale faces and tentacle jaws like Davy Jones from Pirates of The Caribbean. They wear long black and blue robes and carry a book with a symbol like an octopus.

They are often found alone in a corner reading the book and chanting. If disturbed in this state they will become hostile.



CULTIST

Medium humanoid, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	16 (+3)	19 (+4)	17 (+3)	17 (+3)

Saving Throws Con +7, Int +8, Wis +7, Cha +7
Skills Arcana +8, Deception +7, History +8, Insight +7, Perception +7, Stealth +5

Damage Resistances cold, necrotic, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 30 ft., truesight 120 ft., passive Perception 17

Languages understands Old Ones
Challenge 10 (5,900 XP)

Spellcasting. The alhoon is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The alhoon has the following wizard spells prepared:

Cantrips (at will): chill touch, dancing lights, mage hand, prestidigitation, shocking grasp

1st level (4 slots): detect magic, disguise self, magic missile, shield

2nd level (3 slots): invisibility, mirror image, scorching ray

3rd level (3 slots): counterspell, fly, lightning bolt

4th level (3 slots): confusion, Evard's black tentacles, phantasmal killer

5th level (2 slots): modify memory, wall of force

6th level (1 slot): disintegrate, globe of invulnerability

Actions

Chilling Grasp. Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (3d6) cold damage.

Mind Blast (Recharge 5-6). The alhoon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8+4) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ALTAR 0



This is the final room. A group of cultists will come in and perform a blood ritual killing some or all of them. Once the rite is complete Cthulhu will appear and challenge you.

CTHULHU

Gargantuan Great old One, Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 30 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	30 (+10)	25 (+7)	26 (+8)	22 (+6)

Saving Throws Dex +10, Int +16, Wis +17

Skills Arcana +16, Insight +17, Intimidation +15, Perception +17

Damage Resistances necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, petrified, poisoned, stunned

Senses darkvision 120 ft., truesight 120 ft., passive Perception 27

Languages —

Challenge 30 (155,000 XP)

Actions

Multiattack. Cthulhu uses his Otherworldly Gaze. He then makes four attacks: two with his wings and two with his claws, or two with his tentacles and two with his claws

Claw. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 37 (5d10 + 10) slashing damage.

Tentacles. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 26 (3d10 + 10) bludgeoning damage. If the target is a creature, it is grappled (escape DC 20). If the target is Huge or smaller, it is also restrained until this grapple ends. While grappling the target, Cthulhu has advantage on attack rolls against it. Cthulhu can grapple a maximum of four creatures at a time. When Cthulhu moves, any Huge or smaller target it is grappling moves with it.

Wing. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 32 (4d10 + 10) bludgeoning damage. The target has to succeed on a DC 20 Strength saving throw or be knocked prone.

Otherworldly Gaze. A creature of Cthulhu's choice that is within 120 feet of Cthulhu must make a DC 25 Intelligence saving throw, taking 33 (6d10) psychic damage on a failed save, or half as much damage on a successful one.

Eldritch Howl (Recharge 6). Cthulhu emits a soul-splintering howl. Each creature in a 60-foot radius around Cthulhu must make a DC 25 Constitution saving throw, taking 33 (6d10) thunder damage on a failed save and be deafened until the end of its next turn, or half as much and not deafened on a successful one. Each creature also has to make a DC 25 Wisdom saving throw, taking 33 (6d10) psychic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Cthulhu can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Cthulhu regains spent legendary actions at the start of its turn. Attack. Cthulhu makes one claw attack, one wing attack, or one tentacle attack. Rage (Costs 2 Actions). Cthulhu can use Eldritch Howl if it is recharged. (Must Roll for Recharge on your turn) Unspeakable Horror (Costs 3 Actions). Cthulhu consumes the soul of an unconscious creature within 120 feet of it that it can see. The creature dies and cannot be resurrected except via a wish spell or until Cthulhu chooses to release its soul or until his physical form is destroyed.

THE VENDING MACHINE



between each level there is a vending machine where you can purchase items.

Each player finds 50k in their pocket. Prices are fixed.

Rarity	Character Level	Bonus Value	Common
1st or higher	-	-	50-100 gp
higher	-	+1	501 -5,000 gp
-	5th or higher	+2	5,001 - 50,000 gp
-	11th or higher	+3	50,001+ gp

Lower Bound is Chosen

- Common Items
 - 100%
- Uncommon
 - 90%
- Rare
 - 60%
- Very Rare
 - 40%
- Legendary
 - 20%
- Artifact
 - 0.5%

Players can try to shake the vending machine. Requires 3 players. Strength rolls. Average must be between 10 and 15. Failure will cause damage and no items will be available. Success will result in free items that they wanted to shake out. Must call item to shake out first.