

ESCAPED6

Room One. The Bog Swamp

- Square. 90ft x 90ft. 6 portals. Enter 1d6. Exit 1d6.
- **Goal:** Get to the portal. Or magic item cost.
- Muddy water pulls at your boots as the trees and vines seem to attempt to block your path creating difficult terrain. A poisonous stench fills the air causing ill effects.
- Near the center of the swamp lies a shattered, malicious spire emanating dark magical energy. Starting within 15ft incurs 1d6 damage, and can't heal for 1d6 rounds, doesn't stack.
- Cha check 13 to interact with dark spire. Magic item sacrifice stops all effects and attacks.
- **6 Exploration Rounds.**
 - All Rolls -1. Sinkholes appear. dex save 11
 - All Rolls -2. Vines attack. Vine Whip (R) +6 (1d6+1).
 - All Rolls -3. Thorn bush walls. dex save 13 vs 1d6+1 damage.
 - All Rolls -4. Vines attack. Vine Whip (R) +6 (1d6+1).
 - All Rolls -5. Roots entangle str save 15. escape str check 15.
 - All Rolls -6. Vines attack. Vine Whip (R) +6 (1d6+1).

Room Two. Inside a Piano

- Rectangle. 40ft x 180ft. 2 portals.
- **Goal:** Get to the portal. Or magic item cost.
- Giant piano hammers threaten the path while vibrating strings cause the room to shake violently.
- On the path lies a crystal arcane circle that provides power to the piano. Rounds 1 - 3, spellcasters +3 to all rolls. Rounds 4 - 6, -3. Int check 13 to interact with the arcane circle. Magic item sacrifice stops all effects and attacks.
- **6 Exploration Rounds.** Alternate lair actions.
 - dex save 9 + (round # times 2) vs 1d6+1 dmg
 - con save 10 + (round # times 2) for room shaking vs prone. disadvantage if they failed the previous dex save
- After 3 rounds, the path is damaged and space is removed, or creates difficult terrain. Dex saves at disadvantage.

Room Three. Summer Carnival

- Circle. Radius 60ft. 2 portals.
- **Goal:** Finish the competition in the top 3. Or magic item cost.
- **3 skill games.** More successes are good. More failures are bad.
- Popular among the onlookers stands a golden radiant juice fountain. 1d6 chance to heal (even) or damage (odd) 1d6 if consumed. Removes up to two levels of exhaustion.
- Losing requires cha check 14 or magic item sacrifice.
- Competitors. (str, dex, con).
 - Hopper, rabbitfolk (+0, +3, +0)
 - Shadow, catfolk (+2, +2, +2)
 - Osley, pigfolk (+3, +0, +3)
- Cup Pong. 3 rounds. dex check 9 + (round # times 2). No ties.
- Greased Kobold Wrestling. opposed strength checks. Two small kobolds vs 1 medium creature. First to 3 wins.
- Moon Pie Eating Contest. con check 3 + (pie # times 2). on failure con save 15 vs poison 1d6 rounds. Most pies wins.

Room Four. Castle in the Clouds

- Rectangle. 40ft x 180ft. 2 portals.
- **Goal:** Get to the portal. Or magic item cost.
- Cloud giants yell for you to leave from atop a crenelated tower while air elementals throw boulders along the way. Cha check 14 to get the giants to stop the boulders.
- Halfway along there is a forgotten brazier. Once lit, within 60ft PCs can choose to succeed a save 3 times then the fire goes out.
- Magic item sacrifice stops all effects and attacks.
- **6 Exploration Rounds.** falling boulders every round. dex save 7 + (round # times 2) vs 1d6+1 dmg. Knocked prone every other failure.
 - Heavy rain makes difficult terrain for 1d6 rounds
 - Heavy wind pushes the PCs back 10 ft., dex save 13 vs prone
 - Cloud of fog obscures vision, starts at 60ft mark, grows 20ft per round
 - Large hail falls, 1d6 dmg, dex save 15 vs half dmg
 - Thunder and lightning strike at 60ft increments. dex save 16. 15ft take 2d6 dmg and knocked prone. 30ft take 1d6 dmg and pushed 10 ft. Both vs half damage and no prone/push
 - Mudslide towards the PCs at 130ft, 30ft wide. str check 17 vs push back/knock prone 15ft

Boss pt 1

- **Type.** 1d6. changeling prince, unseele faun, fairy detective, undead spy, dragonling, djinn noble
- **Name.** 1d6. Insoucias Fram, Tine Cozco, Van Sedai, Scott Johnson, Qainmaerriion, Smokewill Ruinsworn

Footsteps get louder as your pursuer closes in. You fumble with the Portal Interface as your friend pulls out a relic from the bag interrupting the pursuit and granting you time to escape. Fading through the portal you watch as your Pursuer snarls "You can run but you can't hide. I always find what is rightfully mine!" before jumping through a different portal along with two goons on your trail.

Ways to Play. 1d6.

6 rooms in order, 8 rooms in order, 1d6 rooms in order, 1d6+2 rooms in order, 1d6 rooms randomly, 1d6+2 rooms randomly
Hero Mode: All 8 randomly

Portal Interface has (# of rooms) charges.

Last one always goes home. 1d6.

wristband barcode, keypad swipe, metal key, book of passwords, severed eye, robit hacker; (1d6: hummingbird, scorpion, bee, tree, flying sphere, small puppy)

What do the portals look like? 1d6.

ancient stone, decayed wood, worked obsidian, earth and vine, futuristic metal, magical energy

What's in the box? 1d6.

embarrassing political blunder, expensive business mistake, suspicious bloody dagger, lost priceless heirloom, last bottle of ancient wine, racy personal letter

Bag of Relics. 1d6 uses each. 1d6.

a brooch that lets you fly, a goblet that spills causing difficult terrain for 10 ft, a leather shoe that teleports you up to 30ft to a space you can see, a pearl that regains one spell use and causes one level of exhaustion, a bottle that pours thick fog for 60ft for 1d6 minutes, a small ugly statue that causes magical darkness for 60ft

Important Info

- PCs begin with 1d6 healing potions that heal 1d6+1.
- PCs begin with 1 point of inspiration.
- Each room has 6 rounds. Can be repeated if needed.
- Begin each room by pulling from the Bag of Relics.
- Int check 14 to determine the correct portal, and an action to open it.
- One round between rooms to talk, use items, use abilities, or information/skill/ability checks.
- Dashing more than 3x commod times make con check 10 or add one level of exhaustion.
- Rooms 3, 5, 7, and 8 have the possibility to remove exhaustion.
- Progress clock for boss and goons to catch up has steps equal to the number of rooms. Every round 1d6, 1 adds a step, 6 removes a step. At top of round Boss and Goons attack from nearest portal. If not, they attack at the beginning of round 4 in the last room.

Goons

- **Type.** 1d6. ghosts, red caps, goblins, pixies, tiny robits, cavelings
- **Special Ability.** 1d6. stealth, magic resistance, disengage, pack tactics, damage immunity, burrowing
- AC 13. HP 11 (3d6+1). Slam/Dagger/Magic Bolt (M/R) +4 (1d6+1). Init +1. No bonuses.
- **Death Flame:** explodes at 0 HP, all within 5ft dex save 13 vs 1d6 damage

Boss pt 2

- AC 15. HP 28 (6d6+6). 2 attacks. Melee (M) +6 (1d6+1) or Range (R) +6 (1d6+1). Init +3. Add 1d6 for checks/saves.
- **Special Ability.** 1d6. magic resistance, spider-climb, invisibility, pack tactics, non-magical resistance, fly
- **Melee.** 1d6. slam, sword, claw, bite, club, necrotic touch (can't heal for 1d6 rounds)
- **Range.** 1d6. dagger, bow, dark bolt, fire breath, water whip, rock

Room Five. The Healing Glade

- Square. 60ft x 60ft. 6 portals. Enter 1d6. Exit 1d6.
- **Goal:** The centaur Avastas Vex makes a deal with the PCs for a magic item that the next portal will contain the final portal.
- Avastas talks to the PCs while circling a giant obsidian ethereal well. Drinking from well grants short or long rest and one boon. Up to two levels of exhaustion can be removed.
- **Boons.** 1d6. hit die spent are max value, +1 to AC and saves, magic resistance, +6 hit point max, +1 to attacks and damage, healing spells and potions max value

Room Six. The Machine

- Circle. Radius 90ft. 6 portals. Enter 1. Exit 1d6.
- **Goal:** Get to the portal. Or magic item cost.
- A giant computer tower in the center controls the platforms and effects. Wary PCs will note the infinite sky above and below the floating platforms. Flashing lights indicate which platforms will be available next round.
- PCs can appease the Machine with a magic item or destroy it with a magic spell. Int check 15 to use control panels to pause the platforms for one round.
- Floating in the area is a decrepit dwarven robit sphere named CHARLIE, adding 1d6 dmg to non-magical melee or ranged attacks. Cha check 15 to receive advantage on one roll per round.
- **3 Exploration Rounds.**
 - Platforms move every round. 1, 3, 5, 2, 4, 6, 1, 3, 5.
 - Robit countdown. 3 rounds. Green, Intruder detected. Yellow, Intruder alert. Red, Intruder engaged.
- **3 Combat Rounds.**
 - Platforms move every round. 1, 3, 2, 6. All.
 - Grapple (R) str check 15.
 - 3 attacks, Laser (R) +6 (1d6+1).
 - Init: 20 Countdown to platform drop, 3 attacks, Laser (R) +6 (1d6+1). Init 0: dex 20 with advantage.

Extra Room Seven. Spider Caves

- Rectangle. 40ft x 180ft. 2 portals.
- **Goal:** Get to the portal. Or magic item cost.
- A dark, dank cave whose inhabitants are trying to eat you. Their webs and the stalagmites make it difficult terrain in places.
- 1d6 stalagmites 5x5ft every 50ft, block vision and provide cover.
- PCs can appease the giant spider Hasayl with a magic item sacrifice to stop all effects and attacks. Cha check 15 to make the deal with the spider queen.
- Among the rubble lies a shadowy undead bone pile named Bekara. All creatures alternate +2/-2 to AC each round. Magical Darkness grows 20ft over 3 rounds of combat. Wis check 15 to make a deal with the Bekara the Bones and remove up to two levels of exhaustion.
- **3 Exploration Rounds.** Every round each PC 1d6, odds finds webs.
 - Cubes of web 10x10ft, dex save 13 to be caught, str check 13 to escape. Each giant web has AC 8, 3 HP, vulnerability to fire, and resistance to bludgeoning, piercing, and psychic damage.
- **3 Combat Rounds.** Giant Spider and two swarms of spiders attack. Every round each PC 1d6, odds finds webs.
 - **Giant Spider.** AC 14. HP 11 (3d6+1). Bite (M) +5 (1d6+1). con save 13 vs incapacitated for 1 round. Spider-Climb
 - **Swarm of Spiders.** AC 12. HP 8 (2d6+1). Bite (M) +3 (1d6). Spider-Climb.

Extra Room Eight. The Haunted Crypt

- Square. 90ft x 90ft. 6 portals. Enter 1d6. Exit 1d6.
- **Goal:** Get to the portal. Or don't.
- A soft earth, bones, and gravestones surround a bloody unholy altar. A foul mist hangs in the air as fear grips your chest.
- Upon the altar sits a horrific dripping alien sarcophagus chiseled with unspeakable runes. Start of every round, wis save 5 + (round # times 2) vs disadvantage on saving throws. 1 hit die worth of self-inflicted sacrificial damage stops the room, but not combat. Wis check over 17 can interact with the altar, an ai remnant of an alien that goes by 01010110 01101001 01110011 01100001 01110110 01100001, and cha check 15 to make a deal.
- **6 Rounds.** Top of each round undead skeleton hands reach to grapple and pull the PCs to their doom.
 - **Grapple.** str save 13 if movement used, 15 if no movement vs pulled 1d6 feet into the ground. disadvantage if prone.
 - str check 10+feet sink to escape.
 - if submerged at the start of turn con save 14 vs 1d6 damage
- **Combat.** 2 skeletons attack from the opposite side of the crypt. One more emerges at the top of each round.
 - **Skeleton.** AC 13. HP 11 (3d6+1). Short sword/Short bow (M/R) +4 (1d6+1). Immune to poison.

Boss pt 3

- Has one villain action per round, taken after a PCs turn.
 - **Round 1.** Unnerving Aspect. All within 30ft wis save 15 vs charmed, save at end of turn.
 - **Round 2.** Fey Step. The boss magically teleports up to 60 feet to an unoccupied space it can see.
 - **Round 3.** Darkness. The boss creates a sphere magical darkness, grabs the box, and leaves through the nearest portal.