

Galactic Kindergarten Escape

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By the evil genius' will, running into a cunning trap, or failing an intelligence check, the heroes are placed into the galactic kindergarten. Now PCs must prove they don't belong here or find a way to escape the place.

This universal adventure can be a funny trip or a short survival story for your players. Try to use their imagination and the mood that suits your Universe.

The "children" of the kindergarten are creatures of different shape and sizes. Just create less scary ones if you are going to play with real kids.

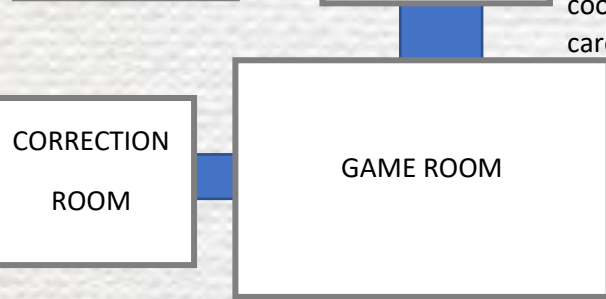
Bedroom. Heroes wake up here. They can barely remember what happened and are confused by this alien place. Children around are afraid of weird noises coming from under one of the beds. If anyone try to come closer, big paw with sharp claws will strike! This is a cat, accidentally taken away from your planet.

Monsters: a Cat. **Treasures:** Teddy – a terrifying (the person holding it rolls any INT checks with disadvantage) one-eye toy under a pillow in the darkest corner of the room, where the cat "monster" is nesting.

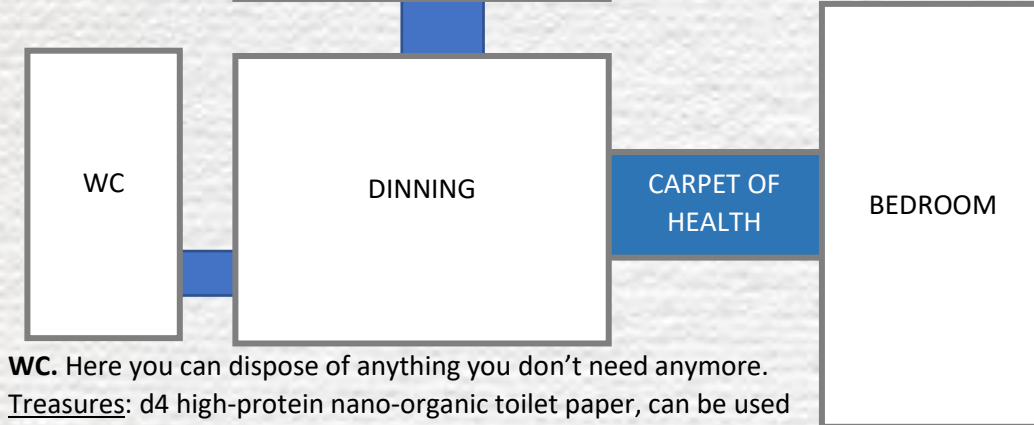


Carpet of health. Everyone should pass these mandatory procedures. Run fast or endure the scratchy floor, hot and cold showers following with a withering breeze.

Dinning. A set of tables with feeding machines. The Space Semolina is a light poison to your kind. Try to avoid of being fed. **Monsters:** 4 T35 are watching every child to eat, no exceptions. **Treasures:** Big Kevin was punished a lot because of his bad behavior and food taste and now he is looking for someone to eat his potion of Semolina. He can share valuable advice: to fly back home the one need to get coordinates from Protocol droid at Correction Room. The droid is always watching carefully what is happening in the Game Room (good or bad) and any persons involved might be taken into the Correction Room for "educative talk".



Game room. Everyone is playing. You can join any party. If you pass a good INT check or DEX check (depends on the game type) you can win and proof yourself worthy. Each win can drive the looser mad (1/3 chance), so be ready to defend yourself! d4+1 wins can bring attention of the Protocol Droid, who is watching the games. **Monsters:** 6 T35 playing games with kids.



WC. Here you can dispose of anything you don't need anymore. **Treasures:** d4 high-protein nano-organic toilet paper, can be used as a health potion.

Correction room. You can be "invited" here in the case of unusual behavior (showing violence or other bad actions or some extraordinary skills at playing games in a game room) to be interrogated by the Protocol Droid.

Dressing. Some of your stuff is here secured in one of the lockers. A kid is crying about his lost Teddy-toy. His older brother is holding in his hands a silver keycard to one of the spaceships, landed outside. He is in a hurry to leave the place and will be glad if someone can bring the Teddy ASAP. Can be persuaded to get few additional passengers. **Monsters:** One S1000 is watching that only authorized persons enter or leave the place.

Landing pad. d6 spaceships. All locked. One can be opened with the *silver keycard*. Set your home system coordinates into autopilot using the set of weird symbols given by the Protocol Droid or hacked from his log files.

Monsters: d4+2 S1000 on patrol duty.

Monsters

A Cat – sharp teeth and claws, weak to rolling balls and stroking. Can be from small to tiger-size.

T35-Nanny – a strong 8-arms droid with vandal-proof armor. Feed or Play programs can be switched with high INT check.

S1000 – security droid, battle armor two paralyzing ray guns. Can be once switched to self-test for 30 seconds by security code phrase ("Meow").

Protocol droid – Bulky old droid with big screen. He is communicating via images or simple math. Has brain analyzer and limited telepathy ability. His log file contains all spaceship signatures and destinations for the last week. Unprotected. Can be defeated, persuaded, or hacked to get the coordinates of your home planet.