

Escape from the Chaos Ravine

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The adventure seemed to have come to an end, adventurers after facing monsters, traps and challenges face the lord of the dungeon and lay hands on the coveted Scarlet Skull. When the sinister artifact is removed from its reliquary the red light takes over the surroundings and a deafening roar takes the heroes to the ground unconscious.

The adventure begins here, at its end.

The adventurers regain consciousness. How long have they been passed out? Nobody knows. There are other more immediate concerns like the dungeon ceiling collapsing!

This is an adventure that begins at its end, after the adventurers have conquered the dungeon, must now flee from it that is collapsing. Set a time (20 minutes, 30 minutes, more or less time, at DM's discretion) so that adventurers leave the dungeon before it collapse over their heads!

1 - This is the room where the adventurers wake up, confused and without recent memories. Walls, floor and ceiling are cracking and collapsing. The body of the wizard, guardian of the skull is on the ground, as well as his bodyguard an ogre back. The Scarlet Skull does not want to be taken and in its dark magic revives the bodies of the sorcerer and the ogre as zombies. The monsters that the adventurers defeated in other rooms had the same fate, returned in undead versions!

2 - It was here that the adventurers slaughtered the pets of the Guardian of the Skull. Giant lizards (1d4 + 1), now undead.

3 - Attracted by the smell of corpses, Giant Centipedes(2 to 3) come to quench their hunger and the sight of living adventurers make them furious.

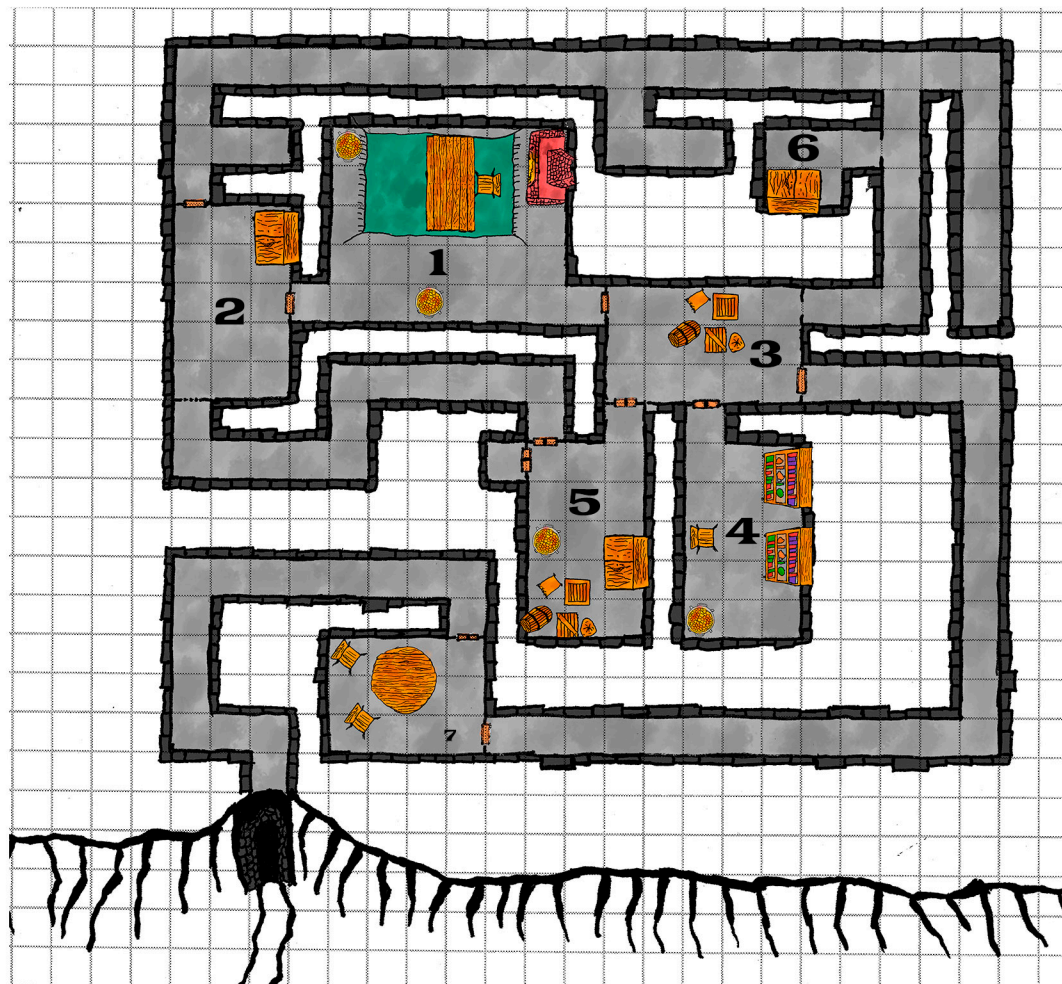
4 - A strange room with bookshelves displaying profane symbols. In this room of invocations, the Skull reacts conjuring random magical effects on its bearer. Roll 1d4 to find out the effect:

1- The bearer is silenced for 2d6 minutes;
2- The bearer levitates for 2d4 minutes;
3- The tongue of the character becomes luminous and his next sentence becomes true and his tongue returns to normal. Tell the players only the part of the luminous tongue!
4- All clothes or armor of the wearer become dust.

5- The floor of the room is filled with bodies of goblins that were defeated by the adventurers in their incursion. The Skull commands that their dirty spirits return for another fight. Four specters obey the profane call. If spectres are too strong for their heroes, use weaker, incorporeal undead, like shadows. In this room there is a cubicle with a lever that opens the exit door of room 7.

6- Here, the heroes fought and defeated 2 Animated Armors. Now reanimated, they will face the characters again. If the bearer of the Scarlet Skull is silenced by the effect of Room 4, the Animated Armor will have penalties to attack the adventurers. Give the players hints to realize the effect!

7- This room is filled with vines that come down from the ceiling. The vines, commanded by the Skull, try to grab the adventurers to keep them from leaving. If the adventurers have not activated the Room 5 lever, the exit door will be locked, open the lock or knock the door will be hindered by the vines, DM will apply penalties. If the heroes have triggered the lever the exit will be guaranteed for the exit of the dungeon!



Unlocked Door

Locked Door