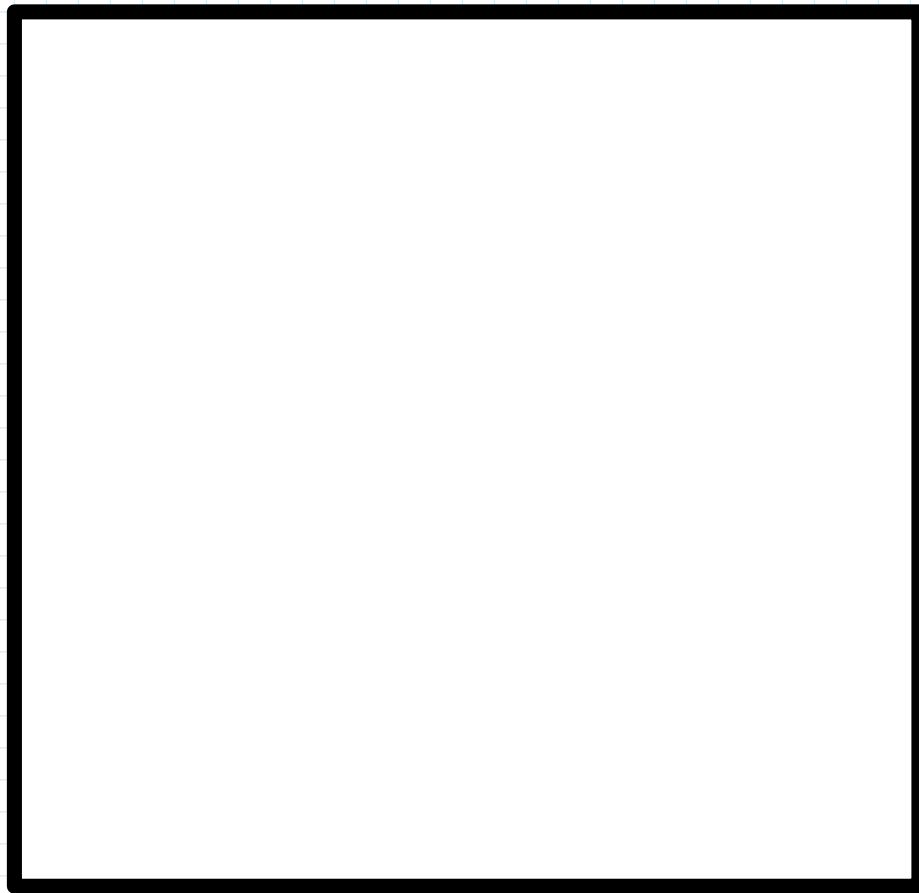


## White Room – Level variable



### Random Events (d20)

1. Add wall
2. Add room
3. Add door
4. Add trap
5. Add trap
6. Level-2 encounter
7. Level-1 encounter
8. Level-1 encounter
9. Level+0 encounter
10. Level+0 encounter
11. Level+0 encounter
12. Level+1 encounter
13. Level+1 encounter
14. Level+2 encounter
15. Level+3 encounter
16. Add treasure
17. Add NPC
18. Erase all room contents
19. Remove one item
20. Roll twice

Our Heroes awake to find themselves in a featureless white room surrounded by plain black walls. It is about 200' square with no apparent means of exit. There is no ceiling, only an unearthly white glow that illuminates the whole area. The walls are 12' high and 5' thick. They can be climbed with a difficult skill check. Encourage the players to work out other means of escape! Any forms of long-range teleport, or planar travel do not work.

From the top of the wall, the PCs can see a vast open white plain with deep black evenly spaced black furrows stretching into the distance. Between some of the furrows are other strange black markings. If the players don't work out what it is, an Insight check or equivalent reveals that this is writing on a huge scale.

As the players watch more markings appear, and a roar comes from beneath them inside the white room. One of the characters feels a tentacle curl around his leg and he is pulled inside by a huge Chaos Beast!

And so it continues with monsters, traps and walls being added to the white room as the heroes puzzle the mystery of this strange place. If one of the players tries writing something between the furrows, whatever they write appears in the white room. Other words also appear, seemingly at random. If you're feeling kind, suggest that the players write the word "ladder" to simplify entry and exit.

**Conclusion:** If any of the heroes write the words "The end" or "Home", the characters awake around a campfire in a forest clearing. Around them grows a faerie ring and they have the oddest feeling that they are nothing more than fictional characters in a game played by the gods.