

Escape the Oubliette

Escape the Oubliette is for 4 players of level 3.

Firstly, I confess to have absolutely no idea how you actually Escape the Oubliette. This is a test of player ingenuity and improvisation. Items in *italics* are objects that could be utilised by the players to aid their escape.

Secondly, there is a game-world timer of 12 hours which starts once you begin. On expiration of the timer, a nearby river which has burst it's banks, sends water cascading down the entrance and gradually works it way to area 1. Read up drowning rules. If the players are out of area 1/2, then they may be able to 'ride' the rising water levels up to area 6 before the flood waters recede.

The dungeon is made of two layers of stonework blocks 3ft long x 2ft high x 1ft deep. Behind that is generally clay ground. All ceilings are 10ft high (unless noted otherwise). No doors, just archways.

1 Oubliette - The players start here. They are naked and with no equipment at all. It's pitch black, cold, dank, putrid and deathly quiet. This roughly hewn cavern contains only *bones, cadavers, rocks* and *stones*.

2 Tunnel - This crawlway is 3ft in diameter, and goes straight up, across, down, across and back up again. It's slippery and the hand holds are not great (DC15). The tunnel ends in a *padlocked iron grate* (DC20). The padlock is on the area 3 side.

3 Dungeon - 15x15ft. A solitary *burning torch* sits on the far wall. It will last 12 hours from the start of the adventure, then extinguish. It sheds a dim light.

4 Guardroom - 15x15ft. This room contains two *CARYATID COLUMNS* that will attack anyone leaving area 3 without carrying aloft a holy symbol. They crumble to *stone chunks* once defeated.

5 Long Chamber - 75x30ft. This chamber contains a large pool of dark water. The bottom cannot be seen but it's 20ft deep. A medium WA-

6 Stairway - A well-trodden stairway ascends up and out of the room. Each flight rises 20ft. A *GELATINOUS CUBE* lies in wait on the stair landing. Inside the cube is a *masterwork dagger*.

7 Entry Chamber - 45x45ft. The entrance chamber contains a huge 30ft diameter x 15ft deep pit in it's centre. The pit bottom is lined with *two dozen sharp oak spikes* (each is 3" diameter and 4ft long) and amongst them *cadavers* and *skeletons* lie impaled and half-eaten. Amongst the corpses are two *WIGHTS*. The *Wights* will attack anyone entering the pit but remain silent until then. A *hemp rope* dangles down from a hole in the ceiling and stops two feet above the level of the 3ft high pit retaining wall. It cannot be reached from the bottom of the pit or from the room.

A series of 6" diameter holes, each 6" deep, run up the centre of each wall. They are 10ft apart and start from 10ft off the chamber floor, and run up to the ceiling. These are remnants of the construction phase of the dungeon. The topmost set of holes are actually 4x Arrow Traps triggered by anything blocking line of sight between opposing holes. The deactivate mechanism is on the side of the gentry in area 9.

8 Entry Shaft - The ceiling of area 7 has a huge 20ft diameter opening rising up towards day-

9 Outside - A circular retaining wall 3ft high surrounds the 20ft diameter opening. A massive wooden gentry overhangs the shaft opening, with a rope tied around it an hanging down the centre of the shaft. The area is surrounded by woods, and in the bole of a large oak lies the adventurers gear and equipment. End.

