

Escape Everdale Castle

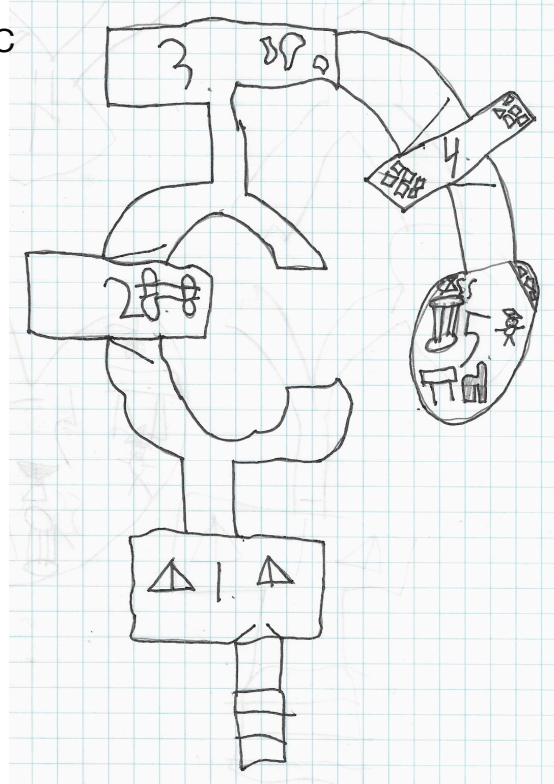
By TJ Niedzwiecki

Welcome to Everdale Castle, a castle of mystery and wonder. As you reach the castle, you see a large set of steps leading up to an enormous fortification. You know that the castle is ancient, but it looks new, as if it were only built yesterday. You have heard of the awesome treasure within this keep, but there are also tales of dark and weird magic. But all who people who have said this are thought to be delusional.

1. Goblin Camp: This area is inhabited by [# PC + 1] goblins. They have set up a camp in the castle's entry hall and they hate treasure hunters.

2. Wolf Pack: There is a split in the hallway after exiting the main hall/Goblin Camp. The right side is broken and cannot be crossed due to it's size. The left side leads to a room with 2d6 large wolves.

3. Puzzle Room: After defeating the wolves, the party continues on and comes to a room with a puzzle inside. The party cannot continue on without solving the puzzle. (We recommend the DM choose a puzzle that is NOT a riddle, but instead something with at least 3 parts so that there is a possibility that the party may solve it wrong). If the party takes more than 30 minutes (in real time) OR solves the puzzle wrong, they are transported back to the entry steps, and rooms 1-3 reset.



4. Animated Skeletons: The party walk into a crypt. As they reach the door on the wall opposite, 4d6 animated skeletons come out of their coffins.

5. Boss battle: After defeating the skeletons, the party walks along a short corridor and into a circular room. Books are stacked against part of the curved walls, a table and chair are on the side of the room opposite the door, and in the center of the room, there is a pedestal. An hourglass floats over the pedestal. A wizard is reading a book at the table, but does not immediately notice the party. Once the party gets within 5 feet of the pedestal an alarm will sound, alerting the wizard to their presence. (The wizard should be about 1-3 levels higher than the party, depending on how hard you want to make the fight).

6. Escaping Everdale: Once the party removes the hourglass from the pedestal (even if they do not kill the wizard), the castle will begin to crumble and the "escape mech" will begin. If the wizard is not defeated, he will also have to roll to escape.

Escape Mech: Roll initiative (or use initiative from the prior battle). On their turn, each PC should roll an skill check to run out of Everdale Castle as it falls apart.

Note from the Author: The hourglass is enchanted and is why the castle looks brand new. It has created a time loop, which is why taking too long in the puzzle room can cause the first 3 rooms to reset.

Escape Failure Roll Table

D6	Result
1	Hit by a rock. Take damage.
2	Skill check to jump over debris.
3	Shockwave. Roll save to not fall prone
4	Dust gets in eyes. Roll a save or be blinded for one turn.
5	Need an additional success roll to escape (Max of 6 success rolls total)
6	Ground crumbles under feet. Skill check.