A GB ROAD GAME



THE Ruby Rush

A one-shot adventure compatible with Dungeons & Dragons.

INTRODUCTION

This book is written for the Game Master (GM). It contains a compatible adventure designed for use with *Dungeons & Dragons* fifth edition (5e), released in 2014 or the 2024 updated version, and assumes familiarity with the basic rules. It introduces an accessible, linear story set in the jungle near the city of Nairane, on the continent of Draconem.

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RUNNING THE ADVENTURE

The Ruby Rush is a one-shot fantasy adventure for three players, using characters at 1st level. It is designed for roughly one to two hours of play.

This one-shot adventure is meant to have a linear structure. However, the story is designed with various branching paths, ensuring your players are not always crowded together in one narrative. The variety of choices still allows player agency, and every path leads to a range of conclusions based on those choices.

This module is divided into the following sections:

- **The Plot** section informs you, the GM, of the overarching story that will be told.
- **The Beginning** section jumps right into the game and contains the first scenarios.
- **The Endings** section contains the final confrontation and its repercussions.
- **The Farewell** section provides the wrap-up for the possible choices made throughout the game.
- **The Maps** section contains visual aids and layouts for use on tabletops or virtual systems.
- **The Crew** section includes all pre-made NPC descriptions and stat blocks.
- **The Huh?** section contains references to this book's functionality and other pertinent information.

As the GM, your role is to run the game. You will be narrating, refereeing, roleplaying the story's characters, and adjudicating or improvising when needed. Above all else, you are responsible for driving the story forward with your players. This is a collaborative process, after all.

Remember, this game has multiple pathways to explore, so let your players roam freely! The focus may switch between players at any time, but rest assured, the story brings everyone back together for the finale without letting them stray too far from each other. If the party is split across different areas, allow players to resolve scenarios in turns.

"The intended DC" — This phrase appears in many sections of the game and denotes the scenario's suggested DC for checks and interactions. Feel free to adjust it to suit your play style.

Before you begin your role as GM, it is important to read through this book. Chance plays a part in the storytelling, and having a clear idea of the narrative's progression will help you keep everything on track for your players.

Reviewing the accompanying map and the non-player character (NPC) stat blocks will likely be your most helpful tool in understanding the layout of the temple and the characters in this game.

And if you dive right in before reading everything, don't worry: each numbered scenario follows a natural progression based on player choice, so this module will guide you along the way as the choices stack up.

THE PLOT

Below is a general summary of the plot, which, along with the rest of this book, will help you understand the flow of the game. Do not share this information with your players; the text below helps you, the GM, understand the story (and game) structure.

A previously unknown temple has been discovered in the jungle near the city of Nairane. It did not take long for rumors of the treasure that might lie within to spread through the populace.

Many heroes and would-be adventurers raced to the site, each hoping to claim the wealth inside. Few made it far into the ruins. Those who reached the end found a pedestal bearing the largest ruby they had ever seen, held aloft in a shaft of magical light.

The moment the ruby was disturbed, the temple began to rumble and the way in was sealed. The only escape was a passage the players reached just in time, but in the rush the treasure was left behind, and the way back is now blocked by immovable rubble.

What the players do not know is that the temple was built as a challenge of sorts. Now the last of the would-be temple plunderers must navigate the paths ahead and try to escape. As brand-new adventurers, they will find this journey extremely treacherous!

Will the players make it out alive?

UNIQUE MODIFIER

For an extra challenge, you can give your players one real-world hour to complete the escape. This is entirely your choice as GM; if you choose it, make your players aware before you begin that you intend to run the game this way. Either way, the game functions the same.

THE BEGINNING

The adventure begins in the temple's rubble room. The players have narrowly escaped a cave-in; they cannot go back, and the treasure is lost to them. Read the following text out loud to your players as narrator:

> *A rumor of treasure in a temple in the jungle! You're all that's left of the opportunistic locals who made their way here.*
>
> *Those of you who remain reached the treasure in the depths of the temple, but soon angered the gods by plucking it from its resting place.*
>
> *Whoops. You made a run for it and leapt through a passageway you didn't come in by. Into the unknown — and what's worse, you left the treasure behind as the temple collapsed behind you into impenetrable rock.*
>
> *At least there's a door in front of you. As the temple rumbles, it's time to move and try to escape with your lives.*

This is a great moment to have your players introduce their characters and describe their appearance, class, and species, or if they have any personality traits or background notes they wish to share. Do their characters have history with the other player characters?

1. RUBBLE ROOM

Your players start in a small room with a closed but unlocked door in front of them and, behind them, a pile of rubble with an arm sticking out of it. Read the following text out loud to your players as narrator:

> *You catch your breath as the rumbling stops for just a moment. The dust settles, and you see that you are not alone: a few fellow survivors catch their breath beside you.*
>
> *In front of you is a simple wooden door with a handle, plain hinges, and no lock.*
>
> *Along the walls of this room are bronze motifs of people, all seemingly worshiping and holding aloft what look like painted bright red rubies.*
>
> *Behind you, rock and stone lie completely immovable, blocking the way you came. At the base of the destruction you see an arm, presumably belonging to an adventurer who didn't make it out.*

> *On the hand of this one arm you see a very interesting ring, whose halo setting holds a small glass eye.*

Players can leave the starting room immediately; the door has no keyhole, is not locked, and leads to the next room. **See map markers: 1. Rubble Room, 2. Rat Room.**

If anyone picks up the ring, they will notice the words *Attuning Incorporated — "Vision"* engraved inside the band. The simple gold band rises to a halo setting topped with a blue glass eye.

Saying the trigger word "vision" while wearing the ring activates its X-ray vision: the wearer sees through solid matter for one minute. No attunement is required.

While the ring is active, the wearer can partially see through doors or walls into any adjacent space. Describe as much as the player could see from their position.

Each time a player uses the ring after the first, they must make a Constitution saving throw after one minute of use. The intended DC for this interaction is 15.

- ✔ **Success:** No effect on the wearer.
- ✘ **Failure:** The wearer gains one level of Exhaustion.

Convey Choice—Did players take the ring and activate it? Have they made their way out of the room?

2. RAT ROOM

As soon as players enter this room, whether cautiously or swiftly, they find two rats per player intent on attacking them.

Players can deal with the rats as they see fit, but the rats will not relent until defeated.

Otherwise the room is empty, save for the same bronze motifs of people worshiping rubies along the walls. Two doors lead out; both are unlocked and have no keyholes. **See map markers: 3. Sister Riddle, 5. Wind Room.**

Convey Choice—Did the players make it past the rats? Which door did they go through?

3. SISTER RIDDLE

This room contains no traps, just a large idol of a face with text on a plaque below it, which can only be read up close. Read the following text out loud to your players as narrator:

> *The room has beautiful blue marble flooring with a golden sun pattern. In one corner, a large idol of a head with abstract feminine features looms over you.*
>
> *Underneath the head, a few lines of text are etched into a plaque: a riddle, with an instruction.*
>
> *"What is so fragile that even speaking its name will break it? Provide the exact answer to my brother's face."*
>
> *Opposite this is another door, of the same design as all the others, leading onward.*

Players can investigate, but the room's single purpose is to deliver the riddle, which must then be answered at the brother face statue in the next room. **See map marker: 4. Brother Face.**

The answer to the riddle is "silence." Any player can attempt to give the answer while in the Brother Face room.

Convey Choice—Did players figure out the answer to the riddle? Are they entering the Brother Face room?

4. BROTHER FACE

This room, leading on from the sister idol room, has a stone floor covered in flowers and a large statue that fills the far wall. Read the following text out loud to your players as narrator:

> *On the far side of the room, a huge statue of a masculine face spreads across the entire wall.*
>
> *Its eyes appear dormant, yet at the same time they seem to be staring at you, awaiting a response.*
>
> *The ground leading up to the statue is covered in ruby-red petals, and a circular rug lies at the foot of the stone face.*

Players can enter the room freely and attempt to answer the riddle from the sister statue room. A correct answer grants that player a boon: 15 Temporary Hit Points. Read the following text out loud to your players as narrator:

> *The statue's eyes glow white-hot as soon as you utter your answer. The room fills with white light for a split second, and you feel sturdier than before.*
>
> *The statue then falls dormant once more and crumbles away to ash.*

An incorrect answer brings a bane instead: the player gains one level of Exhaustion. Read the following text out loud to your players as narrator:

> *The statue's eyes glow cold and red as soon as you utter your answer. The room fills with red light for a split second, and you feel weaker than before.*
>
> *The statue then falls dormant once more and crumbles away to ash.*

There are no traps here, save for failing the riddle, and no other way out of this room; it is a dead end.

Only one answer may be given, and that answer decides whether a boon or a bane follows.

Convey Choice—Did players give the correct or incorrect answer?

5. WIND ROOM

The door to this passageway is not locked. Inside are a large statue, a large red double door that is unlocked, and another door leading out of the narrow passage. **See map marker: 6. Exit Key.** Read the following text out loud to your players as narrator:

> *As you enter, you notice the ground here is cracked and broken, with moss and grass peeking through. In front of you stands a massive statue of what might be a forgotten deity's face.*
>
> *Its cheeks are puffed out, giving the impression of strain, as if something should be blowing out of the one-foot-wide hole of its mouth.*
>
> *Just above, its eyes are fixed on the pathway leading to the door out of this passage. It is eerily silent, save for the occasional rumble of the collapsing temple.*
>
> *Just shy of the passage's exit stands a large red double door with no keyhole.*

Players can go through the red double doors, provided they stay clear of the wind statue's direct line of sight, which runs toward the plain wooden door.

If players step into the statue's line of sight to the plain wooden door further down the passage, or push any object through that line of sight, they trigger the trap.

Gale-force wind blows from the statue's mouth as its eyes glow green. The plain door is blown open, revealing a wall of spikes at the end of the corridor, and any player caught in the wind's path is pushed toward the spike wall immediately. The gale blows for 1 round each time the line of sight is crossed. Players can attempt any means to divert or escape the push. The intended DC for this interaction is 15.

- ✔ **Success:** The player avoids landing in the spikes and takes no damage from them.
- ✘ **Failure:** The player is pushed into the spikes, taking 8 Piercing damage.

Players may try to get around this trap in a variety of ways, even before it is triggered. Allow any plan you see as logical.

Past the spikes is another wooden door, unlocked and with no keyhole, that leads out. **See map marker: 7. Skeleton & Ruby.**

Convey Choice—Did players enter the Exit Key room? Did they trigger or avoid the wind trap?

6. EXIT KEY

As soon as any player opens the unlocked red double doors, flaming green arrows leap out down the corridor. Read the following text out loud to your players as narrator:

> *The red doors seem oddly ornate and out of place.*
>
> *A long corridor opens before you, with a lovely polished wooden floor and, at the far end, a pedestal that seems to hold a large key floating above it.*
>
> *Then, from that end of the corridor, a flaming green arrow appears out of nowhere and fires straight at you.*

Players can attempt to make their way down the corridor or simply close the door. The opening arrow is a warning shot and misses. After that, a player is attacked by a magical arrow for every 15 feet they move in the corridor, in either direction. For each arrow, a check is made to see whether the player avoids the damage. The intended DC for this interaction is 10.

- ✔ **Success:** The player takes no damage.
- ✘ **Failure:** The player takes 3 Piercing damage for each failed check.

Allow players to come up with any way to avoid an arrow flying straight at them. The arrows appear from the key end of the corridor; they cannot be turned off, and no origin can be found.

The pedestal at the end holds no secrets or traps, only a large, ornate golden key that can be removed without obstacle, save for the magic arrows that keep firing.

This key is essential for escape, as it opens the final door out of the temple.

Convey Choice—Did players avoid the arrows and get the key?

7. SKELETON & RUBY

Moving into this room, players discover a skeleton guarding a secret about the next room, and a ruby on a pedestal that offers a shortcut to the exit. **See map marker: 7. Skeleton & Ruby.** Read the following text out loud to your players as narrator:

> *Moving deeper into the temple as it nears collapse, you find grass underfoot now instead of stone.*
>
> *Around the corner stands a majestic skeleton with only a short sword, a shield, and a hood draped over its skull. It waits idly for you, leaning on a stone table with a scroll laid out behind it.*
>
> *The skeleton introduces himself as James Bone and announces, "Behold! It is my duty to inform you that, for the price of beating me in combat, I will give you this scroll. It contains a clue for the next room to make your life easier."*
>
> *He is gleeful and really seems to want a fight.*
>
> *Further around the corner from the table, the glow of a red ruby shines bright atop a pedestal.*

Players can ask James Bone about the scroll, and he will honestly admit that it holds a secret about the next room. He will not give it up without a fight, nor let anyone near it. If players defeat or remove James Bone in some way, they find a scroll with directions for navigating the trap in the next room. **See map marker: 8. Log Swing.** Read the following text out loud to your players as narrator:

> *The scroll is simply a series of arrows marked out on a 4 × 4 grid.*
>
> *The grid is made up of white squares, with two black squares marking the beginning and end of the sequence.*
>
> *UP, UP, RIGHT, DOWN, RIGHT, UP*
>
> *(Directions are read standing on the first black square, facing into the room.)*

If players ask James Bone about the ruby, or investigate the grass-floored room further, they may notice that the motifs seen on every wall of the temple have a hole here. The hole is where a ruby should be, held aloft by one of the depicted worshipers. Players can find it with an Intelligence (Investigation) or Wisdom (Perception) check. The intended DC for this interaction is 20. The ring's X-ray vision reveals it automatically.

If players find the ruby-sized hole, they can deduce that the loose ruby fits it. Placing it opens a secret door in the wall that leads straight to the final room.

The ruby is real, and it is valuable. It lifts freely from its pedestal; nothing happens. Players can pocket it as treasure instead. Once it is set into the wall, it cannot be pried loose again, so the party must choose: spend the ruby on the shortcut, or keep it and take the long way through the Log Swing.

Convey Choice—Did players talk to James Bone and get the scroll? Did they spend the ruby on the hidden exit, or keep it as treasure?

8. LOG SWING

This room contains a trap: anyone who does not walk through correctly unleashes a large barbed log hanging from the ceiling. Read the following text out loud to your players as narrator:

> *The floor here is marble, laid out in a 4 × 4 checkered pattern.*
>
> *The first square inside the room is black marble, as is the last square near what is presumably the exit door; the rest are white.*
>
> *Above you, at the back of the room, hangs a large log studded with rusty, jagged metal shafts poking out at every angle. You get the feeling one wrong step could send it crashing down on top of you.*

There is only one safe way through: tracing the correct path across the checkered floor tiles. The path can be learned from the scroll guarded by James Bone.

Players who plot the wrong course trigger the trap. The log falls once per wrong step, then swings back up and resets after 1 round. Every creature standing on the checkered floor when the log falls must make a Constitution saving throw. The intended DC for this interaction is 15.

- ✔ **Success:** The creature takes 5 Bludgeoning damage.
- ✘ **Failure:** The creature takes 11 (2d10) Bludgeoning damage.

If players creatively avoid the falling log or find another way around it, allow it within reason.

Convey Choice—Did the players trigger the trap or move freely to the next room?



9. FINAL ROOM

There are no more obstacles in this room. The final hurdle is to approach the large red double doors and unlock them with the key from the Exit Key room. The lock and doors cannot be picked or smashed open. When players arrive, go to The Endings.

At this point, players may suspect a trap, so feel free to play on their suspicions. It is also possible that players have not recovered the exit key, which will require backtracking.

Ultimately, players will have made it here either by forcing their way through the Log Swing room or by sneaking in through the ruby secret door.

Convey Choice—Did players make it to the final room with or without the exit key?

THE ENDINGS

The ending is triggered when any player reaches the final room, with or without the exit key. When they do, read the following text out loud to your players as narrator:

> *You've made it to what appears to be the last room in the temple. Fresh air wafts in through the slightest gap beneath the large red double doors.*
>
> *A very large lock sits at the center of the doors, with an equally large keyhole. The door is remarkably sturdy, made of red metal, and the lock seems almost enchanted to refuse any attempt at lock picking.*
>
> *The room appears empty. All it would take to escape into the jungle is to unlock this door. Time to make a run for it.*

UNIQUE MODIFIER

If you are timing the challenge and the hour runs out, this is also a failure state: the players will not escape in time.

WITH THE EXIT KEY

If players have the exit key, their escape is assured. Read the following text out loud to your players as narrator:

> *The key from the Exit Key room matches the design of this door perfectly. It turns with a heavy clunk, and the red doors swing open onto the jungle.*

WITHOUT THE EXIT KEY

If players arrive without the exit key, they must backtrack through the temple to retrieve it. Read the following text out loud to your players as narrator:

> *Alas, you don't have a key, nor have you stumbled across one during your escape. Could there be a room you didn't fully explore? Do you have the strength and time to survive backtracking before the temple collapses?*

Backtracking may mean navigating past traps they previously avoided, such as the Log Swing or the Wind Room.

However the final moments play out, players can resolve any final social interactions before you move on to The Farewell.

THE FAREWELL

While there are no right or wrong endings to this story, the following will help guide you toward which set of circumstances you end up with at the end of the game to wrap up the adventure. The main goal was for the whole party to escape the temple.

You may piece together fragments of several outcomes if your players made different choices.

If the players escaped with no loss of a party member:

Skill, luck, or maybe both — who is to say what aided you today in your escape from the collapsing temple? You bested the challenges here, and what's worthy of note is that not a single one of you perished along the way. As you all burst through the red double doors, you fall to your knees with a sigh of relief. Looking behind you, you realize the temple you emerged from is gone. You are alone in the jungle, alive to tell the tale.

If the players escaped but lost a party member:

Skill, luck, or maybe both — who is to say what aided you today in your escape from the collapsing temple? You bested the challenges here, but what's worthy of note is that some of you perished along the way. As you burst through the red double doors, you fall to your knees with a sigh of relief. Looking behind you, you realize the temple you emerged from is gone. You are alone in the jungle, and at least some of you are alive to tell the tale.

If the players had to backtrack yet still escaped:

Panic gripped you before your escape: to come this far and realize you had missed the one vital item that would have made it easy. Despite the challenge, you made it back through parts of the temple you wished never to see again and claimed the key to your victory.

If the players did not escape due to traps:

You never made it to the final room, or out into the jungle to see daylight. The challenges here proved too much to handle. Despite your best efforts, you will remain part of this temple forever as the rock and stone come crashing down.

If the players did not escape due to the time limit:

You never made it out into the jungle to see daylight. You handled the challenges here well enough, but the one obstacle you didn't account for was time. Despite your best efforts, you will remain part of this temple forever as the rock and stone come crashing down.

If the players found the secret ruby door:

Quick investigative work found a hidden entrance to the final room, aiding your escape. That's one piece of good news in an otherwise terrible situation.

If the players escaped with the ruby:

Out in the jungle, someone pats a pocket and feels a familiar weight. The temple swallowed its great treasure, but not this one. You chose the long way round and kept the ruby. It glints red in the sunlight: proof of where you've been, and worth a small fortune in Nairane.

Once you've resolved all outcomes, provide your players with congratulations, commiserations, or maybe something in between. Thank you for playing!

THE MAPS

THE TEMPLE 22 × 17

Downloadable maps available at www.gbroadgames.com/rr



THE CREW

NPC

Tiny Beast, Unaligned
Skills Perception +2
Senses Darkvision 30 ft.; Passive Perception 12
Languages None
CR 0 (XP 10; PB +2)

TRAITS

Agile. The rat doesn't provoke an Opportunity Attack when it moves out of an enemy's reach.

ACTIONS

Bite. *Melee Attack Roll:* +2, reach 5 ft. *Hit:* 1 Piercing damage.

HP 1 **Speed** 20 ft., Climb 20 ft. **Initiative** +0 (10) **AC** 10

STR	DEX	CON	INT	WIS	CHA
-4	+0	-1	-4	+0	-3
2	*11*	*9*	*2*	*10*	*4*
Saving Throw modifiers					
-4	+0	-1	-4	+0	-3



As simple a creature as you will find in a dungeon or temple. The fear of a collapsing temple is enough to send them into a frenzy, and they attack on sight.

NPC



Medium Undead, Lawful Neutral
Vulnerabilities Bludgeoning
Immunities Poison; Exhaustion, Poisoned
Gear Shield, Shortsword
Senses Darkvision 60 ft.; Passive Perception 9
Languages Common plus one other language
CR 1/4 (XP 50; PB +2)

ACTIONS

Shortsword. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

HP 13 **Speed** 30 ft. **Initiative** +3 (13) **AC** 16

STR	DEX	CON	INT	WIS	CHA
+0	+3	+2	-2	-1	-3
10	*16*	*15*	*6*	*8*	*5*
Saving Throw modifiers					
+0	+3	+2	-2	-1	-3

Whoever he was in life is unknown, but in undeath he is committed to protecting the secret written on the scroll. Remarkably chipper, he seems highly motivated to do his job.

THE HUH?

Why make this module?
The objective of this game was to make something players can engage with quickly and Game Masters (GMs) can run with little prep. The aim was neither a massive campaign that takes weeks to prepare nor a bare-bones one-shot that requires too much homebrew or improvisation to work. This was to be a single adventure with every step of the story planned out from the start. Players have a confirmed hook, and the location is somewhat confined while providing enough choice to keep players engaged without them running loose. It functions as procedurally as possible; there are multiple player interactions that affect how the game plays and ends, but each choice leads to the next.

Ideal for three players?
That's right. While this game can be run for more players, the idea is to keep the party small so there is less back-and-forth and less waiting between turns.

One-shot?
A game made to be run in a single session, taking roughly one to two hours to complete. Once started, each scenario builds naturally on the others.

NPC?
A non-player character controlled by the GM.

Player character?
A character in the game who is controlled and acted by a real person.

Branching paths?
Yes. The idea for this game was born out of wanting players engaged with choices, but not so open-ended that the game falls apart.

But it's still linear?
Absolutely! While this module encourages exploration and party splitting, the main story still comes together at the very end. There is a clear beginning and ending, with plenty of room to breathe within the structure, so player choice is present — even if you could argue it's an illusion of choice.

Railroading?
Players will always find something to do that you could never have imagined. Come up with something fun and unique that everyone can enjoy (even you, GM) and run with it. That said, making sure your players know which choices and story beats they are interacting with will help keep everything on track. This game does have a linear design, after all.

Convey Choice?
Each numbered scenario has a Convey Choice line that recaps exactly what your players' focus should have been at that moment. This gives you, the GM, an opportunity to understand what your players could be responding to.

Party splitting?
This story provides many scenarios designed to be explored by one player or several. We wanted every player to feel there is ample exploration to get stuck into. This will likely involve players moving through the scenarios separately or in groups, giving everyone at the table a chance to influence the story.

Scenarios?
Yes, each story beat of the game is bite-sized, so if certain players are not involved in a given moment, it won't drag on long enough to leave anyone out.

Session 0?
Before you invite players to join you, it may be best to describe the type of game you intend to run using this module. You could also review any characters your players make.

Variety?
The aim of this story was to cover exploration, roleplay, and combat, which we believe sets the foundation for a great session of tabletop roleplaying games (TTRPGs).

Intended DC?
The scenarios mention a standard DC (difficulty class) for certain interactions. Certain plot points and moments are based around a DC, and it's okay when players miss — that is the element of chance! While this is a default, the DC can be adjusted to your play style.

Multiple endings?
Indeed, there are many traps, choices, and story beats that can be affected or missed. This offers excellent replayability and makes the players' choices feel impactful despite the linear structure.

Go wild?
As with so many roleplaying games, chances are you'll go off script. That's never a bad option. If players come up with something fun and different, there will always be room for improvisation in this story. The story is designed with enough choice that you won't veer too far from the ultimate goal, but if a new path develops in the wild, follow it through to its end. The temple's objectives stay the same, so think about how its traps and guardians would react.

Digital map?
You will find digital versions of the map here:
www.gbroadgames.com/rr

GM QUICK REFERENCE

Print or copy this page and keep it beside your screen.

#	Scenario	Key checks	Outcome
1	**Rubble Room**	The ring on the buried arm: say "vision" for 1 minute of X-ray sight (no attunement). Every use after the first: DC 15 Con save after the minute.	Failure: one level of Exhaustion.
2	**Rat Room**	Two rats per player attack on sight and fight until defeated.	Two unlocked doors: to the Sister Riddle or the Wind Room.
3	**Sister Riddle**	Plaque riddle; no traps here. Answer: "silence."	The answer is given at the Brother Face.
4	**Brother Face**	One answer only, from one player.	Right: 15 Temporary HP. Wrong: one level of Exhaustion. The statue crumbles either way.
5	**Wind Room**	Stay out of the puffed-cheek statue's line of sight to the plain door. Caught in the gale (1 round each time the line is crossed): DC 15 to avoid the push.	Failure: pushed into the spike wall, 8 Piercing.
6	**Exit Key**	The opening arrow is a warning shot and misses. Then an arrow fires for every 15 ft moved in the corridor, either way: DC 10 to avoid each.	Failure: 3 Piercing per arrow. The key opens the final door.
7	**Skeleton & Ruby**	Beat James Bone for the scroll. The ruby lifts freely. DC 20 Int (Investigation) or Wis (Perception), or the ring, finds the ruby-shaped hole in the motif.	Set the ruby: shortcut to the final room (it can't be removed). Keep it: treasure.
8	**Log Swing**	Safe path from the scroll: UP, UP, RIGHT, DOWN, RIGHT, UP. Wrong step: the log falls (resets after 1 round); DC 15 Con save for everyone on the checkered floor.	Success: 5 Bludgeoning. Failure: 11 (2d10) Bludgeoning.
9	**Final Room**	The red doors can't be picked or smashed.	With the key: escape. Without it: backtrack for the key.

THE CREW AT A GLANCE

Creature	HP	AC	Notes
Rats (2 per player)	1	10	Bite +2, 1 Piercing. Agile: no Opportunity Attacks when moving away.
James Bone	13	16	Shortsword +5, 6 (1d6 + 3) Piercing. Vulnerable to Bludgeoning. Guards the scroll; wants a fight.

UNIQUE MODIFIER

Optional: give the players one real-world hour to escape. If the hour runs out, they do not make it out.

ESCAPING

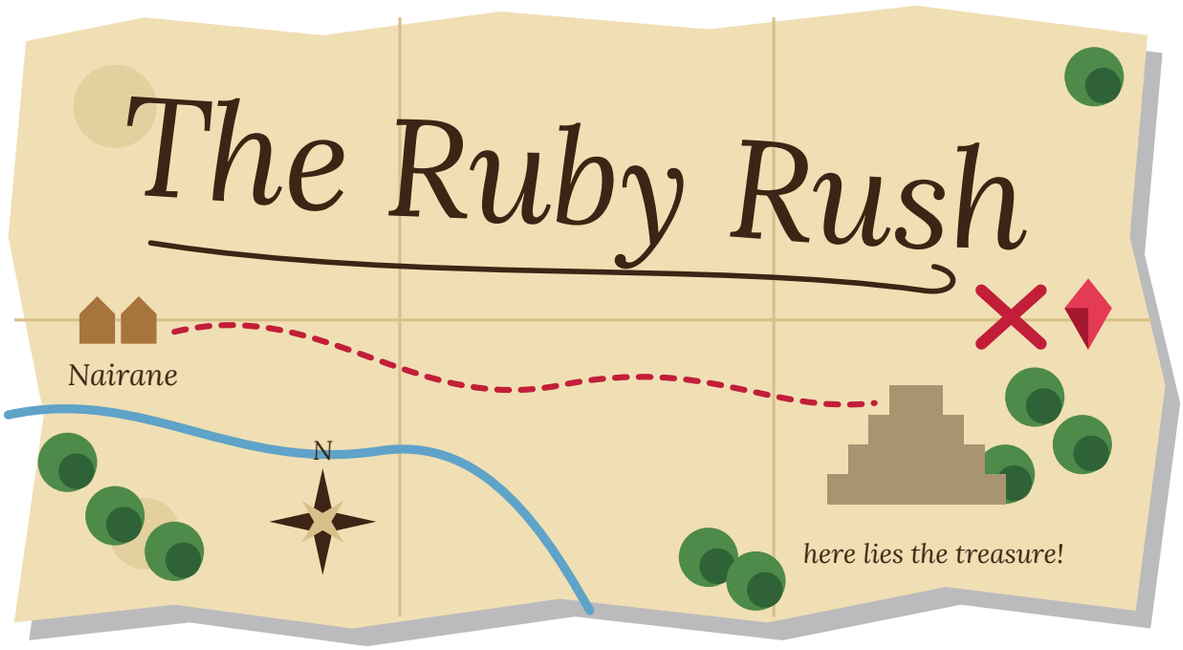
The ending begins when any player reaches the final room. Only the Exit Key opens the doors; backtracking means facing any traps they skipped.

THE RUBY CHOICE

The ruby is real and valuable. Set into the wall, it opens the secret door to the final room for good. Kept, it is treasure, and the party must take the Log Swing.

STARTING POINT

The way back is sealed by immovable rubble. Every door is unlocked and has no keyhole, except the final red doors.



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