



## THE CHESS BOARD

The Chess Board is where the party will enter a challenge to complete a game of chess or fight their way out. (See Riddle 4).

### **STONE STATUES**

When the party enters the grove, the statues at the door will enclose the entrance, trapping the party within until they finish the challenge.

The statues prevent anyone from leaving before the challenge is complete. If the players can find a way to deal enough damage to the statues, the party can escape.

### **ANIMATED VINES**

Attempting to climb the walls will cause the vines to come to life and attempt to grapple the party members. If grappled, the vines will form a tightly wound cocoon around the unfortunate soul and will begin to digest the captured party member.

Players may notice that the vine's thorns are made of the bones of previous victims.

Players can perform a DC 14 Strength (Athletics) check to resist the vine's grapple. After 3 failed checks, the player is incapacitated and must be rescued by another player.

## DESCRIPTION TO READ TO PLAYERS

### OUTSIDE THE CHESS BOARD

Directly opposite the Aviary lies the square-walled edifice of the Grand Chess Board. Tall walls of thick hedges lock the area in, with only a small passage in the northern and southern section of the walls allowing entry within.

### UPON REACHING THE GROVE

Once past the marbled statues flanking the entryway into the grove, you're greeted with a large-scale chess board featuring marbled black and white tiles surrounded by a gravelled walkway.

Atop the tiles sit large statues in a varied pattern of different designs akin to chess pieces. Surrounding the gravelled walkway and at the foot of the hedged walls lie numerous wildflowers in full bloom.

Two tall chairs stand to the west and eastern side of the chess board, with small walk ladders leading up to them.

When the party decide to enter into the grove, the statues will move into place and prevent the party from leaving. The challenge ensues.

### INVESTIGATING THE CHESS BOARD

You notice that beneath each chair are small patches of dried blood soaked into the gravel.

A DC 6 Intelligence (Investigation) check will reveal the blood is from different time periods, and that there are no blood marks showing where a body might have been dragged away to.

## ENCOUNTERS

- Chess Board Statues
- Animated Vines
- Garden Ghosts

## RIDDLE

The Chess Board contains the answer to **Riddle 4**.

### CREDITS:

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