

Siege

You find yourself in a square room (20' wide x 20' in length x 20' high). The ceiling is flat. At ground level, there is one doorless archway that leads out into darkness at the center of each wall. On the ceiling, you see a message, that appears to have been chiseled in great haste:

*Engage them at each portcullis
Do not exit the chamber!*

1-D6 +3 **Tomb of Unrest** encounters will strike the company, one directly after the other. Only one creature can enter through an archway at one time.

Any who exit the chamber will gate to a random area of the Tomb of Unrest to find his or her own way out.

If the company survives the siege, they will exit the Portal Trial through a gate that will open at the center of the chamber to stand before the Old Hag and receive their reward.

All treasure that drops off creatures will be yours to keep.