

The True Dungeon Is The Friends You Made Along The Way

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The rules for the dungeon are as follows:

1. There is always rooms equal to the number of players. If you have 5 players, there are 5 rooms. The DM should generate these rooms before the game.
2. To pass from one room to the next, one character must be left behind. There is no way to get around this. If there are 4 characters in the room, only 3 can move to the next one.
3. The players must somehow decide amongst each other which character stays behind. They can do this in any way they want.
4. The player whose character is left behind must tell the DM how upset they are on a scale of 1-4. The DM notes this number down.
5. When the last remaining character reaches the final room, they receive a great treasure. Now they must turn around and get out of the dungeon.
6. When the last remaining character reenters the second last room, the DM tells the player who was left in that room previously that they have turned into a monster. They can speak and act as normal. The DM chooses the monster. It has 1-4 hit dice depending on their answer in step 4.
7. The two players now decide what to do. The DM shouldn't help in any way. They may fight. They can always leave the room together - nothing stops them but they have to figure that out on their own. But when they enter the previous room, the character left there has also turned into a monster and so on.
8. If a character / monster dies, give their player a chocolate bar. If all the characters / monsters exit together, order pizza or ice cream and talk about your favourite gaming memories.

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d12 Room Features

- 1: skeletons of warriors, many have love letters or apology notes stuffed amongst their bones
- 2: mushrooms hanging from the ceiling, each one tastes like a colour
- 3: a dark pond with jellyfish, dipping your head below the water reveals voices asking you to turn back
- 4: a musical instrument that begins weeping as soon as it is picked up, unconsolable, only stops when destroyed
- 5: spider webs along the walls that taste like cotton candy, there are no spiders but there is one large fly
- 6: many small chairs arranged around one large chair, the chairs have the characters names scrawled on them, the large chair is an illusion
- 7: a single black rose grows in the centre, its petals are razor sharp and draw blood if touched
- 8: a mural on the wall depicting prometheus bringing fire down from mount olympus, prometheus has an alien bursting out of his chest
- 9: one half of a ship, the wood turning into straw slowly, smells of the sea and tears
- 10: spikes on the ceiling but a swing has been tied between them, the seat is still warm
- 11: masks dot the wall, each of them with varied expression, one resembles the character in the previous room
- 12: the words "why did you come here" scribbled on the walls in blood

d4 Treasures

- 1: the keys to heaven
- 2: a map to the Fountain of Youth
- 3: a loom that turns straw to gold
- 4: a mirror that lets you speak to the dead