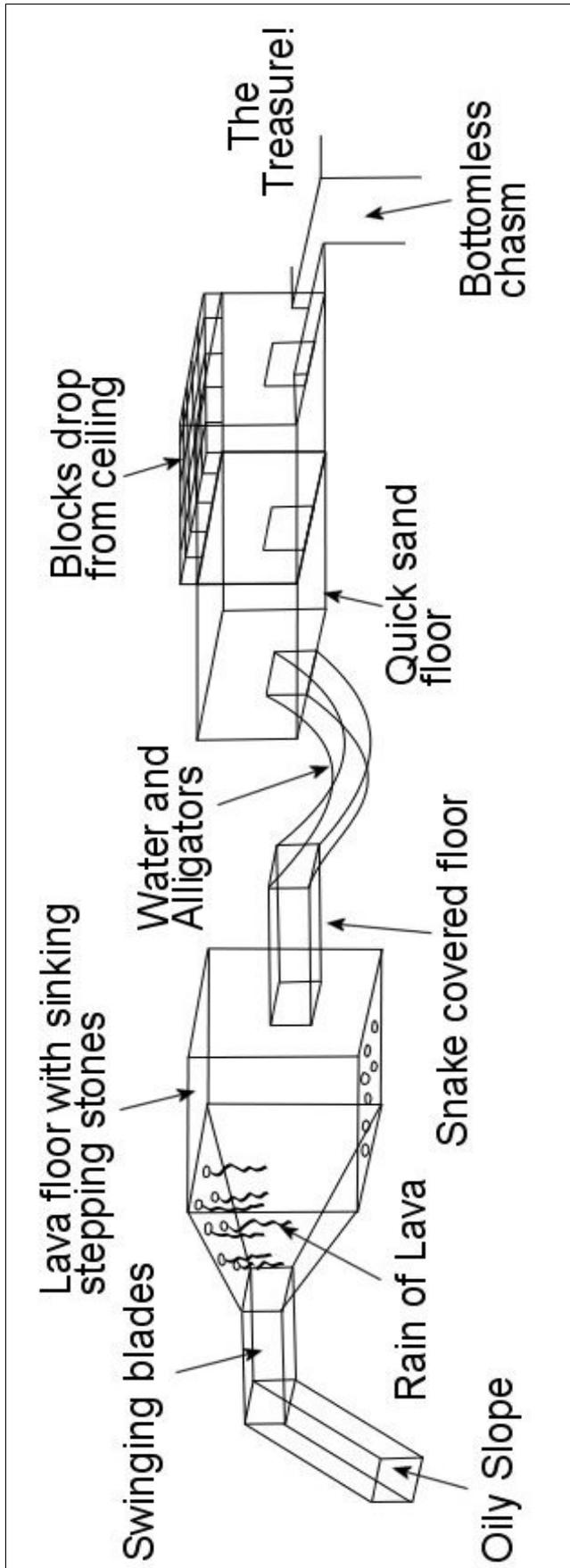


# One Page Dungeon

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The game is for exactly 3 players. You can match this dungeon to any genre. Your character will be defined during play. **Background:** The "ancients" left behind a great treasure, perhaps the greatest treasure of all time, but they left it guarded by a clever devious trap system. Only three people have a chance to get that treasure. Players take turns in strict rotation each attempting to defeat the next trap in the sequence, see the diagram for the sequence of traps (left to right). **During a turn** a player gives an outline of how they will attempt to defeat the trap. Then roll a D10, if they score 8+ they succeed and can explain the full details of how they defeat the trap and get to the other side (*all players are now assumed to have passed the trap*). If they fail, the player may "burn" one or more resources to increase their score. Other players may assist by burning their own resources to increase the score. If the final score is 8+ the players involved describe the scene and how they used the resources to defeat the trap, the next player starts on the next trap. If the final score is less than 8 the attempt has failed and the player who's turn it is takes a penalty, the next player starts their turn on the same trap. You may not move to the next trap until the current one is defeated. **Resources.** Each resource may only be used once during the game. No two players may have the same resource. You do not define the resources before play they are made up during play. **Item of Equipment:** This is a piece of kit, it adds +3 to the die roll. **Training Montage:** In terms of a "Flashback" describe some of the training or history that applies to your current challenge, it adds +2 to the die roll. **Desire or Love:** Your character has a reason to win, describe how it motivates. This adds +1 to the die roll. **Penalties:** Each character may take two penalties, a third penalty kills the character in a heroic manner. **Penalty 1:** The trap is actually defeated successfully, but the any further die rolls involving the character for the rest of the game are at a -1 penalty. **Penalty 2:** the trap is not defeated and any further die rolls for the rest of the game involving the character are at a -1 penalty, this is not cumulative with Penalty 1. **Penalty 3:** Character is dead.

Inspired by the works of Matthew Reilly  
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