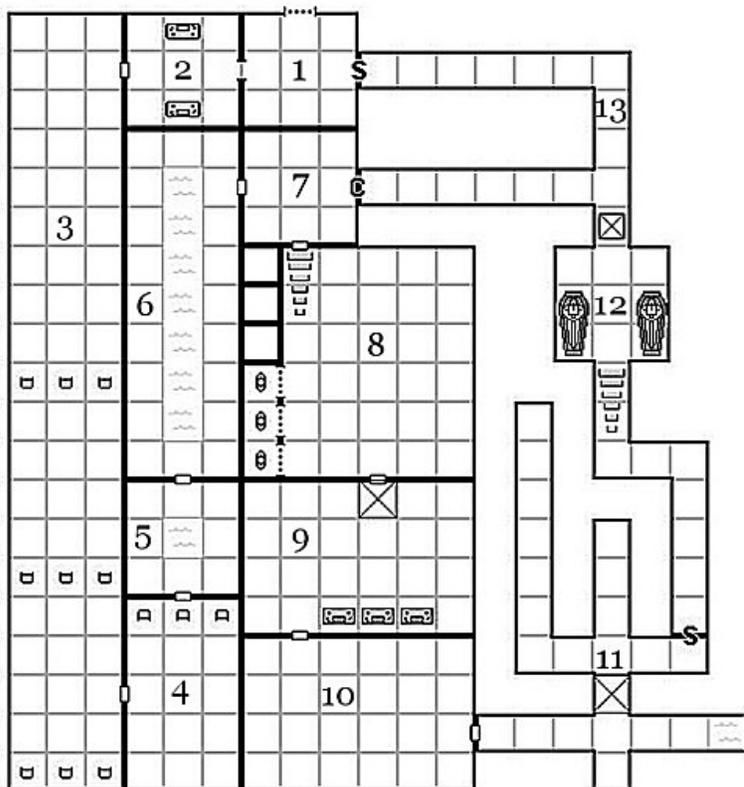


DUNGEON OF DOOM - A One Page Dungeon Adventure by MICHAEL WOODHEAD

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DM's INFO:

Ravaged by a debilitating illness, a half-mad 5th level wizard named Arkimedes can only remember how to teleport, and has created what he likes to call the Dungeon of Doom. He challenges various adventurers passing through to complete the obstacle course he's created in return for wealthy prizes. However, what starts out as a simple test of the PCs' skills soon turns into a deadly competition that could very well lead to their deaths.

GOAL:

The primary goal of the PCs is to escape from the Dungeon of Doom alive.

WANDERING MONSTERS (d8)

(Teleported in by Arkimedes)

1	1 giant beetle	5	2d10 giant spiders
2	2d12 centipedes	6	1 giant scorpion
3	1d4 fungi	7	2d20 giant ants
4	1d10 giant rats	8	1d4 giant worms

NOTE: the game is predicated on the fact that the PCs will accept the offer to take the obstacle course. If they refuse, the portcullis at the entrance will slam shut and automatically lock. Arkimedes proclaims, "Then you'll never get out of here alive!", and then teleports away. He sends wandering monsters to each room the PCs subsequently enter in their quest to escape.

KEY:

C = concealed door
S = secret door
X = trap

(Map created with *Dungeon Maker*)

1. ENTRANCE [15x15 feet; open portcullis north; locked secret stone door east; open wooden door west] A sign on the south wall reads, "Are You Really As Good As You Think You Are? Then, It's Time To TEST YOUR METAL METTLE! Open to Adventurers of All Levels and Classes. Enter Your Team Today. Adventurers Guild Members – Free; Non-Adventurers Guild Members – 1 GP Each. Challenge Your Teammates, Challenge Yourself, Human or Gnome, Halfling or Elf, Dwarf or Half-Elven, No Matter Your Race, Meet All the Challenges and Win or Lose Face. 1000 GP in Prize Money to the Winner"

2. ROOM [15x15 feet; open wooden door east; closed wooden door west; stone tables north and south] Arkimedes welcomes the PCs and encourages them to participate in the *Test Your Mettle* challenge, especially with the 1000 GP prize money at stake. If the PCs agree, he motions them to go through the west door.

3. ARCHERY CONTEST [15x100 feet; targets at 50, 75, and 100 feet; open wooden door southeast] Bows and arrows lie ready to be used. Each PC has three turns, once for each target, using percentile dice: 31-40% to hit 75 foot target; 56-65% to hit 50 foot target; 1-15% to hit 100 foot target; PCs with archery as proficiency add -10 to their rolls. Any other score other than those indicated indicates a miss.

4. AXE-THROWING CONTEST [15x25 feet; unlocked wooden door north; targets at 25 feet] PCs must roll 25% or less to hit target. PCs with axe proficiency add -10 to their rolls

5. HOLD YER BREATH CONTEST [15x15 feet; 5 foot pool in center] A Gem of Healing (+2 to Hit Points when held) glitters at the bottom of a 10 foot deep pool. PCs try to reach it without disturbing an electric eel. PC gets one chance and must roll 50% or less to succeed, otherwise the eel will attack

6. SWIMMING CONTEST [15x45 feet; long pool--5x35 feet, 3 feet deep--down middle]

7. MIRROR ROOM [15x15 feet; mirror on east wall; concealed stone door east behind mirror] Upon entering, PCs will see themselves reflected in a mirror. The images then becomes doppelgangers and step out of the mirror. The PCs must then virtually fight themselves with whatever weapons are available, or grapple hand-to-hand if none are carried. If any PC is beaten, he is sucked into the mirror and the doppelganger takes his place (played by the PC). However, the doppelganger becomes a mirror image of the original PC--for example, if the PC is right-handed, he now becomes left-handed.

8. PIT OF PERIL [30x30 feet; 10 feet down stairs from north door; 3 cages southwest; trapped wooden door south] Stepping on the square at the bottom of the stairs releases a goblin from one of the cages. After one turn, a troll is released, and after a further turn, 2d4 orcs are released from the cages. The creatures attack the PCs.

9. TREASURE ROOM [20x30 feet; pile of treasure along south wall; wooden door north; locked wooden door south; 5x10 foot drop pit trap in front of door] PCs peering through the door from the Pit of peril will see the south wall lined with various treasures (DM's choice of what kind and how much). Within the pile of treasure will be two identical chests--one real, the other, a Mimic. First PC into the room will trigger a pit trap 10 feet deep with spikes on the bottom.

10. ROOM [20x30 feet; wooden door north; stone door east; empty] Check for Wandering Monster(s) before PCs enter

11. CORRIDORS [5 feet wide] As soon as PCs are through the door, it slams shut behind them. Water begins pouring it from the end of the corridor. In the water are 2d6 leeches which attach themselves to 1d4 randomly-chosen PCs. A trigger just south of the trap opens up a pit. Any PC sliding into the pit will become entangled in strangleweed. Check for Wandering Monsters.

12. ROOM [15x15 feet; two sarcophagi east and west] Stairs lead up to this room. If the PCs open the sarcophagi, they will find two mummies. Touching or moving the mummies will revive them two turns after being touched, and they will attack the PCs

13. CORRIDORS [5 feet wide] Check for Wandering Monsters. Stepping on the trap releases noxious fumes for 1d8 turns