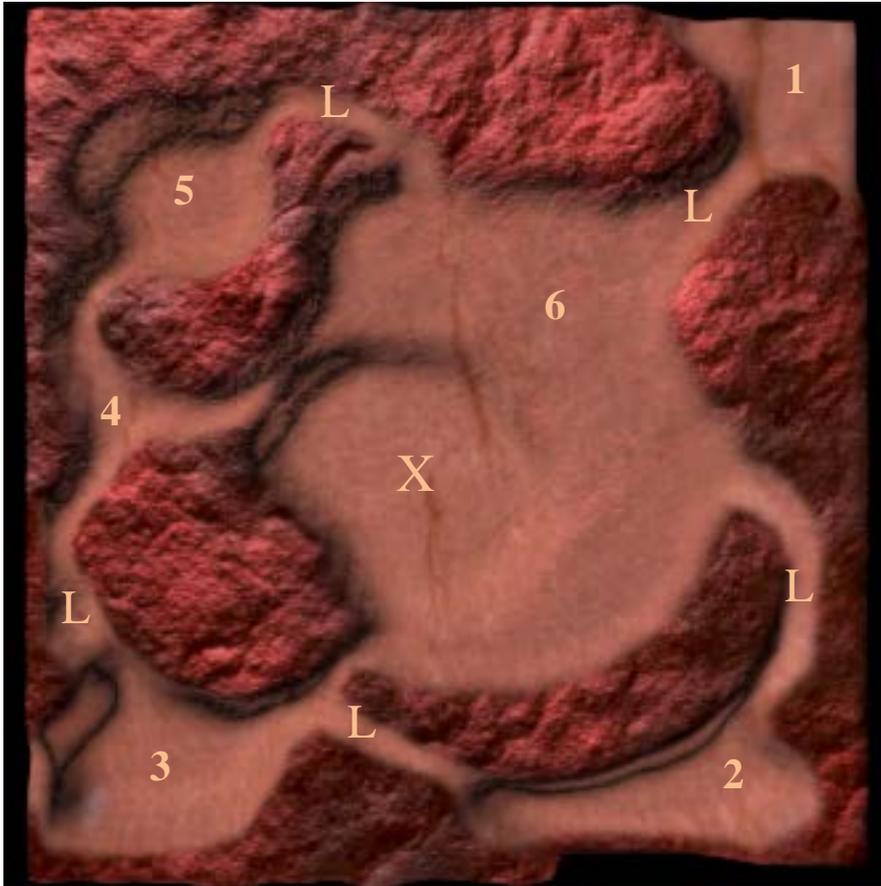


Key of Dissension – Level 01 by Adam G. Taylor



A descending adventure in which you must venture through 6 areas with ghouls, traps, and much more to make your way to the bottom of 10 dungeons each increasing in difficulties for our adventurers. The goal is to recover the key to unlock the tomb of riches. How low can you go?

Wandering Ghouls

These monsters only occupy the lanes between rooms called laning phases. they spawn anywhere in the lane, can move 1 space a turn designated by the DM and their attacks inflict 5 hp. these monsters respawn after 2 turns and are easily avoided or killed.

Legend

Characters 100 HP

Ghouls 50 HP

Actions default at 5 x action roll

L - Lane

X - Pit to descending dungeon/
battle the guardian

* all stats within the dungeon receive a multiplier base on the level of the dungeon.

Room Key

1. **Start Phase:** this is where characters will first enter the dungeon and decide on the order of play based on a roll of a 6-sided die. Number rolled corresponds to the order a turn is played.

2. **Trap Lane:** Players have two turns to exceed 15 movement spaces to escape the trap. If a player fails to exceed the trap requirement then they are to return to room 1 with half their health depleted. Players have two attempts to make it through the trap room after which they enter the next laning phase.

3. **Puzzle Room:** the DM can choose from some pre set puzzles brought for play or just simply have players pick a number to determine whether players may pass to the next lane.

4. **Option Lane:** Similar to the other lanes, this one is swarmed with ghouls that have a +5 modifier if a player should opt to attempt the bonus phase. Otherwise, if they choose to continue to the next room, then the ghouls are normal.

5. **Bonus Phase: This phase is not for the timid.**

Again, this challenge is determined by the DM and can be attempted by one or all of the players. If this phase is successfully completed, the reward found in the tomb will be much greater!

6. **Final Phase:** This is what it all has come down to...

To reach the key players must face its guardian. The guardian holds no form but IS the key to unlocking the tomb and has a HP total of 100 x number of players. DM controls the guardian who is able to guard, parry, attack and stun a player for one turn. Players roll their attacks until the guardian is vanquished or until one player remains causing the guardian to return to his protected tomb and players to rethink their strategy.