

THE DEVIL'S CELL

A one page dungeon by
Matt Mueller

You are a soldier who awakens in a prison cell. The last thing you remember is the enemy's bombardment ravaging your platoon, and then the shock of the bomb blast, followed by black. Suddenly, the door to your cell opens. It's time to escape! However, this prison is not at all as it seems...

Location Notes:

1. Cell Block A: Cell A1, A3 is empty, minus wall scratches in the rusty, flaking surface which reads "It's useless..." Cell A2 has small *backpack* hanging out from the disheveled cot. The backpack can hold small items and comes with an old picture--a *Polaroid* that shows a browning, vague image of a chained up black box in the middle of a dark room with a single light shining down on it.

2. Main Office: *Key Ring* with one key stashed in an old lockbox. Opens with Shiv.

3. Holding Area: Many benches are here.

The *creature* is here the first time the PC arrives, no matter if the PC just saw it or not. *Black key* is here.

4. Cell Block B: Approaching cell block B causes a *creature* to appear. Farthest cell has a *shiv* stabbed into a bloody cot.

5. Cell Block C: Inside are places to hide from the *Creature*.

6. Storage Area: There are crates and boxes all over, stacked up in the dimly lit room. Big box in front of door can be pushed aside, which reveals a sturdy steel door with no apparent lock of any sort. There is a small, dirty window. The PC can look through and see a dark room with the *chest* featured in the *Polaroid*.

7. High-Security Storage Area: Use *White Key* on box to reveal a *Gnarled Key*.

8. Kitchen/Mess Hall: There is a *rusty fire hook* which can only be used to open 12.

9. Security Offices: Various cubicles are here, all made of metal, in various states of disarray, and covered in rusty material.

10. Surveillance Room: The PC can see labeled electronic locks for the various doors in the prison, but also that they are all clearly smashed in except for a few--*Outside, Storage, and Solitary*. These all open rooms 11, 7, and cracks open 12.

11. The Yard: Building 13 opens with *Gnarled Key*.

12. Solitary Confinement: It opens a bit with room 10's unlock, but needs *fire hook* to fully open. There is a *White Key* here.

13. Death Row: Opened with the *Gnarled Key*. Inside is...?

