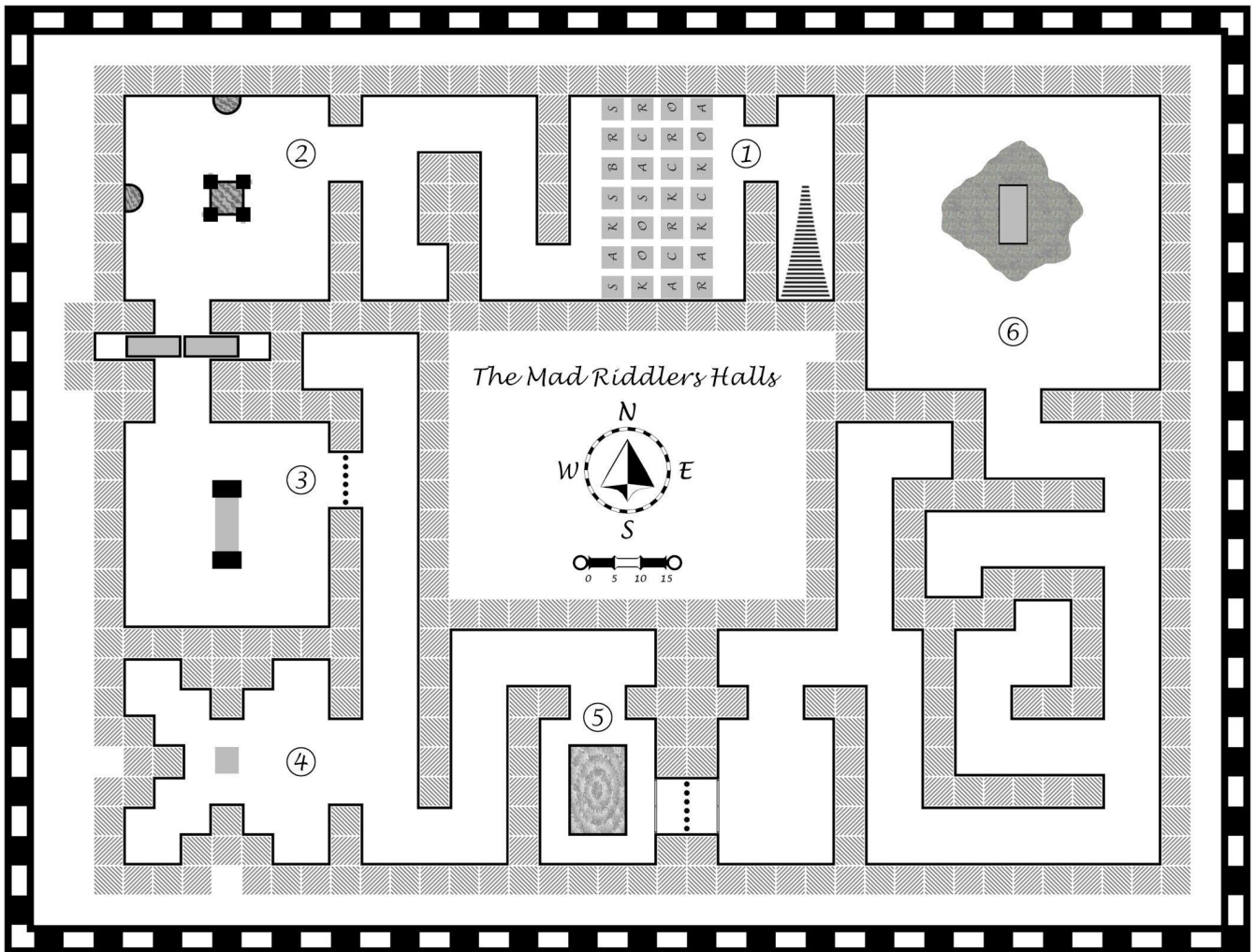


THE MAD RIDDLERS HALLS – A ONE PAGE DUNGEON

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- ① ... Numerous trigger plates bearing large letters divide the room. To cross the room unharmed, step only on the plates bearing the letters A C R O S S in this order. If a wrong letter is triggered a crushing ceiling trap will activate. Only if all the correct letters are triggered a small secret compartment will spring open revealing a pouch with small, carefully weighted silver letters.
- ② ... Two rusty buckets stand next to the entrance. One can hold five gallons, the other four. Two small basins on the north and west wall gather the water of small rivulets running down these walls. At the center of the room stands a dry basin. The columns at its corners sport an obvious switch each. The buckets are a red herring. The basin works like a scrying bowl that just has to be filled with water to reveal the correct combination for the switches (NW, SW, NE, SE). If the switches are pressed in the correct order the heavy stone slab door to the south will slowly grind open.
- ③ ... A rock pedestal stands at the center of the room. The room's other exit is barred by a heavy steel portcullis and its walls are riddled with countless small holes. On the socket of the pedestal you can read "Am neither here nor there. Where am I?" Nine small indentions at the top of the pedestal have to be filled with some of the small silver letters to be found in the first room spelling the correct answer which is "E L S E W H E R E". Only once the correct answer is given will the portcullis blocking the exit open. A wrong answer is rewarded with a hail of poison darts.
- ④ ... An empty skull goblet sits on a simple stone pedestal in the middle of the room. With a bit of luck hidden secret compartments can be found in the columns along the walls to the north, west and south. Another riddle is carved into the stone of the pedestal holding the macabre goblet. "Even full to the eyes I won't quench your thirst." To solve the riddle the goblet has to be filled with sand from the fifth room until it starts flowing out of the skull's hollow eye sockets. Once this is done the secret compartments will open revealing three keys needed to advance beyond the fifth room.
- ⑤ ... A large pool of fine sand takes up much of this room. The only other door leading out of this room is barred shut. Three keyholes are sunk in the wall next to it. Unwary explorers can sink into the sand which behaves like quicksand. Some of this sand needs to be carried to the fourth room to solve the riddle of that room. The keys received there in return are needed to open the doors and the portcullis here. In addition they have to be opened in the correct order. The uppermost keyhole for the furthest door first then the middle keyhole for the portcullis before the nearest door can be unlocked with the lowest keyhole.
- ⑥ ... A large sarcophagus sits among a large pile of gold and silver coins. Within it rest body and spirit of the mad riddler waiting for a host with a sharp mind but a weak will to walk amongst the living once again.