

Ten Minute Dungeon

You are warriors making your way back to your guild hall from a quest. You come to small village where the inhabitants are being plagued by a necromancer and his zombie hoard. The chief of the village has begged you warriors to go to the necromancer lair and slay him before he unleashes his zombies again. Upon your arrival to the necromancer lair you find another warrior who has fallen to his demise. Before he drew his last breath he wrote his final words down on a piece of parchment "To any warriors who find my body beware the necromancers lair, his sanctum is sealed by a magic gate which requires three magic keys to unlock. These three keys are hidden in three of the 6 chambers which are hidden in this lair each chamber door is locked by a riddle. You must solve the riddle to unlock a chamber door, but beware within the chambers lies a portion of the necromancers zombie hoard. You must hurry for the necromancer has begun a ritual to become a lich, but do not worry for the ritual takes time and it will be complete by the height of the full moon. During this time the necromancer is at his most vulnerable. As the warriors look to the night sky they noticed that they have a mere minutes before the ritual is complete.

Setup:

Before you start playing, the game master must choose three random chambers to hide the magic keys in, then choose how many zombies are placed into the chambers. The game master must have 24 riddles or puzzles with answers ready for this game, and only use a six sided die.

Players:

Each player will need one D6 then they must select a chamber; once a chamber is selected the players will have to solve the riddle on the chamber door. Once the riddle is solved the G.M must inform all the players of how many zombies are in the chamber, before the players can leave the chamber they must defeat all the zombies in the chamber. When all the zombies are defeated the G.M will tell the group if a magic key was in the chamber. Each player has 24 hit points. Zombies have 6 hit points. The G.M has control of all the zombies so after a player rolls there die to attack a zombie the game master will roll his dice to see how much damage he inflicts on any player he chooses. When all the keys are found, players can make there way to the sanctum and fight the necromancer (he has 24 hit points), but if time runs out and you have not collected all the keys and kill the necromancer, YOU LOSE!!!

