

The Training Dungeon

A tiny dungeon, designed to teach the basics of dungeon crawling to newbie players

By Firby

Have you ever known a player of pen and paper role playing games who have never experienced the wonders of dungeon crawling? I have. When they finally abandon their treks through the wilderness, when they are finally finished with their escapades in political intrigue in the big cities, when they have had their last bar room brawl, when they finally go underground for the first time, their level 15+ characters... die! They don't search for the secret doors, they don't check for traps, so they die. To help remedy this situation, I have designed a 'training' dungeon crawl. It is a teeny tiny dungeon, designed to teach the basics of dungeon crawling to total noobs, so they can stop getting pwned. The goal of this crawl is simple; Get the treasure! In this case, the treasure is located in the only treasure chest in the dungeon and it is a Scroll of Achievement!

The walls, floor, and ceiling of this dungeon are smooth masonry, and the ceilings are 10ft high. All the doors in this dungeon are solid oak, reinforced with metal (except one, which is made of stone), and they are all locked. Yes, every single door in this dungeon is locked. When smashing down the doors, the Feat of Strength roll is opposed by 1d20p + 1d6p (except the stone door). To locate secret doors, identify traps, or disarm traps, in all cases, roll an opposed check vs 1d100p + 1d20p. Remember that all thieves get a free and automatic (not opposed) scrutiny check when they enter any room. If successful, they notice any secret doors in the room.

1

The stone steps lead down into a cold, dank room, devoid of furnishings. The room is 20ft wide, and 30ft long. It is completely, and totally empty.

There is a pit trap in this room. It is 20ft deep (3d6p damage), and there is a secret door at the bottom of the pit trap, on the east wall. The pit trap will open if two or more PC's step on it at once.

2

This room is 30ft by 30ft. There is a large double door directly opposite you, made of stone, and two other doors, wooden ones, reinforced with iron. One is in the north wall, and one in the south.

The stone double door has two key holes in it. It is incredibly hard to bash down (opposed feat of strength, vs 1d20 + 20). Likewise, it is incredibly hard to pick the lock (opposed lock pick vs 1d100 + 100). The two keys to the door are around the necks of the skeletons in rooms 3 and 4.

There is a pit trap directly in front of the double door. It is 10ft deep (1d6p-1 damage, with a minimum of 1). It will open if any one tampers with the double door.

3

This 20ft by 20ft room has no other exits that you can see. A large stone coffin sits in the center of the room.

The coffin is locked and trapped. Any PC who tampers with it will release a cloud of poison gas in the room. Any one in the room suffers poison (this poison works exactly the same as if the PC was bitten by a giant centipede).

Inside the coffin is a skeleton, with a key around its neck on a leather thong. The skeleton has a medium shield and a longsword lying on its breast. It animates and attacks if anyone tampers with it.

4

This 20ft by 20ft room has no other exits that you can see. You can see hundreds of tiny holes in the walls. A large stone coffin sits in the center of the room.

The coffin is locked and trapped. Any PC who tampers with it will release bursts of flame from the hundreds of holes in the walls. The flames last 2 seconds and do 1d6p damage per second, ignoring DR.

Inside the coffin is a skeleton, with a key around its neck on a leather thong. The skeleton has a medium shield and a longsword lying on its breast. It animates and attacks if anyone tampers with it.

5

A 10ft wide passageway extends 40ft to the east, then ends in a dead end.

There are two pit traps along this passageway. Both of them are 10ft deep (1d6p-1 damage, with a minimum of 1) and open up in only one PC stands on them.

There is a secret door at the dead end.

6

This 20ft by 20ft room has no other exits that you can see. A large treasure chest sits in the center of the room.

The treasure chest is locked and trapped. Anyone who tampers with it will be victim to a poisoned dart. The effects of the poison are exactly the same as a giant centipede bite. The chest contains a scroll case, with a rolled up scroll in it. It is the Scroll of Accomplishment! "Congratulations! You have completed the... blah... blah..."

