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Present

# 5 Room Dungeons

## Volume 12

Thank you for downloading the 5 Room Dungeons PDF, which contains short adventure seeds you can drop into your campaigns or flesh out into larger adventures. All dungeons in this PDF are submissions from the 5 Room Dungeon contest co-hosted by Roleplayingtips.com and Strolen's Citadel. Dungeon entries had to follow the 5 Room Dungeon template, which is provided at the end of this file (it's a great recipe for crafting your own quick dungeons too). Thanks to everyone who entered the contest. Your great entries are now inspiring and helping game masters around the world. Thanks also to the volunteers at Strolen's Citadel for their hours of editing.

You can download this file, and all other parts in the series as they are released, at [www.strolen.com](http://www.strolen.com) or [www.roleplayingtips.com](http://www.roleplayingtips.com).

Special thanks to manfred/Peter Sidor for editing.

Cheers,  
John Four and Strolen



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# Stranger Than Fiction

By Uri Lifshitz

## Room One: Entrance and Guardian

### Down the rabbit hole...

A large rabbit that run past them perplexes the party, learning only too late that the creature stole some valuable item from them. As the party runs after the creature they discover that he ran into a cave shaped like a rabbit hole, once inside the cave they discover it to be guarded by a group of people in red colored overalls, they all have a hat with strange runes on it and hold weapons fitting for the genre. This can be settled by a fight or a few sturdy words as the men in overalls will respond to authority.

## Room Two: Puzzle or Roleplaying Challenge

### Puzzle!

The party moved into the to a small room, on one side of the room there is a pile of bricks with drawing on them, the drawing make a picture puzzle of the continuation of the tunnel and once assembled against the wall they magically create a tunnel. But the twist is in what direction the character builds the picture puzzle, if the puzzle is build directly across the original room entrance (to the north) then it leads into an infinite of stars, if it builds leading to the west it open into a Gail cell with hungry miniatures inside but build on the east wall it lead on to the continuation of the tunnel.

A remorseful DM may add hints in the form of horns, star and chessboard marked on the walls.

## Room Three: Trick or Setback

### The chess game

The party moved into the magical tunnel to discover that it is opening into a large room with tiled floor (black and white tiles). The party could also see a group of monsters coming toward them from the other side of the tiled area from the direction of a large throne set on a dais.

This area is in actuality a chessboard, once one of the character step on the board he is only able to move on the board as the corresponding chess piece that should be in that location (if someone doesn't specify, roll randomly).

Then a battle begins between the monsters and the party with the movement restriction – this battle promise to be amusing. The party could step off the boards only after all of their opponents are neutralized.

## Room Four: Climax, Big Battle, or Conflict

### The big boss

The party approach the dais to discover a giant golem of some sort, he is surrounded by plush velvet curtains and thanks the heroes for taking the time to come to him and ask for their wanted reward. As they state their wish (whatever it maybe) he gets angry and tells them to leave, a battle ensues where the golem will eventually perish and a squeak will sounds behind the curtains.

## Room Five: Reward, Revelation, Plot Twist

### Deus ex machina

The squeak belong to the hobbit that operated the golem using a device hidden behind the curtains and consisted mainly from a big red lever ad a big red ring. Once the character confronts him he burst into tears and promise not to misbehave again. The party can claim his treasures and return home through a flaming hoop.

This adventure can be ended as waking up from a confused dream or as a really bad dimensional shift.

Tribute: The rabbit is a tribute to “Alice in wonderland”, the men in red overalls are troubleshooters from the “Paranoia” game system, the golem is obviously a homage to “The Wizard of oz”, the chess battle is original.



## Aboleth

By Andrew Anderson

Think Le Morte d'Artur, by H.P. Lovecraft

## Room One: Entrance and Guardian

### The Mystic Lake

The entrance to the aboleth's lair is a beautiful clear lake that appears to be bottomless. On the shores of this lake stands a monastery, and around this monastery has grown up a village.

The guardian is the village around the "mystic lake" and the monastery at its heart. The monks and villagers sincerely believe a benevolent spirit lives in the lake, protecting them from marauding humanoids and taking criminals into its depths to purify them.

The villagers will be reluctant to let heavily armed adventurers jump in the lake and go after their protector, nor will they ask it to appear for the sake of proving a point, showing off, or luring out to where it may be attacked.

## Room Two: Puzzle or Roleplaying Challenge

### The Bottom of the Lake

The lake is real, and really full of water, but it is not bottomless. The aboleth lives in a partially air-filled cave hidden by the illusion of the bottomless lake. The party must enter the water and find their way through the aboleth's mirage arcane. Oh, and breathe.

## Room Three: Trick or Setback

### The Entry Cave

Upon entering the airfilled cave, the party will be met by a band of six celestials of various sorts who will command them to "turn back and leave this holy place".

These celestials are actually skum concealed by a veil spell from the aboleth. Aboleth do have a knowledge skill of the DM's choice. If the DM chooses to make this knowledge skill be Knowledge (Planes) the aboleth may make subtle errors in its veil.

If the DM chooses to make this skill be something different, the aboleth may make serious errors that confuse the players.

The skum inside the illusions, of course, have no ranks in Bluff or in Knowledge (Religion). This is far more likely to reveal the deception, as well as the fact the skum detect as evil, even veiled.

## **Room Four: Climax, Big Battle, or Conflict**

### **The Aboleth's Lair**

Defeating the skum allows the party to penetrate farther into a narrow passage where the aboleth lives and confront it.

The aboleth will hide behind a projected image.

The aboleth has been observing the party while they spoke with the "celestials" and has likely identified individuals with poor Will saves. It will use its enslave powers on those individuals and set them against the rest of the party.

The aboleth has also had time to prepare several programmed image traps that will activate whenever a party member. These would include illusionary cave-ins (to force the party members out of good cover positions) and illusionary bands of skum (to draw attention and area attacks).

If enslaved party members and illusionary traps fail to drive the party off, the aboleth will stage the death of its projected image, hide under an image or mirage arcane, and let the party move on to the treasure room while it slithers away through an escape tunnel or canal.

## **Room Five: Reward, Revelation, Plot Twist**

The aboleth's treasure room is full of orcish and ogrish wargear, neatly catalogued with an anthropologists sensibilities. The aboleth has recorded transcripts of interrogations of orcish scouts as well, disclosing their war plans. Apparently five separate orcish hordes have been scouting the village in preparation for a raid. The aboleth has been capturing each of their scouts, stripping them of their gear, interviewing them to find out about their tribal cultures, and then converting them to skum.



## **Dragon's Lair**

By Aki Halme

### **Room One: Entrance and Guardian**

Dragons tend to make their lairs inaccessible, and the one that the party hunts is no exception. The lair is hard to find, and at a location that is difficult to access - amongst indigenous monsters with a healthy respect (or worship?) for the dragon, natural hazards such as ice and cold and winds and heights, or possibly underwater in a swamp in one bog amongst hundreds.

## Room Two: Puzzle or Roleplaying Challenge

Access to the lair, especially an unannounced one, could depend on PCs' skills, but also on the goodwill of the locals; hiring locals to pinpoint the exact location could be required, but how to do this without having some other local inform the dragon? Whether the locals are friendly or foes, an intelligent beast such a dragon will find a way to use them as an early warning system. Should there be advance notice, the lair will become that much harder to penetrate.

## Room Three: Trick or Setback

While some of the information that the party has is more or less correct, some of it will be unreliable. Perhaps the dragon they seek was not white after all, but merely appears as such in public. Perhaps the lair has hidden sections and fake loot for thieves to take instead of the real thing. The dragon could have a taste for human company - servants and captives that could become collateral damage or hostages. Until then they are in the way, and possible liabilities with indeterminate loyalties.

## Room Four: Climax, Big Battle, or Conflict

In a dragon's lair, the obvious fight is against a dragon - whether that will be the case here is less clear. Intelligent monsters are likely to seek ways to improve the odds, and possibly avoid the fight altogether and have the threat that the party poses ended by other means - from having the PCs tried, arrested, and executed by other humans to bribery to collapsing the lair on top of the PCs, or simply escaping when the situation begins to look grim. The true threat could be non-dragonoid.. and for a real challenge, the lair could have more than one dragon, such as a pair with hatchlings, where one of the parents always stays at the nest; as a result, the lair is the only place to see them both. When the party attacks the dragon defending the nest, they are likely to get hit by the other parent as well, either right after a won fight, or during the fight. Alternatively, in an area where dragons are hunted, several youngs from one nest may have decided to stay together for mutual defense, and when in public buff up their appearance by magics that change their size, or at least appear to do so. The party expects to fight one dragon, fights it to retreat with surprising ease, pursues it to its lair, and suddenly finds itself facing five dragons.

## Room Five: Reward, Revelation, Plot Twist

A dragon's lair classically has a treasure in it, which is actually rather odd. But even without treasure clearing the nest ends a threat to the nearby human settlements, adds to the reputation of the party, and provides a location that is likely to be highly defensible and probably for a long while shunned by many of those who have not been informed of the dragon's demise. A resourceful party could even decide not to inform anyone of their success, and have the locals keep delivering gold and goods and beautiful virgins to what used to be the dragon's lair.



### Lord and Killer

By Drackler

<http://www.strolen.com/content.php?node=4385>

A five room dungeon with the appropriate clashes of steel, smooth talking, and betrayal. To begin this five room dungeon, the players receive a missive requesting them to meet a petty lord, named Arront Seliverous, and to tell no one what they were doing. Seliverous does not tell the PCs what he is hiring them to do.

## **Room One: Entrance and Guardian**

### **The Outer Courtyard and the House Guards**

There are about half a dozen guards lounging around on crates in an open courtyard. The remains of dinner, some bread and mutton, are lying on a barrel, and a few of them are actively involved in a game of dice, where no one seems to be the winner. The guards are extremely ill-tempered for several reasons, including a recent cut in pay, and therefore are actively looking for a good scruff.

## **Room Two: Puzzle or Roleplaying Challenge**

### **The House Steward**

The house steward, named Kendtal, is a small, weasely man in grand, nearly gaudy, robes with dark hair and pale skin, he also has the habit of wringing his many-ringed hands. Kendtal is dedicated, and a little overzealous, and will, at first, simply not allow the PCs in to see his master and he can, at a word, call threescore guards to aid him in repelling intruders. He also has a strong penchant for wine, so much so that, for the right amount of wine, he may suddenly remember much more important things to do elsewhere. (Note: In room one several guards can be heard to speak of "Master Jangle-Keys" and his latest drinking binge).

## **Room Three: Trick or Setback**

### **Lord...**

When the PCs reach the door to Lord Seliverouss private rooms, it opens and a worried face, with dark eyes and hair, and a slightly crooked nose, connected to a richly robed body, appears. With many a word of gratitude Seliverous pulls the PCs into his outer chambers, but before he will explain his problem, the lord insists on them taking refreshment with him. The drinks are laced with a fairly powerful sleeping draught that should safely put the PCs out for a few hours.

## **Room Four: Climax, Big Battle, or Conflict**

### **...And Killer**

The PCs wake to find that all their weapons and more valuable items have been removed, and that they have been moved to a deep pit. Scattered among the rocks are numerous, if rusty, weapons ready to grab up, if necessary. Standing on the edge of the pit is Lord Seliverous, after the appropriate gloating and monologuing, he reveals that he was hired by (insert name of appropriate villain here) to knock off the PCs, with that he leaves. Next, a gate opens in the wall and a mantichore (or other beastie of appropriate power) comes out to feed on the helpless adventurers. A battle ensues with the mantichore and, hopefully the PCs win.

## **Room Five: Reward, Revelation, Plot Twist**

### **Plot Twist**

After defeating said beastie if the PCs look around, they will find the body of (insert name of good NPC the PCs thought was important, but wasn't) apparently killed by the same big bad beastie.



Do the PCs dare to go and raid the tomb of the Pharaoh Upshi?

## Room One: Entrance and Guardian

The PCs are in a bar on the edge of the polar regions of your world when they hear the babbling of a man, his skin slightly damaged by the cold, begging for them to help find his only son, who was part of an expedition to uncover the tomb of the Pharaoh Upshi. A thousand years ago when Upshi ruled with a rod of iron, as the texts said, the weather was much warmer and what is now ice-covered tundra that barely rises above zero was a pleasant and powerful land, the centre of an ancient empire. His son went on an expedition with half a dozen others and was due back days ago. As well as pleading for them to find his son he will hint of the treasures to be found within the tomb.

Assuming the PCs agree to help him find his son then they will face the dangers of the Katorga Wastes, as the icecap is known. The winds are horrible, capable of splitting lips, freezing exposed flesh and making even those well wrapped in furs shudder. They should roll on an encounter table to see if they encounter anything unpleasant.

2-no encounter, they reach their destination safely.

3-the wind grows even colder, harming the PCs (roll a die and take that off each PCs vitality stats)

4-A frozen body, lying dead in the snow near a pile of wood that it clearly set up for a fire. Any money or weapons it may have had in life has been stolen by whoever murdered it. If the PCs bury the body in the snow or set it on top of the wood and cremate it, they will hear a whisper of thanks in their head and will get a good feeling.

If they leave the body where it is, unburied and uncremated, an [Ice Ghoul](#) will rise from the body and attack the PCs. If they have magic/ magical weapons then they can slay it, otherwise they must burn the body, which will make the Ghoul hiss, smile and vanish.

5-1 to 6 Polar Bears which depending on the PCs reaction may or may not attack them.

6-A whiteout (if the PCs pitch a tent they should escape harm, otherwise treat as #2 and roll the dice again when the whiteout clears.

7-A Crevasse! If the PCs are roped together, then nothing too serious happens; otherwise one falls in and can suffer anything from a small wound to death (great for getting rid of a PC who is god-modding and annoying everyone else.)

8-A region of geysers resembling the [Sorcery Springs Geyser Basin](#) comes into view. The GM should decide if these geysers have any magical properties and how dangerous they are to the PCs. The ground around them will be very unstable.

9- A [Polar Horror](#) surges to the attack.

10-A mirage is seen (the GM decides what it is.)

11-A number of [Blue Fires](#) take an interest in the Pcs

12-An attack by one or more [Glacier Fins](#) Run!

## Room Two: Puzzle or Roleplaying Challenge

The PCs come across a great Step Pyramid embedded in ice, the resting place of Pharaoh Upshi. A grid of stones are set in the door in front of them and if any of the PCs are able to decipher the runes, they will see that they are letters of the alphabet. The right code to make the door raise is UPSHI RISES. They have to reach into holes to press the runes and if they press the wrong button two stones will slide down. If they did it with a weapon or a stick this will not be much of a problem, but if the PC used his or her hand it will be trapped and getting it out should be very hard indeed. The NPC with them may be able to give valuable information about it.

## Room Three: Trick or Setback

The PCs find that the expedition has been captured by a band of tomb robbers, which by chance happened to be robbing the tomb at the same time that they entered. (Think two robbers for every PC.) They are well armed and doughty fighters from another kingdom, and have killed three of the expedition and tied up two more whilst they decide if they should ransom them or not. Along the walls are tomb paintings and should one of these be brushed against, one of [The Few](#) will arise from it. Should they have the NPC with them, he will be able to speak the language of [The Few](#) and maybe be able to convince them that they should aid the PCs, otherwise [The Few](#) will lash out at everyone who is not dead or tied up. In the fight in the narrow passage many more of them might will be summoned.

The tomb robbers have a mage and one low-grade (but none the less magical) weapon between them. Whilst [The Few](#) can only be harmed by magic or magical weapons, if they can somehow be disarmed then they will be helpless to cause harm and will vanish. If they were on the PCs side then the NPC can persuade them that they are the Pharaohs servants and they will vanish back to the afterlife. The people tied up will tell the PCs once untied that the one they are looking for ran deeper into the tomb to escape the robbers.

## Room Four: Climax, Big Battle, or Conflict

The PCs go through several tunnels and come into the main burial chamber, which is painted in all the colours of the rainbow. Atop a pile of what seem like glittering diamonds is the mummified body of Pharaoh Upshi. A golden crown and a necklace of amber is around his neck, a golden ring is upon his finger, and his bony hands clutch a golden rod and a black spear. The one that the PCs are looking for is gazing in awe at the scene.

PCs being PCs, they are sure to want to loot. If they just take the diamonds nothing will happen. If they should try and take the rod or the staff, or any of the other treasures, then a red glow will appear in the eyes of the mummy and Upshi will rise. The staff will glow briefly and the PCs will find themselves unable to speak, as the staff is in fact [The Staff of Silence](#) Fortunately for them, as they will not be able to cast spells, the mummy is jerky and not that good a fighter, and non-magical weapons will hit it (but will only do half the normal damage.) The spear however is [The Black Spear](#) and if it does hit a PC in the wrong place it will kill him or her, so the mummy is much more dangerous then it seems and should not be underestimated.

Should they touch the walls during the fight, then one of [The Color-Wraiths of Gor-Kashesh](#) will attack the PCs and will only be vulnerable to magical weapons or fire. Should it be killed it will vanish back to its own dimension.

## Room Five: Reward, Revelation, Plot Twist

The dungeon is complete but what is it about this dungeon that made it different or memorable. What kind of mystery have they discovered, what kind of reward have they won, and what kind of information have they recovered?

If the NPC's son survived the PCs can feel good about themselves and the father will give them his gratitude and whatever small reward he can afford to give them.

If they took the diamonds they will be very disappointed later, as the diamonds are just chunks of ice that will melt as soon as they are brought into a warm place. The amber necklace has no magical powers other than to keep its wearer warm in the coldest of conditions. The crown is [The Crown of the Storm](#) and can control the weather but at a severe cost. The Staff of Silence has three \*uses\* left in it before it becomes just a staff of gold. When the mummy is killed the PCs will be able to speak again.

The biggest prize is [The Black Spear](#), a weapon that can kill even dragons, a truly mighty weapon.

# Why Like 5 Room Dungeons?

By John Four

This format, or creation method, has a number of advantages:

- Any location. Though I call them 5 Room Dungeons, they actually apply to any location with five or so areas. They don't have to be fantasy or dungeons. They could take the form of a small space craft, a floor in a business tower, a wing of a mansion, a camp site, a neighbourhood.
- Short. Many players dislike long dungeon crawls, and ADD GMs like to switch environments up often. In addition, some players dislike dungeons all together, but will go along with the play if they know it's just a short romp. This helps ease conflicts between play styles and desires.
- Quick to plan. With just five rooms to configure, design is manageable and fast. Next time you are killing time, whip out your notepad and write down ideas for themes, locations, and rooms. Knock off as many designs as you can and choose the best to flesh out when you have more time and to GM next session.
- Easier to polish. Large designs often take so long to complete that game night arrives before you can return to the beginning and do one or more rounds of tweaking and polishing. The design speed of 5 Room Dungeons leaves room most of the time to iterate.
- Easy to move. 5 Room Dungeons can squeeze into many places larger locations and designs can't. If your dungeon goes unused or if you want to pick it up and drop it on a new path the PCs take, it's often easier to do than when wielding a larger crawl.
- Flexible size. They are called 5 Room Dungeons, but this is just a guideline. Feel free to make 3-area locations or 10-cave complexes. The idea works for any small, self-contained area.
- Easy to integrate. A two to four hour dungeon romp quickens flagging campaign and session pacing, and can be squeezed into almost any story thread. It also grants a quick success (or failure) to keep the players engaged. The format is also easy to drop into most settings with minimal consistency issues.

## Room One: Entrance And Guardian

There needs to be a reason why your dungeon hasn't been plundered before or why the PCs are the heroes for the job. A guardian or challenge at the entrance is a good justification why the location remains intact. Also, a guardian sets up early action to capture player interest and energize a session.

### ***Room One challenge ideas:***

- The entrance is trapped.
- The entrance is cleverly hidden.
- The entrance requires a special key, such as a ceremony, command word, or physical object.
- The guardian was deliberately placed to keep intruders out. Examples: a golem, robot, or electric fence.
- The guardian is not indigenous to the dungeon and is a tough creature or force who's made its lair in room one.
- The entrance is hazardous and requires special skills and equipment to bypass. For example: radiation leaks, security clearance, wall of fire.
- Room One is also your opportunity to establish mood and theme to your dungeon, so dress it up with care.

## Room Two: Puzzle Or Roleplaying Challenge

The PCs are victorious over the challenge of the first room and are now presented with a trial that cannot be solved with steel. This keeps problem solvers in your group happy and breaks the action up for good pacing. Make Room Two a puzzle, skill-based, or roleplaying encounter, if possible. Room Two should shine the lime-light on different PCs than Room One, change gameplay up, and offer variety between the challenge at the entrance and the challenge at the end.

Note, if Room One was this type of encounter, then feel free to make Room Two combat-oriented. Room Two should allow for multiple solutions to prevent the game from stalling.

### **Room Two ideas:**

- Magic puzzle, such as a chessboard tile floor with special squares.
- An AI blocks access to the rest of the complex and must be befriended, not fought.
- A buzzer panel for all the apartments, but the person the PCs are looking for has listed themselves under a different name, which can be figured out through previous clues you've dropped.
- A concierge at the front desk must be bluffed or coerced without him raising the alarm.
- A dirt floor crawls with poisonous snakes that will slither out of the way to avoid open flame. (A few might follow at a distance and strike later on.)
- The PCs must convince a bouncer to let them in without confiscating their weapons.

Once you've figured out what Room Two is, try to plant one or more clues in Room One about potential solutions. This ties the adventure together a little tighter, will delight the problem solvers, and can be a back-up for you if the players get stuck.

## Room Three: Trick or Setback

The purpose of this room is to build tension. Do this using a trick, trap, or setback. For example, after defeating a tough monster, and players think they've finally found the treasure and achieved their goal, they learn they've been tricked and the room is a false crypt.

Depending on your game system, use this room to cater to any player or character types not yet served by the first two areas. Alternatively, give your group a double-dose of gameplay that they enjoy the most, such as more combat or roleplaying.

### **Room Three ideas:**

- The PCs rescue a number of prisoners or hostages. However, the victims might be enemies in disguise, are booby-trapped, or create a dilemma as they plead to be escorted back to safety immediately.
- A collapsed structure blocks part of the area. The debris is dangerous and blocks nothing of importance, another trap, or a new threat.
- Contains a one-way exit (the PCs must return and deal with Rooms One and Two again). i.e. Teleport trap, one-way door, 2000 foot water slide trap.
- The PCs finally find the artifact required to defeat the villain, but the artifact is broken, cursed, or has parts missing, and clues reveal a solution lies ahead.
- Believing the object of the quest now lays within easy reach, an NPC companion turns traitor and betrays the PCs.

Another potential payoff for Room Three is to weaken the PCs as build-up to a dramatic struggle in Room Four. It might contain a tough combat encounter, take down a key defense, exhaust an important resource, or make the party susceptible to a certain type of attack.

For example, if Room Four contains a mummy whose secret weakness is fire, then make Room Three a troll lair (or another creature susceptible to fire) so the PCs might be tempted to burn off a lot of their fire magic, oil, and other flammable resources. This would turn a plain old troll battle into a gotcha once the PCs hit Room Four and realize they are out of fire resources.

Don't forget to dress Room Three up with your theme elements.

## Room Four: Climax, Big Battle or Conflict

This room is The Big Show. It's the final combat or conflict encounter of the dungeon. Use all the tactics you can summon to make this encounter memorable and entertaining.

- As always, generate interesting terrain that will impact the battle.
- Start or end with roleplay. Maybe the bad guy needs to stall for time to let PC buffs wear out, to wait for help to arrive, or to stir himself into a rage. Perhaps the combat ends with the bad guy bleeding to death and a few short words can be exchanged, or there are helpless minions or prisoners to roleplay with once the threat is dealt with.
- Give the bad guy unexpected powers, abilities, or equipment.
- Previous rooms might contain warning signals or an alarm, so the bad guy has had time to prepare.
- The bad guy tries to settle things in an unusual way, such as through a wager or a duel.
- The lair is trapped. The bad guy knows what or where to avoid, or has the ability to set off the traps at opportune moments.
- The bad guy reveals The Big Reward and threatens to break it or put it out of the PCs' so reach so they'll never collect it.
- The bad guy has a secret weakness that the PCs figure out how to exploit.
- A variety of PC skills and talents are required to successfully complete the encounter.

## Room Five: Reward, Revelation, Plot Twist

Here's your opportunity to change the players' bragging to "we came, we saw, we slipped on a banana peel." Room Five doesn't always represent a complication or point of failure for the PCs, but it can. Room Five doesn't always need to be a physical location either - it can be a twist revealed in Room Four.

Room Five is where your creativity can shine and is often what will make the dungeon different and memorable from the other crawls in your campaigns.

In addition, if you haven't supplied the reward yet for conquering the dungeon, here is a good place to put the object of the quest, chests of loot, or the valuable information the PCs need to save the kingdom.

As accounting tasks take over from recent, thrilling, combat tasks, this would also be a good time to make a campaign or world revelation, or a plot twist. Perhaps the location of the next 5 Room Dungeon is uncovered, along with sufficient motivation to accept the quest. Maybe the true identity of the bad guy is revealed. New clues and information pertaining to a major plot arc might be embedded in the treasure, perhaps sewn into a valuable carpet, drawn in painting, or written on a slip of paper stuffed into a scroll tube or encoded on a data chip.

## ***Room Five ideas:***

- Another guardian awaits in the treasure container.
- A trap that resurrects or renews the challenge from Room Four.
- Bonus treasure is discovered that leads to another adventure, such as a piece of a magic item or a map fragment.
- A rival enters and tries to steal the reward while the PCs are weakened after the big challenge of Room Four.
- The object of the quest/final reward isn't what it seems or has a complication. i.e. The kidnapped king doesn't want to return.
- The quest was a trick. By killing the dungeon's bad guy the PCs have actually helped the campaign villain or a rival. Perhaps the bad guy was actually a good guy under a curse, transformed, or placed into difficult circumstances.
- The bad guy turns out to be a PC's father.
- The true, gruesome meaning behind a national holiday is discovered.
- The source of an alien race's hostility towards others is uncovered, transforming them from villains to sympathetic characters in the story.
- The true meaning of the prophecy or poem that lead the PCs to the dungeon is finally understood, and it's not what the PCs thought.