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Present

# 5 Room Dungeons

## Volume 15

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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Errors, omissions, or feedback? Please e-mail [johnn@roleplayingtips.com](mailto:johnn@roleplayingtips.com)



# Prison Break

By Nathan Wells

## Room One: Entrance and Guardian

The heroes are infiltrating a high security prison in order to free one of its inmates. Getting in will be easy. All that the heroes need to do is perform an appropriately heinous crime, or at least frame them selves for one. Depending on the details of the setting, the crime could even be something the heroes would consider a noble act, such as treason against a corrupt government.

## Room Two: Puzzle or Roleplaying Challenge

After making contact with the inmate they aim to free, the heroes must spend some time planning their escape. They'll want to get a clear idea of the prison's layout and floor plan. They'll also want to note warden patrol patterns and at what times the guards change shifts. They'll also need to take stock of what resources they may have at their disposal.

## Room Three: Trick or Setback

As the heroes make their plans, and then put them into action, they'll no doubt draw the attention of other inmates. Some of these may inform the wardens or raise an alarm, hoping to win some favor with the authorities and earn an early parole. Other inmates may wish to participate in the jail break. In fact, it may become obvious to the heroes that they won't be able to pull off their escape without the help of a few key prisoners. However, this creates a moral dilemma, because some of the inmates are hardened criminals and completely deserving of their place behind bars.

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

The climax takes place in the final stages of the jail break. At this point the wardens are alerted to the heroes attempted escape and will do everything possible to prevent it. The heroes may have to fight wardens directly, or they may have to attempt daring stunts to reach safety. Depending on the setting, the wardens may release the prison's ultimate warden on the heroes. This could be a magical beast, ferocious guard dogs, or a robotic sentinel.

## Room Five: Reward, Revelation, Plot Twist

The most obvious reward is the freedom of the heroes and the person they went in to rescue. Depending on the circumstances the reward may be greater than that. Perhaps the inmate they rescued can now provide information or resources that will further the heroes' overall goal. Of course, freedom may also be short lived, as the heroes are now wanted fugitives. Unless they can clear their names, or bring down the corrupt government that condemned them, they will continue to be hunted.



# The Company

By Nathan Wells

## Room One: Entrance and Guardian

The heroes infiltrate the company by submitting job applications and getting hired. The company is always hiring grunts, and might consider the heroes for the lowest level management positions if they're especially accomplished.

## Room Two: Puzzle or Roleplaying Challenge

After working at the company for a while the heroes will notice that not everything is as it should be. The most obvious problem is the maintenance hallways. No one seems to mention these except the lowest level employees, and only then in whispered conversation. Those who venture into these corridors face horrors that challenge their very sanity. The maintenance hallways are home to zombies and other creatures that lurk in the shadows and wait for unsuspecting prey to come by. They are timid creatures, however, and will not attack employees who brave the maintenance hallways in groups.

A second, less obvious dilemma is the company's upper management. All of them are cold and aloof. Their gaze can freeze a person in their tracks. All of their proceedings take place behind closed doors. When management decides to fire an individual, or downsize an entire department, those employees are never heard from again.

## Room Three: Trick or Setback

Heroes who try to find other work so that they can quit the company will have no luck. It's as if once you work for the company you can never leave. Also, for every week that they work there they feel as if they are growing weaker and weaker, both physically and mentally.

Heroes who try to investigate the company further will face "disciplinary action" or "termination" if they are caught. Those who are truly persistent and resourceful may eventually discover the terrible secret behind the company.

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

The company is actually the tool of a group of necromancer cultists. The company building is built on geomantic principles that gradually suck the life force out of those who work there. Those who have worked there the longest have turned into the zombies that now haunt the maintenance halls. The life force that gets sucked from the employees is being channeled into the basement where the cultists use it to power their evil rituals. The heroes will have to defeat the cultists if they want to free themselves and their fellow employees.

## Room Five: Reward, Revelation, Plot Twist

If the heroes can defeat the cultists then they will bring down the company. This releases all of the employees from an eventual fate worse than death, and prevents the outworking of the cultists' ultimate goals for world domination. The heroes probably won't be praised for doing this, but they can rest a little more easily at night knowing they've put down a horrible evil.



# Catching the Traitor

By Amy

## Room One: Entrance and Guardian

### It's Where?

Our mighty heroes have learned that a traitor that they have been tracking for some time will be making his escape from the country tonight. It helps add impetus if the traitor has also leveled personal accusations against the team, damaging their reputation.

A note found in his hastily abandoned quarters states that he will be leaving via the Zeppelin "Dauntless" tonight at 9.30pm from the Empire Spire Docks. The players will have to locate the Docks and make a discreet arrival so as not to startle their quarry into flight before the time of departure.

The time is now 8.10pm. They only have just over an hour in which to do it.

## Room Two: Puzzle or Roleplaying Challenge

### Tickets, Please.

The Empire Spire Docks are no longer as popular since the high rises in the centre of town started installing Airship Docks on their own roofs. This shows in the general faded grandeur of the facility, a gradually decaying Eiffel Tower type construction. The exposed struts and once ornate ironworks are starting to rust. However, the Empire Spire is still busy with general freight, economy class travelers and staff, even this late at night. A central elevator and back up spiral staircase grants access to the different levels which include public, private and commercial docking points. Gaslamps are used to light the areas in current use.

At the gates to the tower, barring entry into the central elevator is the Customs and Ticketing Officer, Edward Bottomley. Bottomley is a pompous official with nothing to look forward to but tormenting passengers via official channels.

By this time, players may be only minutes from missing the rendezvous.

## Room Three: Trick or Setback

### The Traitor

This would be a very bad time for it to start raining, so go ahead. Add some lightning. Players can just make out the shape of the Zeppelin Dauntless coming in to dock.

Having arrived on the correct platform, passing a couple of levels of milling crowds awaiting their boarding calls, our intrepid adventurers spy their quarry, the nefarious traitor. He will, of course, refuse to come with the heroes, crawling out onto a docking arm if necessary and threatening to jump.

Players should prefer to take the traitor alive to clear their names and learn more about the Big Bad.

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

### Dauntless

The Zeppelin Dauntless should be just closing with the tower. Anyone with piloting skills will note that it is coming in broadside, not sternwise as is normal. The reason for this becomes clear as they open the side ports and start shooting - the traitor's associates have decided that he has outlived his usefulness, and they don't mind destroying the Docks and everyone on it to terminate his employment.

The Dauntless finally readies and fires her big guns - the mortars. This destroys part of the structure of the Empire Spire Docks.

Player options include - attempting to board the Dauntless (do they recognise someone aboard?), fleeing, rescuing the people below from falling debris, clearing the docks before they start to collapse, returning fire and protecting the traitor.

## Room Five: Reward, Revelation, Plot Twist

Depending on how things work out and the game goals, there's a few different options here :

- If the traitor is still alive and caught, he should be more than willing to sell out his former employers for any leniency he can get.

- If the traitor dies or escapes, his briefcase might be discovered.

- The traitor could be wearing a disguise that reveals him to be someone the team trusted. What else has he revealed about them to the Big Bad?

Other side effects:

- Heroes could further enhance or degrade their public profile depending on how they act during the fight above. Have the press turn up and try to interview them or catch a few photos. People in the area over the next few days may recognise them from the newspaper.

- One of the rescued passengers could be an influential ally in further games, providing shelter, food or information.



## The Wizard's Land

By Dr SciFi

[www.hobbysonline.com](http://www.hobbysonline.com)

## Room One: Entrance and Guardian

In a green northern forest resides a stark and barren desert of extreme heat, sand and dunes. This is one league across in any direction with a sun that always remains at the mid day point. In the center is a hedge of stone man high. Beneath this is said to be the wizards' tower hidden and protected here for many years since his demise or disappearance. You have found what you believe are the spell to raise the tower and the key to the door.

## **Room Two: Puzzle or Role Playing Challenge**

“You must best the heat and sun by raising the tower and quickly enter the doorway found. And marching order best forward thrust and flee to standing company.” This is a faded message carved in on of the standing stones.

If you fail to interpret this message you might come across a skeleton one of many littering the area but unique in that it has a drawing clutched to its chest. It shows figures standing inside the stone hedge and one standing out with an arrow pointing back to the group of figures.

As the tower rises up so too does a door come up from the now floor of the tower topmost level. You try the key and it allows you access to the tower innards.

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

At the bottom of the stairs leading down from the doorway you light torches that reveal a room of stone devoid of anything but the stair leading back up to the door. But you do find another faded message at eye level just above the bottom step. “The revealing torch you need to seek at topmost height, a watchful eye will find.”

A faintly carved eye is found at the base of one of the stones beneath this burred by sand and set in a cavity is the torch you seek. Back in the room having lit the torch you see another close by. And as you light each upon the wall you see another to light nearby. When all are lit several closed chests, bookcases, cabinets appear around the room and a fountain in the center. The water is quite cool and refreshing. Letters appear in the side of the stairs. “Leave fit tight these lids and closings lest yea be brought to be burned to death in light and heat.” you surmise that the tower will sink back to the sands stranding you die in the desert heat.

There also appears a door on the floor along the wall obviously covering a stair down to the next level. But when examined it is painting not a real door. Looking around for a key or spell or hinting rhyme you finally notice two torches on either side of the fountain. When lit they reveal lettering apparently metal set in the front of the fountain. The first torch brought near makes them alive with flame almost molten but very readable. “He who quenches the door with liquid of flames shall see the real tree sawn wrought.” You grab a bucket from the side of the fountain, fill it and dash the water upon the door. The door becomes very real and lifts easily.

Subsequent levels are easily accessed. And reveled to you are a library on the next level and then a laboratory.

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

Descending from the laboratory to what must be the ground floor you see a door apparently to the outside. After lighting the torches on this level the only object to be seen situated in the center of the room is a full length dressing mirror standing in its frame.

As you look around the room for another of the Wizards' rhymes you realize the mirror is always facing you. Walking up to the mirror and examining it you find a socket that will hold the torch from the top level.

After placing the torch in the socket a change happens to the mirror. The surface darkens to black, then seems to become enveloped in smoke and finally clears. The image of what must be the wizard that once owned this tower and land is now in the mirror. He appears to be standing right behind you but as you look around you see only your fellow adventurers staring with disbelief at the mirror.

The Wizards' reflection begins to speak. "I have a question of 3 answers for you to amaze or disappoint me with." "Of the following choose only 1 and be not hasty for the wrong saying is twice pain and death in the fire and the right saying is a gift to you."

"A land of plenty to help all about."

"A tower of strength to rule all about."

"A cauldron of fire to sap the strength and grow to powerful heights."

The question you will find is, "What would you have me do with it?" The Wizard pauses almost thinking and then says, "Which of the answers do you think is the more rightful?"

## Room Five: Reward, Revelation, Plot Twist

If you select, 'A land of plenty to help all about.' then you receive the tower, its treasure and the land about restored to green and fertile fields. And the mirror will remain active to guide and instruct you in the years to come. If you select either of the other answers you will be cast out of the tower post haste and the tower will sink back to sands leaving you to wither and bleach in the blazing sun.



## St. Nathaniel - Harbinger of Doom

By Thewizard63

<http://www.strolen.com/content.php?node=4390>

A sickness is destroying the crops. A town, wishing to avoid past horrors, seeks out daring folk to try and stop this trouble at its source. Can they find who's to blame?

### Summary

*A sickness is destroying the crops. A town, wishing to avoid past horrors, seeks out daring folk to try and stop this trouble at its source. Can they find whos to blame?*

### Background

The prosperous town before you has not always been so. A generation or two ago, it was troubled place. Under frequent attack from the nearby long-tooth tribe, a tribe of savage monsters, resting in the nearby hills, looking to carve a better life.

Just when things seemed they couldn't get any worse, a plague flourished through town due to an inability to properly tend and clean the crops from the frequent interruptions and fear from the raids. Fields grew fallow. Entire sections of the population became afflicted and ill.

Then came Nathaniel of the god of light. He had come to see if he could help end the suffering in the town. After a short while he climbed to the top of a nearby small rocky ridge, and knelt in prayer. He prayed for a week straight. Without food or water he knelt. The town worsened. Dozens died. He knelt, unmoving until the dawn of the eighth day. As if possessed of some grim purpose, he strode into town. He proclaimed before all.

"I am Nathaniel, tool of the God of light. I have been chosen in his wisdom, to cleanse you. Praise His name a when I pass, and you will be cleansed"

He began to walk his way through town speaking his gods name. With each breath he took in their illness unto himself.

At First light, He stood up on the ridge looking into town. Nathaniel bade unto all, "Those who are able, come with me and cleanse the plague of the monsters!" He cries as he holds his weapon aloft, bringing cheers from the towns folk. Within an hour they have driven the monsters into the hills who retreat to more defensible ground. Nathaniel spurs the townsfolk on, only to be beset by and ambush. The townsfolk flee as Nathaniel buys them the freedom and time to do so. His battle cries were heard as they fled. He never returned, but neither have the monsters.

A church has been founded on the ridgeline where he prayed.

Over time the location where Nathaniel fell had fallen to a corruption and plague. A few brave souls managed to retrieve some of Nathaniels body, it has been entombed in a statue dedicated to him, the gilded statue is of him eternally praying for the town, always the first to catch the light. To remind the flourishing town of the great deed and goodness for which he is an example.

Lately, the plague has returned, and animals are missing.

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

The Long-toothed monsters have used the spreading of decay and plague to ward off most enemies, the party must try and locate the tribe. A skilled tracker can follow the signs of the disease through the valley, and up to the mountain bog. Another method is to ask around, if there is an area of rot and decay. Most townsfolk just look horrified and turn away. If the ask around in the bar, They find Jurex of the northern wood. He is a recluse that lives on the outskirts of town. His Leathery skin, and tobacco stained teeth. His clothes are well worn, thin and dirty. He speaks with a rattling and hoarse breath. If asked, it's explained that he comes in for a drink from time to time... When he gets really drunk, He tells the tale of his childhood kidnapping. If asked he laughs crazily, and tells of how the monster came to his parents home and took him into the hill. He describes them as putrid malformed and misshapen humanoids. The took Jurex in to a rotten dark swampy nook partway in the mountains. He describes the vile things of terror hidden in their decaying lair. He managed to wriggle free and escape, but not without catching something. If they ask the priests of the sun god about the abductors, they relay the tale of St. Nathaniel curing the plague and beating off the hostile tribes.

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

The PCs run into a slight and whiley monster his face is covered with puss covered boils. His skin looks partially melted. His breathing is ragged. He speaks to the PCs from Drumgridder the sly. I have been charged with telling you to leave now, before you are destroyed by our affliction. He tries to figure out where and why the PCs are there. He tells them that he is showing them a shortcut either in or away. Whichever he thinks they PCs wish to hear. If asked about the disease, he spits out of how Nathaniel, Harbinger of Doom brought decimation to his people. There are only a few left. He conveys they only wish to live a life untouched by rot and disease. He tries to get the PCs to see and agree with his perspective. And have pity on him. If they attack he leads them in a chase through the ambush.



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

If allowed, he leads them into an ambush of diseased plants. The grass and roots slow the Party, tripping them up, while nearby flowers burst with their sleep spores. (affecting ALL characters alike) while White Rose bushes wrap around the PCs. Thorns cutting their skin, turning pink then blood red as they feed, each threatening to affect the PCs with their deadly plague.

Drumgrider bolts in the direction of the village. After getting the party tied up. He is warning the others.

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

The environment is rotting all around them, and smells of advanced decay. There are spore and juices oozing from nearly everything. Even the rock is damp and spongy.

The entire clan attacks the party. They notice the symbol of the God of Light on the weapon wielded by the sad leader Harngrum of the surviving clan members. The PCs shall note that not every clan member was rid- dled with disease, nearly 60% of the population is not afflicted.

Every attack has a chance of imparting the rot and disease to the PCs. This is the Clans home turf, and use it to their advantage. They will fight to the death for their home.

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

Once dispatched, The PCs will find that the weapon Harngrum was wielding is the original weapon wielded by Nathaniel during the battle. It is melted slightly and has a little give when held tight. The weapon is the cause of the corruption and plague that is killing the region. It is a concentrated amount of the original poison/disease afflicting the town. You find a journal of the head chief which describes in detail how the savage attack forced them to this inhospitable land, and then when the warrior fell most became sick, and the land and his people changed for the worse. It describes the hardship of his friend and tribe fall and become misshapen and how some would mercifully die, and the less fortunate wouldn't. They revile Nathaniel and all he brought, but now they don't have the strength or health to fight back. As everything they love is dead/dying/or corrupting. His only hope is that the one immune survive to rebuild and exact revenge.

The weapon will cause disease in all who it strikes.

# 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.