

Riddle Rooms #1 - Dungeon Dilemmas

What is Riddle Rooms?

Riddle Rooms is a dungeon designer's sourcebook which can be used to enhance any adventure. Each room contains a riddle, puzzle or challenge which your players must overcome in order to solve the room. Because the obstacles presented in these rooms require thinking and problem solving, characters of any ability or skill level will be equally challenged.

Dungeon Dilemmas is the first in the Riddle Rooms series. The rooms here are designed for use in dungeon settings.

Components

- Dungeon Designer's Handbook: This has all the information which you, the dungeon designer, need to know. Each Dungeon Dilemma is described along with its solution and ideas for monsters and treasure.
- 22 Player Information Sheets: These playing aids are given to the players when they reach a place in your Dungeon where you've put a Dilemma. Some Dilemmas require more than one sheet – this is noted in the Dungeon Designer information for that Dilemma. These sheets let the players know what can be seen in the room.
- 5 Bonus riddles: These are individual riddles not contained within a room. They are found at the back of the Dungeon Designer's Handbook and on tear out sheets. These riddles are for you to use however you please.
- 1 Riddle Item: Riddle Items are magic items that have a riddle associated with them. Solving the riddle will give the players clues about what the item can do and how to use the item. Riddle Items may take many components to be useful and so give players a long term riddle to solve as part of a campaign.

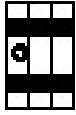
How To Use Riddle Rooms In Your Game

Riddle Rooms will fit in any adventure, any gaming system. Place a Riddle Room anywhere in your dungeon! When your players encounter the Riddle Room give them the Player information sheet for that room. As the party tries to solve the room, refer to the Handbook for all details.

The Dungeon Designer Handbook explains how each room should be solved. Every room contains enough information to be solved by even the weakest party. No special abilities or spells are required, and you may choose to have magic not work in some rooms to encourage your players to triumph with their wits, not by brute force. Several of the rooms require the players to have a few common items such as water, oil, and so on. Check the Players Needs section for the room to make sure your players have a way of solving the room. If a room doesn't have a Players Need section, then everything they need is in the room already.

How To Use The Dungeon Designer's Handbook

In the top corner of the explanation of a Dilemma are one or more symbols. These symbols are an easy way to see what your players get from the room. Use this to decide where you want to put a Dilemma.



Doorway: the solution to the puzzle will give the players access to a new part of your Dungeon.



Treasure: when the players solve the Dilemma they will get some treasure. You may reward them with whatever treasure is appropriate to your campaign. The Handbook lists some suggestions for treasures that relate to the theme of the Dilemma.



Special Treasure: these treasures are part of the Dilemma. Feel free to adjust their value or capabilities to match your campaign.



Person: when the players solve the room, they will meet a person. You can give these people whatever special capabilities or statistics you feel are appropriate.

The first part of each Dilemma is a description of what the players see. You may choose to read this to the party or let them work solely from the Player Information Sheet.

The next section is Dungeon Designer Information. This tells how the Dilemma can be solved, and what happens if the players fall for any of the room's traps!

The Monster section explains any monsters the players may have to fight in the room. Monsters do one of two types of damage:

Minor A player should be able to take minor damage up to ten times without dying.

Moderate Players should be able to take moderate damage no more than three or four times.

If our description of a monster disagrees with your idea of how that monster should act, feel free to change its statistics.

The Special Treasure section details the abilities and uses of any Special Treasure in the room.

The Treasure section gives some ideas for interesting treasures that are appropriate to the room.

The Players Need tells you what items or abilities a party will need. Be sure your party can get these before entering the dungeon, or else make the items available somewhere in it.

Remember – these rooms are here for you to put in your dungeon! Feel free to change the contents, monsters and treasures as you like to fit into your adventure and role-playing system. Have fun!

Riddle Rooms #1 - Den of the Devourer

This room contains a bed, desk, chair, and small fireplace. Over the fireplaces hangs a rusty sword and an axe. On the desk is an open diary. All the pages are stuck together and crack as you touch the diary, but the top page is legible. It says:

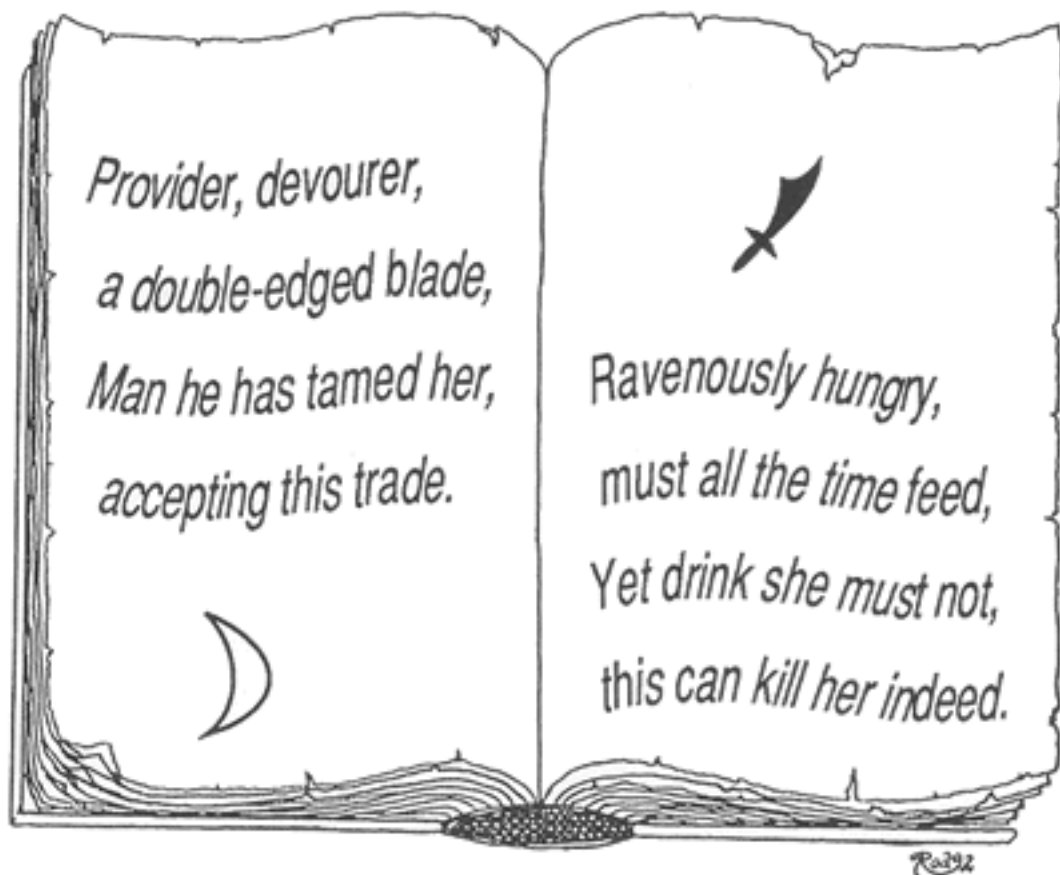
Provider, Devourer,
A double-edged blade,
Man he has tamed here,
Accepting this trade.

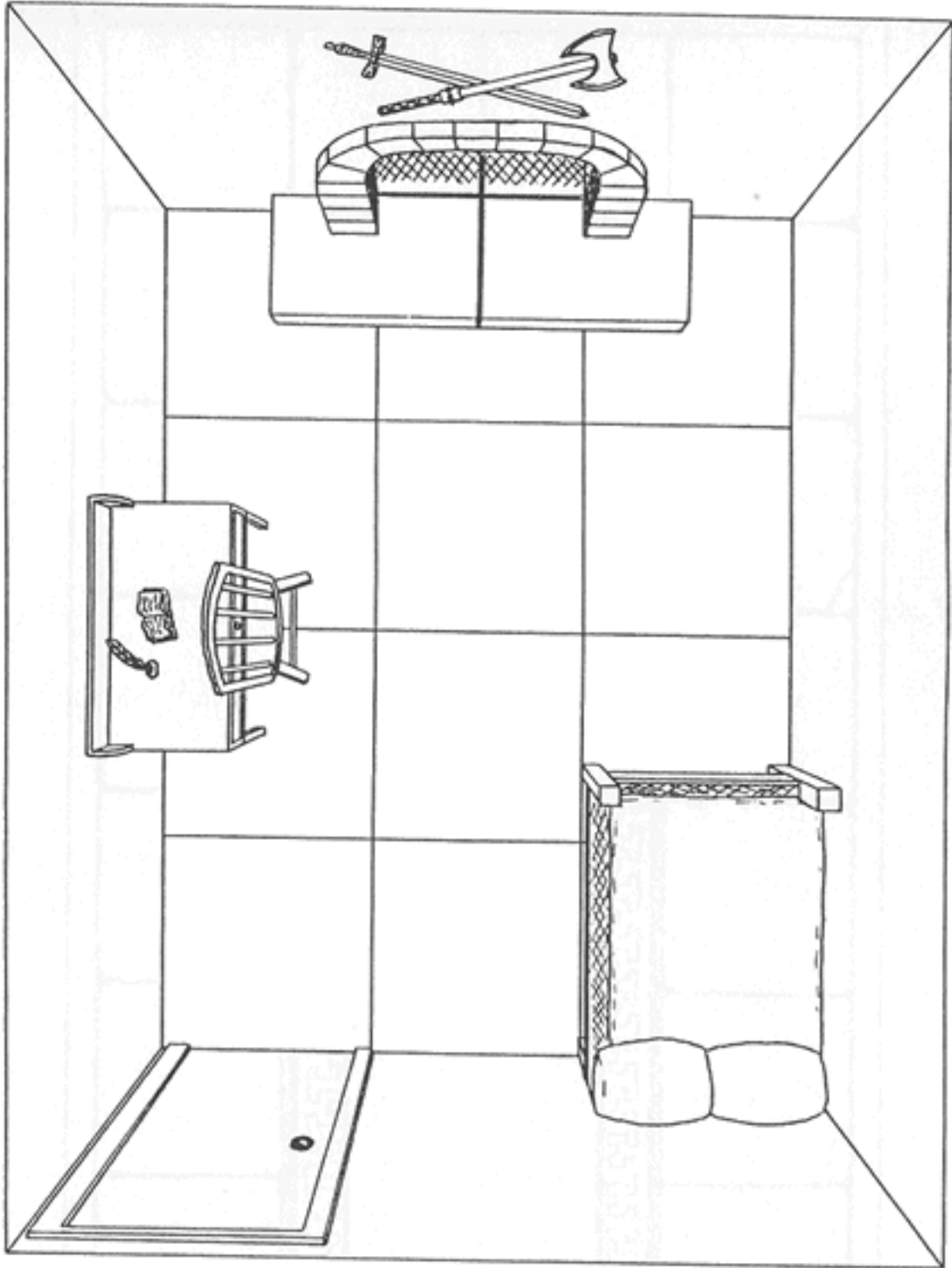
Ravenously hungry,
Must all the time feed,
Yet drink she must not,
This can kill her indeed.

Try solving this yourself. The next two pages have the illustrations shown to the players; the final page has the game master information - and the answer.

DILEMMA #1

DEN OF THE DEVOURER





Dungeon Designer Information

The answer to the riddle is **fire**. To solve this room the players should light a fire in the fireplace.

When the smoke from the fire starts up the chimney, two bats hidden there will fly away. As the fire burns, a glowing arrow will appear in the back of the fireplace pointing to a small break in the mortar.

When this spot is pressed a small compartment up near where the bats were will pop open revealing the treasure.

Monsters

Bat There are two large bats living in the chimney. If a player sticks an arm, torch or anything else into the chimney, the bats will come out in the room and attack. The bats will bite causing minor damage. They are very fast and hard to hit.

Treasure

Magic flint When struck with steel, the flint produces a spark which will light any small combustible material, no matter how wet.

Magic soot When tossed in the air, this forms a cloud of darkness in a 3' x 3' area. No one can see in or out of this cloud.

Magic stick This is a small piece of wood which ignites easily, burns brightly, gives off heat but is never consumed.

Players need

Ability to start a fire.