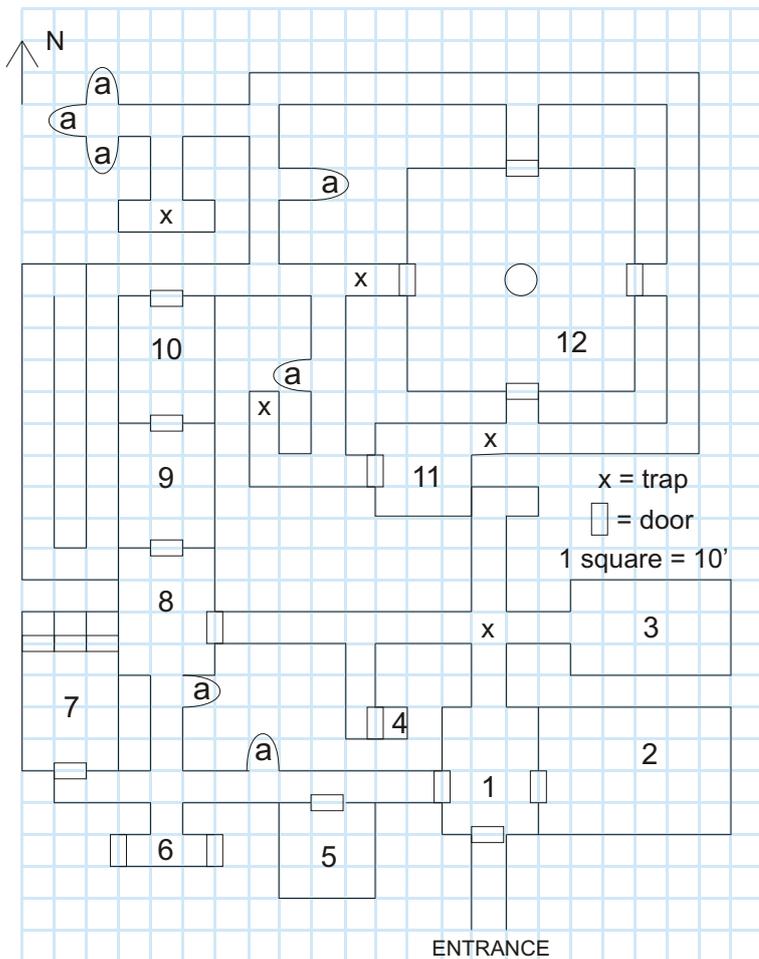


THE LABYRINTH OF THE TYRANTS HEART

A COMPLETE ONE PAGE DUNGEON GAME

Beneath the City of Ekh'Arr, ruled by a despotic Sorcerer Tyrant, lies the Labyrinth of the Tyrants Heart. Somewhere within this underground maze lies the heart of the Sorcerer Tyrant, which our adventurers must locate and destroy in order to remove the source of the Tyrant's evil power.



All alcoves are marked 'a' and contain a statue. Roll 1d6 to see what form they take as players approach them, the effects that follow occur upon touching the statue; once per character per statue only:

- 1 - "Thumbs Up", +1 to next attack roll only.
- 2 - "Thumbs Down", +1 to next attack roll against you.
- 3 - "Soothing Hands", regain 1 Might.
- 4 - "Middle Finger", lose 1 Might.
- 5 - "Trust Me", gain 1d6 Gold Pieces then lose 1d6 Gold Pieces.
- 6 - "Keep Away!", teleport to a room number generated by 1d6.

- 1: Entrance room. Sign on door to east "Ragnars Tunnel View Café".
- 2: Ragnars Tunnel View Café. Run by Ragnar, a dwarf. A nourishing meal may be got here for 1 gold piece, restoring 1d6 Might.
- 3: 1d6 **Bored Orcs** playing Klubberjass. Each will join the party and assist in combat for the rest of the adventure for 2 gold pieces. Each has Might 1d6+2.
- 4: Coat cupboard. **Blood Moth** bites the opener for 1 HP then flies off. Coats contain 2 gold pieces.
- 5: A mirror coating the entire back wall turns out to be a portal into the Nightmare Realms. Tentacles will try to drag off anyone approaching. Level 3 Ingenuity Roll to break free. Alternatively, one successful attack against Might 10. Lying discarded in a corner is BattleTroll, a magical axe that gives +1 to hit in combat and +1 to damage rolls.
- 6: Teleporting doors. Going through one door will just lead to the other.
- 7: 3 doors numbered 1, 2 and 3 from west to east.
Door 1 contains: Defiant Helm, wearer's Might increased by 1 whilst worn.
Door 2 contains: A **Clockwork Devil**, Might 8.
Door 3 contains: A Mesmeric Mirror. When held up to an opponent, a successful attack roll will render them completely helpless as they stare at the mirror as long as it is held before them. Unfortunately, the Mirror will make an attack against the opener of the door unless precautions are taken.
- 8: Sign declaring "Ahead Lies Great Danger. Turn Back Now!"
- 9: **Slime Beast's** Home. Might 7 opponent, unless you feed it. Nest contains 1 gold piece.
- 10: 1d6 **Friendly Zombies** Just Want a Hug and a Taste of Braaaaainns. Might 4.

THE RULES

This game assumes the Judge is familiar with roleplaying games and should have no problem figuring the following out. Remember, if in doubt, make stuff up. As long as everyone's having fun, that's all that matters.

Character Creation

Roll 1d6 for each player and place them in the middle of the table. Players can then decide between them who get's what result. Characters have just 2 stats, Might and Ingenuity, which are determined as follows based on the dice numbers just handed out to the players:

Might = Dice roll + 4
Ingenuity = 11 - Dice roll

Might will go up and down in the course of the adventure, but may never go above it's initial level except when increased by magic items.

Characters may be of any race or profession, the player is free to describe them as they wish. Players should describe why they have the Might and Ingenuity scores that they do. The only mechanical difference is in the dice roll above.

Combat

Initiative or surprise is determined by circumstances or by rolling a d6 for each side, highest going first. All characters have one attack or other action per combat round, moving about doesn't take up an action.

When attempting to hit someone in combat, roll 2d6 and attempt to equal or beat the targets Might. If successful, the target will lose 1d6 points of Might. When Might runs out, the character or monster has died. Ranged weapons work in the same way (only from further away, and thus possibly out of harms reach), but in the confines of the Labyrinth they receive a -2 to hit.

Players may call for an Ingenuity Roll to attempt something interesting at any point in combat!

Ingenuity Rolls

When attempting to do something in the game other than trying to stab something up, you may need to make an Ingenuity Roll. These will be given an appropriate Level of Difficulty. You must roll 2d6 and add your Ingenuity, attempting to beat the appropriate number on the table to the right.

Level 1: 12 (easy)
Level 2: 14 (moderate)
Level 3: 16 (difficult)
Level 4: 18 (very difficult)
Level 5: 20 (exceptional)

Equipment

All characters will have any weapons, and describe them as they like. They all act the same. Any other reasonable bits of equipment (rope, iron spikes, hammers etc) must be chosen by the players together and listed on a bit of paper before entering the Labyrinth. If they fail to consider something and don't write it down, they will have to make do without it! Don't worry about encumbrance, it can be assumed that the players will have an unspecified number of hired goons to carry all their stuff. These make an excellent source of replacements for dead characters! Each character will also receive 1d6 gold pieces.

Labyrinth Exploration

Characters move at the rate of 60' every 5 minutes (a 'turn'), and their torches/lanterns allow them to see 60' about them. The players will need to keep a map on squared paper.

Wandering Monsters

Roll 1d6 every turn. On a 1, wandering monsters are encountered. Roll 1d6 to see how many there are, then another to determine their might. It's up to the Judge to describe these monsters appropriately.

Traps

Undetected traps will make a single attack roll against everyone passing the trap until a successful hit is scored, after which the trap will be useless. A successful hit deals 1d6 damage as usual.

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11: **Sleepy Troll**. Can sneak past if all make Level 3 Ingenuity Rolls. Otherwise, Might 9.

12: Heart Chamber. Sorcerer Tyrant's Heart sits on a dais in the centre of the room. Coiled around this is a **Giant Serpent**, Might 10.