Dungeron
-Pyry Orick of the unlucky 1) Main hallway (4) Mirror room "Only the unlucky Long hallways shall pass" is engrared in the faint on the floor. light of torches. In order to pass Large class golen through the door sits quietly behind the last travellers need to walk under a ladder a mirror! have a cat walk across the room, If the golen is and break a mirror touched, it will awake and (2) Snakes and ladders Pip attack. Huge steps coner one side of a large room. Snakes everywhere! Ladders of different Lengths are botted to "the floor, except the very upmost Ladden: Only the (3) Black cat unlucky A large room. shall pass completely blackened by magic. Travellers (5) Three knights, can hear meaning somewhere deep in the Ceremonious alter with three room. Unlucky traveller knight statues. In the left hand each statue is holding a different might fall into one of item: sword, helmet and shield. the three spiked pits. Right hands are each holding a coin

Tors heads and statue gives you the item. Tails and nothing happens. Coin may be flipped only once.

> Spark for the dingeon somewhere from 1r/Behindthe DM Screen ::

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