



ARENA OF HORRORS

Before you go any further, let me first say that this dungeon was inspired by one of my favorite Star Trek episodes called the Gamemasters of Triskelion written by Margaret Armen. Having said that, I think that this will make a cool Dungeon.

Basically, the PC's are transported to the Arena against their will. The squares on the map are actually large cages of unbreakable steel, with magical locks on the doors. The intrepid heroes appear on the portal in cage "D". There are several other humanoids who act as trainers/slaves/gladiators around the arena, and a Master Slave, who controls the creatures and the slaves. The PC's are compelled to follow directions by some magical device such as a Spell Scar or an unremovable magic item. Fill the rest of the cages with your favorite monsters.

In room "P" are 3 Brains in Jars who wager on the gladiatorial type combat. The Master Slave moves monsters and Players around at the whims of the "Masters". Area "M" is a low platform with some sort of panel with runes or levers to control the action. The Master Slave knows where the Secret Doors are, but the other slaves don't. You can also limit the PC's to the light colored squares of the arena. **Have fun!**

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