

# Dungeon Number One

Back in 1984, I game mastered my first D&D adventure. I drew a dungeon and invited my cousin Sven and his friend Paul. They played a wizard and a thief. They were six years old. We didn't have any idea how roleplaying games work. The game was over in half an hour. This is the dungeon:

## Room 1:

The room measures 5m x 4m.  
Two pirates sit around a table, gambling and drinking rum.  
A third pirate lies on the floor and sleeps. Why did you enter their house anyway?

A door leads to room 2.

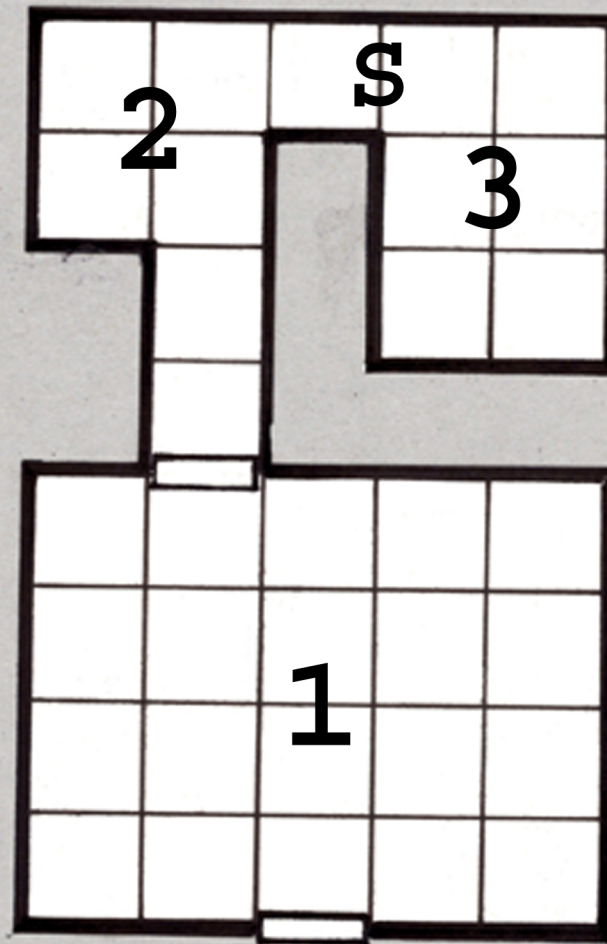
## Room 2:

A bucket full of crabs.  
Some old clothes are scattered on the floor. A secret door (S) leads to room 3.

1 square = 1 m x 1 m

Herr Zinnling, April 2014

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## Room 3:

3m x 2m. There is a large cupboard filled with bottles, clothes, cured meat, sabres, helmets and a chest.  
The chest contains 10 pesos de ocho and a doll made out of wood and cloth.  
(Don't take it! Its evil voodoo magic will get you into lots of trouble.)

I think Sven and Paul didn't make it to room 2. It's possible that the pirates were goblins and that room 3 didn't exist. Hey, all of this happened thirty years ago!

Sven got heavily into role playing and tabletop games as a teenager. It might be my fault. Last thing I heard about Paul is that he became a drug dealer.