



74,54 m²

Herr Zinnling, April 2016
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1 To enter this dungeon you need to open a heavy wooden door guarded with two locks and a chain, either forcefully or using your mad lock-picking skills. There are a lot of shoes on the floor. Don't trip. Coats and bags hang on the walls. It's a mess. You see a vacuum cleaner and a washing machine.

2 A room cramped with pots, dishes, spices, rice and noodles, flour and tea. There is an oven, a large blue fridge and an old table with five chairs. The fridge is filled with milk, cheese and eggs, carrots, zucchinis and apples.

3 A very small bathroom with a bathtub and a shower. According to Phil Barker the Sumerians believed that Mukil-resh-lemutti, winged demons with the head of a lion, preyed on humans in washrooms, hiding in the latrine. The demons of headaches. Here you will only encounter some silverfish, fleeing to holes in the wall.

4 There are three small beds in this room. Cupboards and colorful boxes are filled with clothes and toys, part of the stuff made its way to the floor. A large pink plush dog with purple stars on its paws looks at you with googly eyes.

5 A bed, an old fashioned closet, a clothes horse, more toys. Newspapers pile up on a piano.

You are attacked by a man wearing a green T-shirt and orange boxer shorts. He woke up by the noise you made breaking into his house and uses a Japanese kitchen knife and the lid of a pot to defend himself.

6 Two desks, several shelves, framed pictures of a Greek port, a lot of books, board games, CDs, envelopes and cartons, a wet towel hanging over a conga, a red locker filled with 263 painted and 321 unpainted miniatures, a Commodore video monitor (model 1701), photography equipment, an orchid, a plywood double bass and several computers.

7 There is a creature hiding in this room, smoking an electric cigarette. "Well. The One Page Dungeon Contest? What is this all about?", it says. "I like the idea of the man with the kitchen knife. But that's the only original, entertaining idea I find here. How about including some classic D&D monsters? Like an owl bear, a carrion crawler or a thought eater? What is this anyway? An instruction to break into a house? Well. Go back to room 6 and steal some things or to room 2 if you are out of food. And stop bothering me."