

Setup

This game is designed to be played online through video conferencing. All players need to be comfortable sharing addresses with each other because during play ONE player will create a map and send it to another player, who will send it to another until it is sent back to the first player. The player who will be drawing the map initially will need drawing supplies and will be called The Cartographer. They need the CARTOGRAPHER ONLY page; no one else should see that page.

Pitch

You are a dungeon boss. You have overseen a dungeon in the mythical land of Orothier. Many heroes have tried to remove the KEY which you hold in your dungeon and all have failed. However, there is a new Hero—this one is different. Oriole has already defeated one of the Dungeon Bosses and has a KEY in her possession. If she is able to collect them all, she will be able to undo the seals and return peace to the land. You simply cannot let that happen.

You and your fellow Dungeon Bosses have been communicating through courier griffin. You all have agreed that it is time to convene a meeting of the Dungeon Bosses. There is a ritual you all know which allows you to communicate across great distances. The meeting will only last one hour, but you are certain that within that hour, you all will be able to design the perfect dungeon, one that Oriole will never be able to overcome, so that you can keep the KEYS out of her grasp, so that evil can keep its hold on the land. You will work together over this hour to design the Perfect Dungeon. Then you will rebuild your dungeon to this perfect design and keep the KEYS safe from the forces of good.

Phase One CHARACTER CREATION

During this phase you will create your Dungeon Boss. Every player will play a Dungeon Boss. Every player should answer these questions. You can do this collaboratively (more fun) or on your own (also fun).

What species are you?

Which KEY are you holding (Earth, Sun, Dark, Fire)?

Why did you become a Dungeon Boss?

What is the terrain outside your Dungeon like?

Who was the most powerful hero you defeated in your Dungeon?

What hero got the closest to your KEY?

What is your name?

Which other Dungeon Boss do you get along with the best and why (ask for consent for this)?

Which other Dungeon Boss would you not mind being defeated by Oriole and why (ask for consent for this)?

Once you have created your Dungeon Boss, every player should introduce them to each other. You already know each other before the ritual happens.

Phase Two THE RITUAL

Set a timer for one hour.

You all have completed the ritual and are now communicating. Remember—the ritual will only last one hour. You have one hour to design the Perfect Dungeon. First decide who will be The Cartographer. This Dungeon Boss will be the scribe for this Perfect Dungeon design. They should collect everyone's ideas and draw the Perfect Dungeon during the meeting in order to prevent Oriole from capturing the KEYS. They can show their design to the others through the Magic Transmitter that has been activated by the ritual (your webcam). This player will also coordinate things at the end, and they should have the CARTOGRAPHER page.

Each should give one method they think will be effective against Oriole.

Each should suggest a trap that worked well against another hapless hero.

Each should suggest their favorite monster type in order to populate this dungeon and protect it.

If any have ideas for a puzzle which would make the dungeon more difficult to traverse, they should suggest that.

During this time the Cartographer should do their best to draw the map. Use anything you want: graph paper, colored pencils, markers, a quill, whatever you have on hand.

Phase Three WRAP UP

Once the hour timer goes off, the mystical meeting is over. At this point make sure everyone's address has been collected on the Cartographer sheet. The Cartographer will be sending the map to one of the players after the game. That player will send it to the next player, and so on until everyone has had the map. At that point, it will be sent back to the Cartographer, and they will be able to keep the artifact of The Perfect Dungeon.

CARTOGRAPHER ONLY

OUT OF CHARACTER: You have been chosen as the Cartographer. Keep this sheet. On it collect all the addresses, and when you send the map to each player, include this paper, so they can send it to the next player. BUT ALSO so that they can see the contents of this message.

IN-CHARACTER MESSAGE: "Dungeon Boss: The Perfect Dungeon has failed. Please, take the map which has been provided here and make additions to it. Oriole and her allies have come, and they have taken the KEY that was protected by this Dungeon Boss. Please, add one or two things to the dungeon; that way, when Oriole comes she will be foiled, and you will be victorious in your mission to stop the forces of Good!"

OUT-OF-CHARACTER MESSAGE FOR THE PERSON WHO RECEIVED THIS: You won't foil Oriole. Oriole is the actual hero of this story and she is going to defeat the forces of evil. You ARE however going to be able to add something to this dungeon map. Add something fun: a new trap, new monsters, whatever you want. Once you have, please send it on to the next player. If all the players have been scratched off, mail the map to the Cartographer, and the game is over

If you like, you can also include an in-character message. Write it from the standpoint of "The Perfect Dungeon has failed. Oriole is outside my lair! Here is what happened. Please perfect the Perfect Dungeon." It's not necessary, but could be fun. If you received an in-character message like that, it's yours to keep, but please send the actual map on to the next player and scratch off your name and address.

Out-of-character names and addresses:

Player One

Player Two

Player Three

Player Four

Player Five

Cartographer