

# DUNGEON QUEST

The Sad Tale of Hugo the Glorious (or How a Game of Pure Random Delivered a Sadistic Punchline) - after a less than successful attempt to plunder the heart of Dragonfire Dungeon, Hugo the Glorious knew when to count his gold, cut his losses and run.

Time was short, as with sunset the entrance to the dungeon would close, and seal unfortunate adventurers inside with a ravenous and angry dragon.

An exhausted Hugo stumbled down corridors in the direction where the air was less stale, his strength draining as he clawed his way through chambers thick with ancient spiderwebs, until he found himself at ... a dead end!

Hugo sank to his knees in despair, and felt he heard the gods of fate themselves shouting in anger (which we were), when the circular room around him began to slowly rotate with a grinding of stone. As the last embers of his discarded torch sputtered out, he expected inevitable darkness, but instead a new light entered the room from behind where he had entered; the dying rays of the sun. The chamber had turned about to reveal the exit of the dreaded dungeon!

With an audible shout of joy from the gods of fate above, Hugo used the last of his reserves to crawl towards his freedom. But never underestimate the evil of Dragonfire Dungeon. With the last dice roll of the game, anything but a 1 would mean Hugo was a free man. The dice rolled, and the gods of fate screamed in astonishment as the cold stone door in front of Hugo crashed down shut, sealing him in his lightless tomb.

Dragonfire Dungeon can be a cruel mistress!