

Dungeon surprises twice

SOME TIME AGO, SERIRES, A POWERFUL WIZARD WITH AN OCD DISORDER, CREATED A VERY STRANGE DUNGEON TO EXPERIMENT WITH MAGIC IN A VERY ORGANIZED WORLD. AND HIDE HIS TREASURES. HE LOVES SQUARES, MAGIC PORTALS AND SYMMETRY.

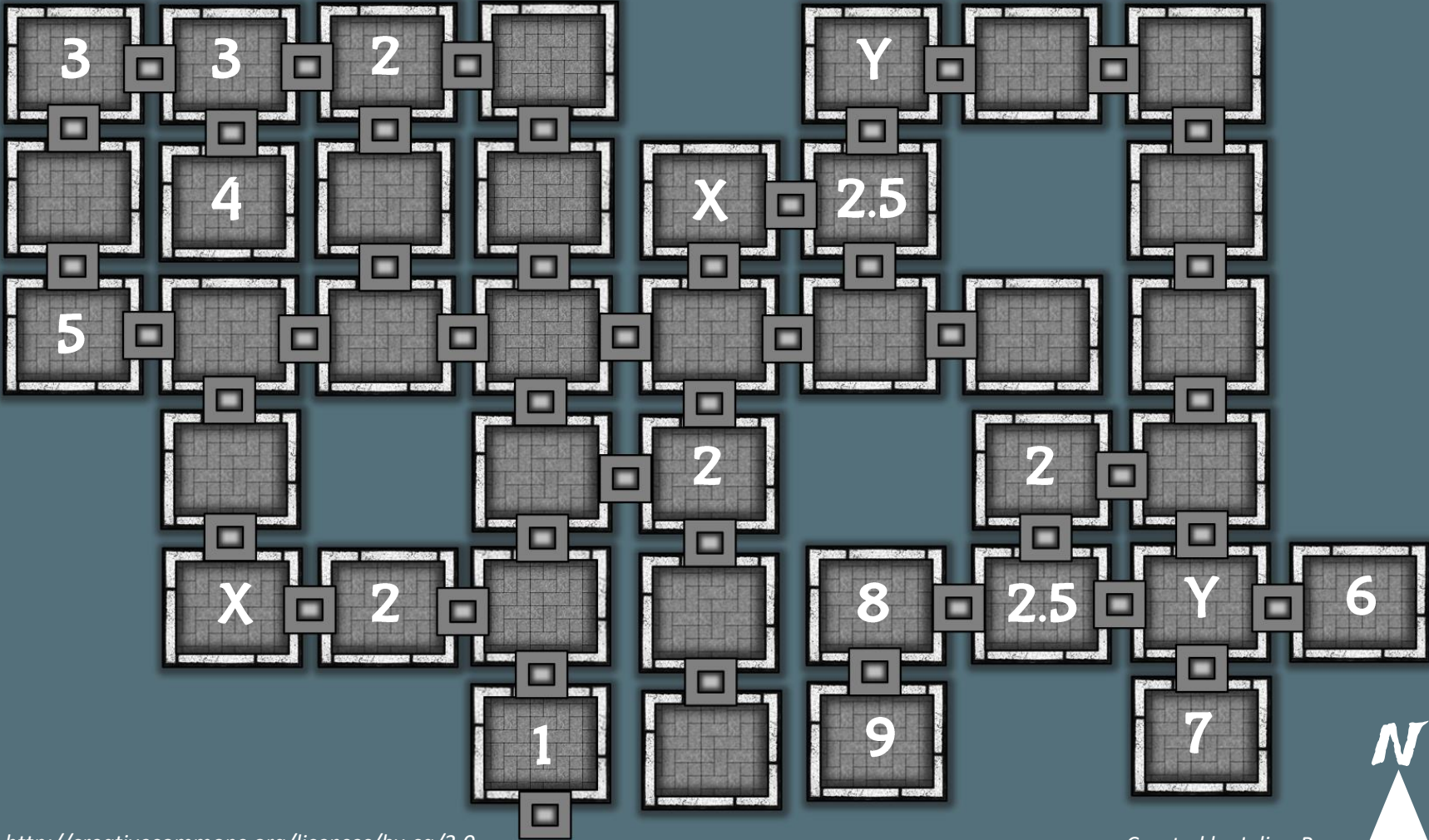
INSTRUCTIONS: DON'T SHOW THE MAP TO PLAYERS. DON'T LET THEM DRAW A MAP IF THEIR CHARACTERS DON'T HAVE PAPER OR SOMETHING TO WRITE, JUST TELL THEM THE DOORS IN THE ROOM AND THEIR POSITION.

DOORS CONNECTING ROOMS ARE MAGIC PORTALS, HEROES CAN'T SEE WHAT IS IN THE OTHER SIDE AND ONCE THEY ENTER, A MAGIC FORCE WILL PUSH THEM THROUGH. HEROES CAN TRY TO RESIST, BUT IT IS PAINFUL AND IT WILL COST THEM SOME HEALTH POINTS.

ALL THE ROOMS LOOK THE SAME: SAME SHAPE, SAME SIZE, IF THERE ARE ELEMENTS LIKE FURNITURE THEY ARE ALWAYS DUPLICATED (EXCEPT TRAPS).

TRAPS WILL TRIGGER TWICE. ALWAYS. THE SECOND ATTACK WILL COME AFTER 2 ROUNDS.

IF GUARDS ACTIVATE THE ALARM, THE 25 STRATEGIC ROOMS WILL GET 2-4 EXTRA VETERAN GUARDS.



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- 1. Entry: EMPTY ROOM
- 2. Guards room: 2-4 VETERAN GUARDS
- 3. Jails room: RIGHT NOW EMPTY

- 4. Experiments room: A BUNCH OF CORPSES OF DIFFERENT RACES. THEY SHOW BURNED MARKS. TOUCHING A CORPSE GIVES A DISEASE: -10% CONSTITUTION. IT CAN BE HEALED WITH A SMALL HEALING SPELL/POTION.
- 5. Rat den: A BUNCH OF HUGE RATS MANAGED TO CREATE A HOLE IN THE WALL. IN THE HOLE THERE IS A MEDALLION THAT ALLOWS ITS CARRIER (NECK) TO GO TO THE LIBRARY CROSSING ANY PORTAL.
- 6. Library: IT HAS SOME INTERESTING MAGIC BOOKS: "HOW TO CREATE PORTALS" & "ORGANIZE A ROOM PROPERLY"
- 8. Magic Workshop: 80 % CHANCES OF SERIRES IS HERE. IF SO, THERE IS AN OPEN PORTAL AND THE WIZARD IS SUMMONING A REALLY STRONG AND EVIL CREATURE WHO WILL ATTACK THE PLAYERS.

- 7. Treasure: MEDIUM TREASURE IN GOLD, SILVER AND SOME GEMS.
- 9. Chamber of Serires: 20% CHANCES OF SERIRES IS HERE. IF SO, IF THE ALARM IS ACTIVATED, HE WILL BE READY TO FIGHT, IF NOT, HE IS SURPRISED.
- X/Y Connected rooms: SERIRE USE THEM TO MOVE FASTER THROUGH THE DUNGEON. EVERY ROOM HAS 2 LEVERS, IN THE RIGHT POSITION, A PERSON CAN MOVE BETWEEN THE ROOMS THROUGH THE PORTALS.
- No number rooms: 50% OF A TRAP: THERE ARE AN ODD NUMBER OF ELEMENTS IN THE ROOM. 20% EMPTY ROOM. 10% HUMAN WHO LOST HIS MIND LOST IN THE DUNGEON FLED FROM JAILS (ONLY ONCE). 10% 1-2 GUARDS PATROLLING, ACTIVATE THE ALARM IN 3 ROUNDS. 10% 1-2 HUGE RAT ATTACK