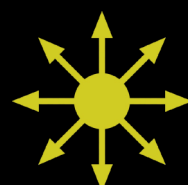




Dimensional Den

Small Adventure for levels 4 to 6



A Story so Far...

A wizard is known as Ulter, the "Southpaw," who discovered the terrible secret of traveling with portals. However, because it was mighty magic, he was unable to control it and ended up creating an area of instability in his old magic laboratory. Ulter is gone, but rumors that in his laboratory there is a legendary treasure, as well as the secret of this powerful magic, have attracted adventurers. However, a curse remains on the spot: each time an adventurer explores it, the place is never the same, and if this treasure exists, it seems that Ulter has disappeared with it. Is the challenge launched, ready to take a chance?



By Tony Garcia
mgleitef@gmail.com

Room I

You enter a hexagon-shaped room in the old Ulter laboratory. There are strange symbols drawn on the walls and remnants of furniture shattered on the floor covered with dust and dirt. The air has a strong smell of ozone, and at the other end, there is a magical dazzling portal in purple, waiting for you to cross.

Phase I

1,5 - Room
6 - Missing

Phase II

1,4 - Room
5,6 - Exit

Room Type(Roll d6)

1 - Type I
2 - Type II
3 - Type III
4 - Type IV
5 - Type V
6 - Type VI



General Rules

Starting, putting the "adventurer counter" in room I. This small "dungeon" can be played solo or with a group of 3 players with eight game rounds. These eight rounds are divided into Phase I (from round 1 to 4) and Phase II (from round 5 to 8). At the start of each round, he must roll 1d6. There are three possible results. In the case of Room, he should roll 1d6 and consult the table of type Room Type and check in the Rooms table, where the portal took him. In each room, there is a description and the possibility of encounter or not. In the case of missing, the player is lost between dimensions and is considered dead. In Phase II, the missing result is transformed into Exit. It means that the portal can lead to an exit before the final round. In this case, the player must roll 1d6 and consult the exit table. If the player reaches the last room (marked with the letter E) in the eighth round, he must roll 1d6 and consult the exit table of our game. In the final of round (after a encounter roll in room Type) move your adventurer counter to the next room.

Rules for 2 or 3 players

In the case of encounters, the number of monsters must be multiplied by the number of players (for example, with two players, if two zombies are found, these will be 4, 2 players x the number of monsters in the encounter.) In the end, in the case of treasure found, each will roll 1d6 to determine their treasure.

Exit Table (Roll d6)

1,3 - Exit without a treasure
4, 5 - Treasure (roll a d6 and consult Treasure Table)
6 - You are disintegrated by the magic of the portals and you die horribly.

Treasure Table (Roll d6)

1 - 1 D10x100 Gold Pieces
2 - 1 Magic Weapon
3 - 1 Cursed Weapon
4 - 1 Magic Armour (Class Type)
5 - 2 d10 x 100 gold pieces diamond
6 - 1 Cursed Armour (Class Type)



Type I - Tropical Forest

You step out of the portal into a large clearing of a rainforest full of life and terribly hot. At the end you see another jade-colored portal, it will probably take you to another place. There is little care, because you can find yourself with unpleasant things. Roll 1d6

1-3 - No Encounter
4,5 - 1 Tiger
6 - Giant Constrictor Snake

Type II - Swamp

The fetid smell of rotting from a swamp takes over your nostrils. You are in a rainy swamp with dirty water up to your knees. It's late afternoon. In the distance, you see another purple portal. Roll 1d6

1,3 - No Encounter
4 - 2 crocodiles
5 - 2 zombies
6 - 1 Wight

Type III - Old Temple

You emerge in the crypt of some ancient temple. The room is poorly lit and smells of decay. You can see that this room is full of coffins. In the background, you see a blue portal. Better to walk very quiet so as not to "wake up" anything. Roll 1d6

1,4 - No Encounter
5 - 4 skeletons
6 - 1 Mummy

Type IV - Cavern

You leave in a corridor of a cave that is poorly lit by small torches and very humid. In the background you see a bright red portal. Roll 1d6

1-2 - No Encounter
3 - 4 orcs
5 - 4 lizardfolks
6 - 1 Ogre

Type V - Dungeon

You emerge in a large, empty dungeon room, well lit by torches. There is a closed wooden door and in the background you see a yellow portal. Roll 1d6

1-2 - No Encounter
3 - 2 ghouls
5 - 1 Doppelganger
6 - 1 Minotaur

Type - Desert

You emerge in a great desert. The sun is high and the heat is suffocating. In the distance, you see a black portal, prominently on the horizon. Roll 1d6

1-2 - No Encounter
3 - 2 Harpies
5 - 1 Giant Scorpion
6 - 1 Manticore