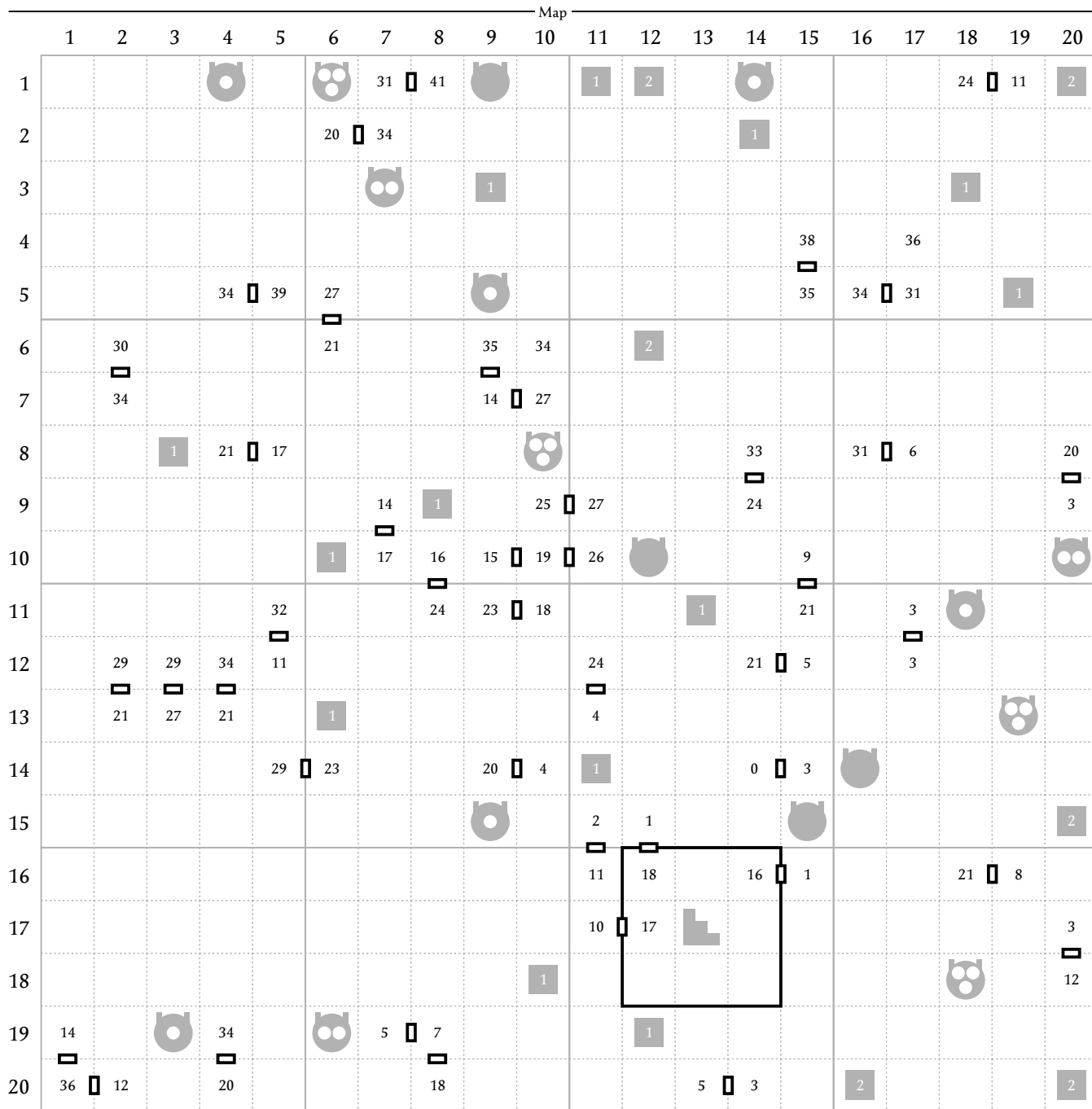


The Diamond Rhombus Of The City

Gold (-1G per door crossed)

Resurrection (-5G, restore all HP, move back to the stairs)



Inventory

■ 28	10,13 □ 5x3	You hear some whispers. Move [1] » You got a Diamond Rhombus part, x28, x[1]
■ 30	5,7 □ 5x3	You step in a huge marble amphitheater. Move [1] » You vanish into thin air, move anywhere in room 33
■ 31	17,7 □ 3x5	The floor is so clean that it reflects your image. "Yikes!"
■ 32	15,12 □ 3x5	On the gigantic apse in ruin a purple bonfire is still burning. "Y...you shall not pass!"
■ 33	1,8 □ 4x4	Faded ink sketches of lethal creatures and traps are hanging on the walls. Move [1] » You feel dizzy, move anywhere in room 30
■ 34	6,10 □ 4x1	Rocks creak as you walk down the hall. Move [1] & not x34 » You drink from a black fountain, -2HP, x34, x43
■ 36	5,5 □ 4x1	You feel the urge to leave this narrow room as soon as possible. Move [1] » Sergio: "Maybe we need a new world. With a lot of self-irony."
■ 38	7,16 □ 5x3	This room stench is unbearable. Move [1] » You step on a spike, -1HP, x[1]
■ 39	10,10 □ 1x2	Your footsteps echo throughout the dungeon.
■ 43	6,11 □ 4x4	A dim light is filtering through the curtains. Move [1] & not x43 » You drink from a clean fountain, +1HP, x43, x34
■ 44	10,7 □ 1x3	not x28 or not x47 or not x50 » the room is empty, stop reading "I'll kill you first, then the Sarge!", x46, can't leave
■ 46		"Please, hero! Kill the Chimera and save the City!" Move on stairs & x46 » You are carried in triumph to the capital!
■ 47	11,9 □ 4x4	Four columns are projecting their long shadows on the floor. Move [1] » You got a Diamond Rhombus part, x47, x[1]
■ 48	3,14 □ 3x5	A huge chandelier on the ceiling lights up the room. Enter room & not x48 » x48, move anywhere in starting room
■ 49	2,13 □ 1x3	The wind howl along the narrow corridor. Move [1] » Traveller: "Is this world just... someone's dream?"
■ 50	9,2 □ 3x5	Only the faint shimmer of blades breaks through the dark armory. Move [1] » You got a Diamond Rhombus part, x50, x[1]
■ 53	17,5 □ 3x1	Unreadable inscriptions runs along the corridor walls. Move [1] » You hear a noise somewhere, x53, x[1]
■ 55	13,5 □ 4x4	Multiple ancient mud prints head to the recessed altar. x53 & not x55 » This room is blessed, +1HP, x55
■ 57	13,2 □ 5x3	Eerie glows of torches are speckling the dark walls of the cellar. Move [1] & pay 5G » "Thank you, stranger!", +1XP, x[1]

Rooms Table

Hero Sheet

	+1 DEF	+1 DEF	+1 DEF	+1 DEF
HP				
	ATK -1 RNG 1	DEF -3	Gain HP -5	ATK RNG 2
	Move -3	Move -2	ATK -3 RNG 1	Move
XP				

Enemy Sheet

	+1 DEF	+1 DEF	+2 DEF	+3 DEF
	ATK -1 RNG 1	DEF -4	DEF -3	ATK RNG 1
	Move -2	Move -1	ATK -3 RNG 1	ATK -2 RNG 1
	+1 XP	+1 XP	+2 XP	+3 XP