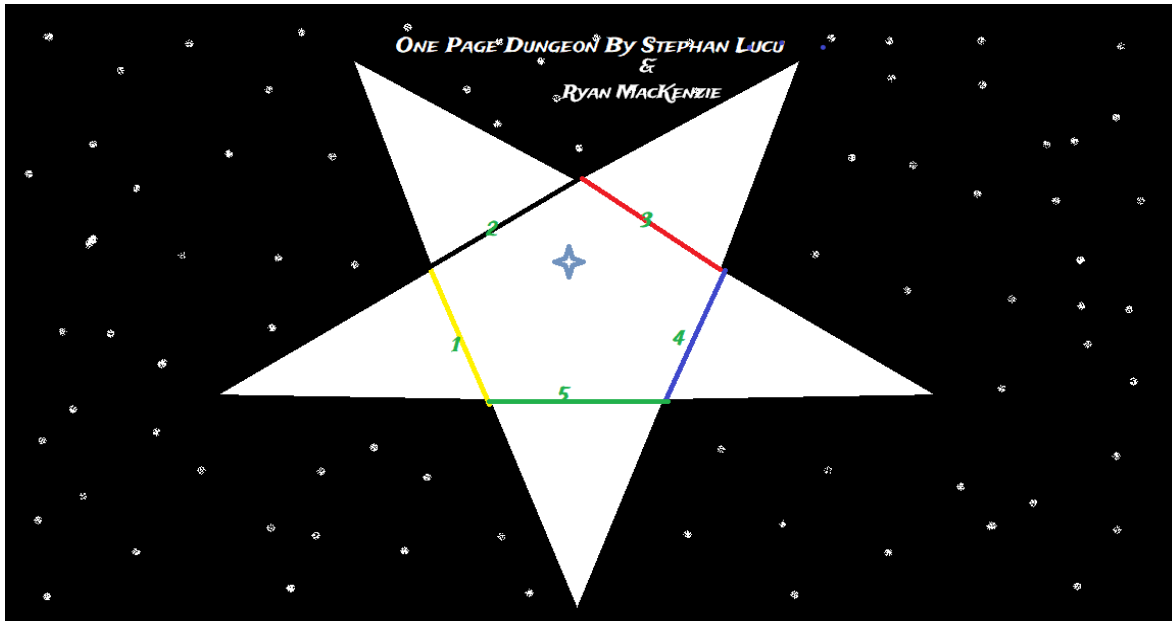


THE WIZARD'S STAR



YOU AND YOUR FELLOW COMPANIONS AWAKEN TO FIND YOURSELF FACE TO FACE WITH AN APPARITION OF AN OLD WIZARD. ✨
 THE APPARITION SEEMS TO BE A SORT OF MAGICAL RECORDING REPEATING ITSELF OVER AND OVER AGAIN. IT SAYS "VENTURE THROUGH EACH DOOR OF COLOR AND FACE WHAT LIES WITHIN. ONLY AFTER EACH COLOR HAS BEEN CONQUERED SHALL FREEDOM OF MY POCKET PLANE BE GIVEN."
 ROOM CONTAINS: ONE GOLD COIN, A DAGGER, A FULL WATERSKIN, A SMALL BRANCH, AND A BONE.
 WHEN ALL ROOMS ARE COMPLETED THE APPARITION WILL DISAPPEAR AND A PORTAL WILL FORM TO RELEASE THE PARTY FROM THE POCKET PLANE.
 THE ADVENTURERS RECEIVE A MAGICAL CRYSTAL THAT ENABLES THEM TO TELEPORT TO THE WIZARD'S POCKET PLANE ONCE A DAY UPON COMPLETION OF THE FIVE ROOMS.

1 - DOOR OF YELLOW	DOOR CAN ONLY BE OPENED WHEN THE GOLD COIN IS PRESSED AGAINST IT. ROOM IS BRIGHT AND GOLD COINS LITTER THE GROUND (100 GP). THE MOMENT A SINGLE COIN IS TAKEN 10 GOBLINS (WITH SHORT SWORDS) APPEAR AND SURROUND ALL COMPANIONS. A MAGIC RING (+2 AC) CAN BE FOUND ON ONE GOBLIN.
FIRST PC THROUGH DOOR ROLLS 1d4	1: FINE SWIRLING GOLD DUST WHIRLS AROUND THE ROOM CHOKING AND FILLING THE LUNGS OF TRESPASSERS TO DEATH IN 10 ROUNDS 2: ONE RANDOM ITEM THEY CARRY BECOMES MADE OF SOLID GOLD 3: FINDS A SMALL COIN-PURSE MADE OF GOLD, IT'S EMPTY 4: SUDDENLY KNOWS THE LOCATION OF THE NEAREST ANCIENT GOLD DRAGON AND HER LAIR
2 - DOOR OF BLACK	DOOR CAN ONLY BE OPENED WHEN THE BONE IS PRESSED AGAINST IT. ROOM IS FILLED WITH BONES AND PUTRID SMELL. 4 ZOMBIES AND 2 SKELETAL WARRIORS (WITH LONGSWORD AND SHIELD). ONE ZOMBIE IS WEARING A CLOAK (CLOAK OF PROTECTION FROM GOOD & EVIL -USE 1 PER DAY)
FIRST PC THROUGH DOOR ROLLS 1d4	1: FOREVER SUFFERS FROM TURN UNDEAD EFFECTS 2: PANICS, FLEES ROOM FOR 1 HOUR 3: FINDS A BAG OF HUMAN TEETH 4: FOREVER ABLE TO ONCE A DAY ASK AN INANIMATE SKULL ONE QUESTION AND IT WILL BE ANSWERED TRUTHFULLY
3 - DOOR OF RED	DOOR CAN ONLY BE OPENED WHEN SOME BLOOD IS SMEARED AGAINST IT. ROOM IS DARK BUT LIT WITH FOUR TORCHES AGAINST THE WALL AND INSIDE SITS A BEARDED DEVIL. HE WILL ATTACK THE MOMENT THE COMPANIONS VENTURE INTO THE ROOM. HE HOLDS A MAGICAL GLAIVE +2
FIRST PC THROUGH DOOR ROLLS 1d4	1: WILL SAVE OR ATTACKS NEAREST PERSON 2: WILL SAVE OR BELIEVES THEIR PANTS ARE ON FIRE 3: FINDS A BOX OF MATCHES 4: CAN NOW SPEAK ABYSSAL
4 - DOOR OF BLUE	DOOR CAN ONLY BE OPENED WHEN WATER IS SPLASHED ON IT. ROOM IS 3 FEET DEEP IN WATER. A WATER WEIRD IS HIDING AND WILL ATTACK. A MAGICAL AMULET (PROTECTION FROM PETRIFICATION) WILL APPEAR WHEN THE WATER WEIRD IS DEFEATED.
FIRST PC THROUGH DOOR ROLLS 1d4	1: FOREVER SUFFERS FROM THE DELUSIONAL THAT THEY CAN SPEAK WITH FISH, THEY CANNOT 2: MUST SPEAK LIKE A PIRATE FOR 10 MINUTES 3: FINDS A 200-POUND LIVE TUNA FISH 4: THE WATERSKIN FOUND EARLIER REFILLS ITSELF EVERY NIGHT
2 - DOOR OF GREEN	DOOR CAN ONLY BE OPENED WHEN THE BRANCH IS PRESSED AGAINST IT. ROOM IS COVERED WITH GRASS AND VINES. A BASILISK IS AT THE END OF THE ROOM. A MAGICAL RADIANT LONGSWORD +3 IS CAUGHT BETWEEN SOME VINES.
FIRST PC THROUGH DOOR ROLLS 1d4	1: FOREVER SMELLS LIKE THE FRESH SCENT OF CEDAR 2: SOME LEAVES WILL ALWAYS GROW FROM THE TOP OF THEIR HEAD EVEN IF PLUCKED 3: FINDS A DOWSING ROD THAT ACTUALLY WORKS HALF THE TIME 4: CAN TURN THEIR SKIN TO BARK FROM ONE ROUND ONCE A DAY IMPROVING THEIR AC WHEN THEY DO