

The Shard of Eternity

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The tower of Elisan The Archmage rests in the doomed wasteland. A long time ago, a star from the sky fell right at the top of it, but the tower survived the explosion, protected by some mysterious bubble. This bubble saved the tower itself, while all the surrounding lands turned into the wasteland by a big explosion and now are haunted by ghosts. The legend tells that the tower is protected by the powerful artifact - The Shard of Eternity - which is hidden somewhere inside. Following the order of Elisan, the Shard summoned bubbles around the tower and all sentient beings inside it. The legend also tells: "Only a creature stupid enough can go to the tower to retrieve the artifact."

Ground floor: The entrance is wide-open. But you have to cross the thick bubble around the walls of the tower to reach the doorway.

To pass through you should **fail the Intelligence check** or be soaked up by the bubble and freeze inside, as this substance is protecting all sentient beings at all costs.

Alternatively, you should be **unconscious** or in a **wild form** when your body is passing the entrance.

A **bubbled figure** of the **werewolf** with the head transformed back to human form for some reason. You can set free any bubbled person or thing by pushing or pulling him/it out without contacting a bubble with your body.

Stairs to the next floor in the middle of the room.

Enemies: D6 animated skeletons of dogs or other small animals

Treasure:

- Book in an unknown language.
- A nice picture of a half-griffin, half-wyvern creature.

Second floor: The portal is open. It looks like it should be closed a long time ago, but the power of radiant light seems to freeze the process or the time itself. Several scared and angry people in bubbles. Some frozen while running to the portal, some - to the exit. Few are blocking the passage upstairs.

Enemies: D6 ghosts of the former villagers.

Treasure: A box with a tiny slot in the center (on the table). You can put voice-recording crystal here to record or listen a message.

The red crystal already inside the box plays when activated:

"My boy, we are doomed and the gods are now against us. Hurry up, take the shard I sent you, and put a warding spell at the laboratory to protect the tower and all the people inside it."

Third floor: 2 stone statues (inactive **golems**, very big and bulky).

They can be activated by brute force or loud noise to attack the intruders.

Can be distracted for a moment with the voice of their master Elisan.

One of the beds is covered by the bubble with no one inside.

Enemies: mad apprentice able to get out of the bubble. He seems to use some magic potions to prolong his life for the last hundred years and he is running out of those already. He is holding **The Staff of Lightning** in his hands.

Treasure:

- The Staff of Lightning (transformed into the Staff of Guided Fireballs, if the Shard is installed at the top - you can choose trajectory, speed, power, and command the ball to explode).
- Minor teleport scroll in the desk (locked).
- Potion of longevity (inside one of the crates).



The Top of the Tower: A bubbled figure of a young man in grey robes sits in a chair and holds a small piece of shining crystal in his hands. Radiating light seems to stream out of this crystal to the tower itself. Part of the wall and one lab table are smashed from outside, just a second before protecting bubble appeared around the tower.

Removing the shard awakes the boy: "Get out of here, adventurers! Save your lives while you can, and let the power of magic and your close touch help you on your way. I am about to join my master!"

Radiant light starts to dissolve slowly and all the bubbles are popping around. Every item not covered by this light anymore is annihilating in the explosion.

The light would appear again when the shard is attached to the magic source (magic user or a powerful magic item) and spread to everyone who touches this mage or item.

Treasure: A bunch of voice-recording crystals in the chest (poison trap).

Conclusion:

The tower is collapsing around. People are screaming for help, the golems (if not defeated before) about to find the intruders and punish them. Portal is now active and about to close soon. As long as the magic is applied to the shard and you are holding each other hands, the power of the shard is protecting you all from any harm. Surprisingly, you are not frozen and can move around a bit slower than usual. The bubble is following the shard and everyone around it. But be careful - do not let anyone or anything to split you or drag you out.

