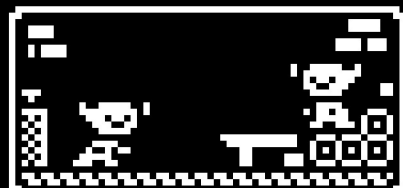
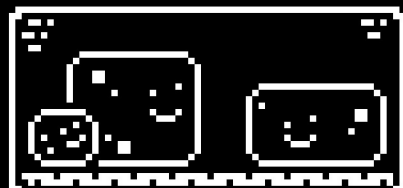
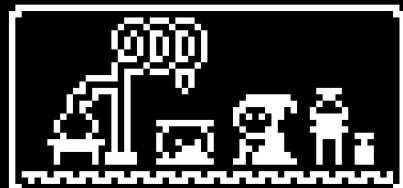


# The Wizard's Tower



## A HUGE TOWER IN THE MIDDLE OF A DESOLATE PLAIN A PRECIOUS TREASURES INSIDE A WIZARD WHO WATCH OVER THEM

### 6) THE END

AFTER THE DEFEAT OF THE WIZARD, GET READY TO TASTE THE PRECIOUS ELIXIR  
BUT ... ROLL 104!

#### ROLL | EVENT

- 1 | ETERNAL LIFE HAS A PRICE TO PAY. A POWERFUL CURSE IS THROWN AND YOU ARE FORCED TO SPEND THE REST OF YOUR LIFE IN THE TOWER, PREPARING THE ELIXIR WHILE WAITING FOR A NEW ADVENTURER TO REPLACE YOU.
- 2 | BEFORE YOU CAN TASTE THE ELIXIR, ANOTHER GROUP OF ADVENTURERS BURSTS INTO THE TOWER AND TRIES TO STEAL IT FROM YOU.
- 3 | THE ELIXIR IS A FAKE. THE WIZARD WAS A CHARLATAN. YOU FIND THAT THE REAL TREASURE IS THE FRIENDSHIP THAT LED YOU THERE.
- 4 | THE MAGICIANS DEATH FREED THE DARK FORCES LOCKED UP IN THE TOWER. A POWERFUL DEMON IS REVEALED BEFORE YOUR EYES. DEFEATING HIM WILL BE YOUR LAST EFFORT BEFORE HAVING ETERNAL LIFE.



### 5) THE TOP FLOOR

HIDDEN IN THE SHADOWS, THE POWERFUL WIZARD WORKS ON HIS ELIXIR OF IMMORTALITY. CORRUPTED BY YEARS OF ISOLATION, HE IS UNWILLING TO SHARE HIS ELIXIR WITH ANYONE UNLESS YOU ARE ABLE TO CONVINCE HIM. PARLEY OR FIGHT!



### 4) THE THIRD FLOOR

HERE THE FLOOR IS SLIMY AND STICKY, THREE LARGE SLIMES BLOCK THE PASSAGE ON THE TOP FLOOR. THE KEY TO REACHING THE NEXT FLOOR IS WITHIN ONE OF THE THREE CREATURES.



### 3) THE SECOND FLOOR

THE SECOND FLOOR IS LARGE AND SPACIOUS, ITS ONLY INHABITANT ARE THE REMAINS OF AN UNDEAD SKELETON. HOWEVER, AS SOON AS YOU ENTER, A TRAP ACTIVATES. THE ENTRANCE AND EXIT ARE SEALED AND THE SPIKE COVERED CEILING BEGINS TO DROP VERY SLOWLY. THE ONLY WAY TO ESCAPE IS TO CONVINCE THE UNDEAD TO DEACTIVATE THE TRAP.



### 2) THE FIRST FLOOR

A LARGE BEHOLDER CRIES IN THE CENTER OF THE ROOM BLOCKING ACCESS TO THE NEXT FLOOR. FROM HIS LAMENT YOU UNDERSTAND THAT HE IS TIRED OF KILLING ADVENTURERS AND JUST WANTS TO GET OUT OF THE TOWER. THE MONSTER NOTICES YOU. PARLEY OR FIGHT!  
IF THE PLAYERS ARE FRIENDLY, THE BEHOLDER WILL FREE ACCESS TO THE NEXT FLOOR.  
IF ATTACKED, THE BEHOLDER WILL GO WILD WITH ALL HIS MIGHT.



### 1) THE LOBBY

SOME GOBLINS FEAST ON THE CORPSES OF PREVIOUS ADVENTURERS WHO HAVE ENTERED THE TOWER. GOBLINS CAN BE SILENTLY BYPASSED.  
IF ATTACKED, THE GOBLINS WILL CALL FOR REINFORCEMENTS.



# START



AN OPD MADE  
BY BATFEULA

