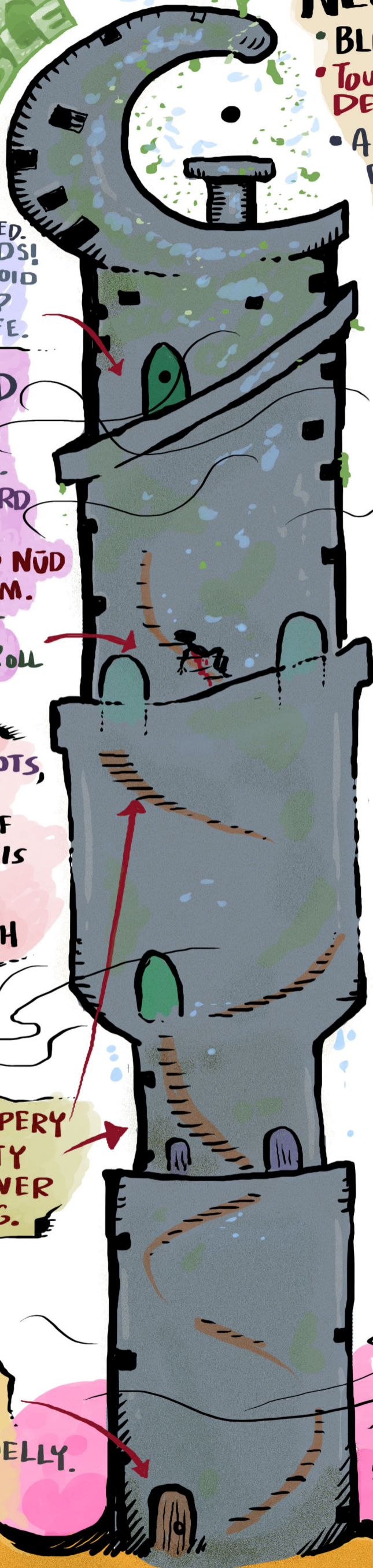


# AN ADVENTURE LOCATION...

## TOWER TROUBLE



## NEGATIVE DEVICE

- BLACK SPHERE, RADIATES COLD.
- TOUCH = MAG ROLL OR DIE A WIZARD DEATH. OTHERWISE LOSE 1d4 FINGERS.
- ALL NEARBY MUST PRO ROLL TO KEEP FOOTING IN WONKY GRAVITY.
- DISTANT FOLKS FEEL THE EVIL PULL OF THE DEVICE. WATER GOES SOUR, BABIES GROW HORNS, PEOPLE DO WICKED THINGS WHILE MUMBLING TO SLEEPING GODS!
- TO DISABLE, PCs CAN:
  - A. CAST 10 WIZ DEATH TOUCH.
  - B. TELEPORT SPHERE INTO EARTH.
  - C. DEAL 20 DMG IN SINGLE ROUND (FAILURE = AS IF ALL PCs TOUCHED THE THING).
  - D. HIT IT WITH TRUE MAGIC.
  - F. SOME OTHER COCKAMAMIE SCHEME THAT SOUNDS PLAUSIBLE OR INSANE.
- THE DEVICE CAN BE SOLD FOR INCREDIBLE RICHES OR USED TO AID IN POWERFUL SPELLCRAFT.

OUTSIDE DOOR: LOCKED. SORCEROUS WINDS! PRO ROLL TO AVOID FALLING. GRIP WALL TO BE SAFE.

### DEAD WIZARD

- CLUTCHES KEY TO OUTSIDE DOOR.
- 1 RANDOM WEIRD TREASURE.
- TOUCHING = 1d6 NUD STORM THE ROOM.
- HAS A SECRET WRITTEN ON SCROLL IN POCKET.

### WORKSHOP

7 COMMON BOTS, OFF-MODE. MAY ATTACK IF RED BUTTON IS PRESSED. LOTS OF TECH GEAR.

STAIRS SLIPPERY WITH GRAVITY GOOP. ALL OVER WALLS, CEILING.

LOCKED. 5 MRON ROOSTING. 3 DEAD GOOZ, SMELLY.

### COLD

PCs WITHOUT WINTER GARB ARE UNLUCKY AT ALL ROLLS.

### GRAVITY GOOP

COATS MOST SURFACES, STICKY. WEAPONS TOUCHING IT ARE UNLUCKY. FALLING INTO IT = ROLL 1d6: 1-2 = YOU FALL UP FOR 1d6 MIN. THROW AT ENEMIES!

CLIMB TOWER = 2 IN 6 CHANCE OF GETTING STUCK IN GOOP.

SEARCHING = ROLL ON FRIVOLOUS JUNK TABLE.

### 1d6 ENCOUNTERS

1. NUD
2. ROBOT
3. MONKEYS
4. RAIDERS
5. RATS
6. EGU