

THE SHRINE OF THE CRYSTAL SORCERER

Action, challenges and perils await in the lair of the sorcerer. Inside his chambers, you only can win or die.

The Observatory

From here, far-flung places can be observed, including a planet whose inhabitants call it "Earth!" It's also used to spy on the girls of the nearest village. The balcony is the most obvious entrance to the sorcerer's lair, but the ascent up a waterfall is difficult.

Crystal Boat

A mysterious boat made entirely of glass descends to the bottom of this pit, driven by magical currents from the crystals of the deeps. However, not everything is going to work as simple as row. If the PC fails their checks, roll D6:

1-2 The boat shakes violently, but nothing serious happens.

3-4 The boat turns around uncontrollably, but at least it's still floating.

5-6 The boat drops straight down. If the adventurers fail to control the boat before it crashes, they take 3d6 falling damage.

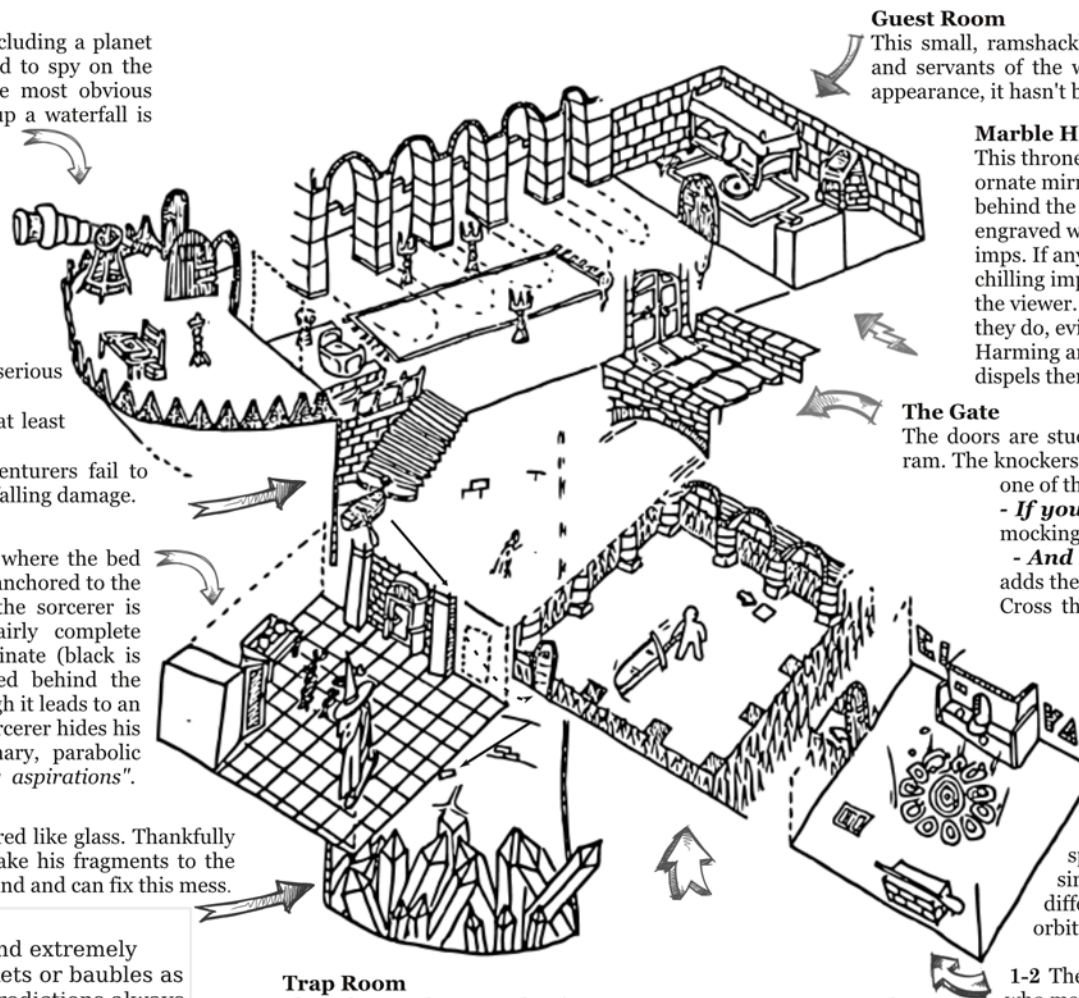
The Chambers of the Sorcerer

Umm ...Smells like rotten fish here. The place where the bed should be it's occupied by a long chains of iron anchored to the soil, to prevent the body from breaking while the sorcerer is floating asleep. A small closet reveals a fairly complete wardrobe where silver and black lace predominate (black is always popular, especially on funerals). Buried behind the clothing is a floor-length mirror. Stepping through it leads to an infinite void full of horrors, a place where the sorcerer hides his more valuable items. These include an ordinary, parabolic mirror, engraved with the phrase, "Wee man, big aspirations".

The bottom of the well

The wizard lies at the bottom of the well, shattered like glass. Thankfully his head is intact, and he will ask the PCs to take his fragments to the laboratory. Luckily, the magic model still works and can fix this mess.

The young wizard was eccentric and extremely conceited. Sometimes, he demanded trinkets or baubles as a payment for his services; however, his predictions always were correct, so he was treated with great respect among the common people from nearby villages. Notwithstanding, it's been a long time since he was spoken in the valley, so I fear that something has occurred to him...



Guest Room

This small, ramshackle bedroom is used by the apprentices and servants of the wizard. To judge by its grey and dusty appearance, it hasn't been used for a long time..

Marble Halls

This throne room is polished to a disconcerting sheen. An ornate mirror of black obsidian mirror dominates the wall behind the throne. The seat is made of sharp-edged stone, engraved with runes, and supported by several gaudy, glass imps. If anyone looks at the mirror for a while, it gives the chilling impression of reflected silhouettes, passing behind the viewer. The imps goad the PCs to look deeply into it. If they do, evil mirror images of the players emerge to fight. Harming an image hurts the PC; only destroying the mirror dispels them.

The Gate

The doors are sturdy enough to resist several impacts from a battering ram. The knockers are carved into repugnant, menacing faces. Suddenly, one of them speaks:

- *If you tell us a lie, we will kill you slowly*-, exclaims mockingly.

- *And if you say the truth, we will kill you quickly*-, adds the other, with a loud laugh.

Cross the main entrance is as simple as solving that riddle.

Otherwise, The knockers burp searing rays with deadly accuracy..

Right answer:

- *You're going to kill me slowly*.

The Alchemy Laboratory

Sketches, notes and grimoires devoted to the study of geometry and crystal structures. In the center of this laboratory is an impressive model of glittering glass spheres that levitates on a studded spiral runes ground. The spheres move in harmony, simulating weird patterns between light beams of different color. Touching the balls even slightly alter its orbit. Roll D8:

1-2 The play of lights and shadows turn invisible to anyone who manipulates the balls for d6 minutes.

3-4 Aligned on the runes, the model flashes throwing a burning bolts that cause d8 of fire damage.

5-6 The model starts spinning faster, into a furious whirl of glass. Disappears in a great implosion, after destroying the last D1000 years of study.

7-8 The machine randomly duplicate an objects, replicating it like a negative of the same one.

Trap Room

The glass golem, made from an apprentice, mirrors the movements of the first person to enter the room. A pressure plate hidden in the floor leads to the lab. Only the exact weight of the golem. Any other weight will cause the golem to attack; anyone struck by its swords is turned into a crystal imp.