

the WIZARD'S TOWER

A Solo Adventure for Savage Worlds, By Anthony Roberson

Anthony Roberson originally wrote this solitaire adventure for use with the FUDGE roleplaying game. The Savaging was done by your friendly editor.

INTRODUCTION:

You are sitting in the *Strangled Hobbit* nursing a mug of ale when a fat, red-faced man suddenly sits down at your table. You open your mouth to less than politely tell him to remove his carcass. Before you can speak, however, he holds out a ring-covered hand and lays a gleaming gold coin on the table. You close your mouth and decide to hear what he has to say.

The man says "my name is Cyrus Mons and I have a proposition for you". He leans forward and speaks in a low tone. "Have you heard of the wizard Morduk?" You nod your head that you have. "His tower lies just north of the clock tower," Cyrus tells you. "That damned wizard stole something from me. The item is not valuable, but I am sentimental and want it back. All I ask is that you sneak into the wizard's tower and retrieve it".

You start to open your mouth again to tell him he is insane. Cyrus quickly lays a bulging leather bag on the table. He loosens the string around the neck and discretely tilts it toward you so you can see the contents of the bag—gleaming coins of gold and silver. He quickly closes the bag and stows it in his sleeve. Cyrus tells you, "The wizard is out of town currently and even better, I have bribed a slave and gotten a key to the servant's entrance. It should be a relatively easy task for someone like you to get in and get the item. Do you accept the job?"

You look him in the eye and tell him that he still hasn't told you what you are supposed to be looking for. He smiles and tells you. "It is simply, a red velvet bag". He describes it to you and says that it even has his initials on it. Finally, he says the bag is probably in the wizard's own quarters.

You accept the job. Cyrus slides over the brass key to the servant's entrance and tells you to meet him back here in two days with the item. If you do, he promises the whole bag of coin will be yours.

Go to **START**.

START

It is nighttime and the moon is almost full. You are standing outside Morduk's compound. A rough, granite wall that is approximately 12 feet high surrounds it. The only apparent entrance is blocked by a pair of imposing gates encased in iron.

- If you want to climb the wall, go to **Section 19**.
- If you want to check out the gates to see if you can get in there, go to **Section 3**.
- If you want to leave, go to **AFTERWARD**.

Section 1

You easily scramble over the wall.

- If you were trying to get in the compound, go to **Section 4**.
- If you were trying to get out of the compound, go to **START**.

Section 2

Make a Climbing roll. If you fail, you may try again.

- *If you succeed, go to **Section 1**.*
- *If you roll snake eyes, go to **Section 5**.*

Section 3

The gates are apparently barred from the inside, but there is a small door set in the left gate.

- *If you have the Lockpicking skill and the proper tools, go to **Section 6**.*
- *If you don't, go back to **START**.*

Section 4

The compound is roughly circular with the wizard's tower in the center. The area outside the tower is a well-manicured garden with bushes, trees and shrubbery. A brick path leads from the main gate to the front door. You cannot see the servant's entrance from where you are.

- *If you want to wait here awhile, go to **Section 7**.*
- *If you want to move across the compound to the front door, go to **Section 8**.*
- *If you want to circle around and try to find the servant's entrance, go to **Section 9**.*
- *If you want to climb the wall, go to **Section 19**.*
- *If you want to cross over the compound to the front gate, go to **Section 22**.*

Section 5

Your foot slips as you near the top of the wall and you fall hard. As you get up, pain shoots through your ankle. It does not appear to be broken, but it is definitely twisted.

- *If you have the Healing skill, you can bind it well enough to walk comfortably, but you cannot run. Go back to **Section 2** and try again.*
- *If you do not have the skill to bind the sprain properly, you will be severely hobbled. You suffer a penalty of -1 to Fighting, Parry, and Pace, and cannot run. Go back to **Section 2** and try again*

Section 6

Make an unopposed roll using your Lockpicking skill.

- *If you succeed, the door swings open. Go to **Section 4**.*
- *If you fail, you may try one more time. If you succeed the second time, go to **Section 4**. If you fail the second time, the lock is beyond your skill. Go to **START**.*

Section 7

- *If you have previously defeated the wolf, go to **Section 25**.*
- *If you have not previously defeated the wolf, go to **Section 26**.*

Section 8

- *If you have previously defeated the wolf, go to **Section 10**.*
- *If you have not previously defeated the wolf, go to **Section 21**.*

Section 9

You carefully creep around the perimeter of the compound until you spot a small wooden door set in the rear of the tower.

- *If you want to cross over to the servant's entrance, go to **Section 14**.*
- *If you want to go back around to the other side of the compound, go to **Section 4**.*

Section 10

The front door to the wizard's tower is a heavy wooden affair. It has no keyhole, and after checking you find it is either stuck or barred from the inside (unless you previously opened it. If you did, go directly to **Section 32**).

- *If you knock on the door, go to **Section 24**.*
- *If you try and bash the door in, go to **Section 16**.*
- *If you decide to go back and try something else, go to **Section 4**.*

Section 11

You successfully operate the lever and open the gate.

- *If you leave, go to **START**.*
- *If you stay inside, go to **Section 23**.*

Section 12

If you have a prepared missile weapon, you may make a Shooting or Throwing roll before the creature reaches you. Otherwise, go straight into melee combat. The wolf will fight to the death. Statistics for the wolf can be found in the *Savage World* rulebook.

- *If you win the fight with the wolf, go to **Section 13**.*
- *If you lose, the wolf drags your body into the bushes and has a meal... **THE END***

Section 13

The dead body of the creature lies at your feet. You clean your weapon and catch your breath.

- *If you were heading for the front door, go to **Section 10**.*
- *If you were heading for the main gate, go to **Section 23**.*
- *If you decide to go to the servant's entrance now, go to **Section 14**.*

Section 14

The servant's entrance door is set in the tower wall directly opposite the front entrance. It has a small keyhole below the iron handle, and after checking you determine the door is locked (unless you previously unlocked it).

- *If you want to open the door with the key (or if it is already unlocked), go to **Section 18**.*
- *If you want to head back around to the other side of the tower, go to **Section 4**.*

Section 15

You find yourself in a small room that looks like a pantry and kitchen. Several hams and a plucked goose hang from ceiling. There is a large fireplace with a fire burning and a pot bubbling over it. A doorway is to the right of the fireplace, and a very narrow staircase winds downward beside the small servant's entrance door.

- *If you go through the doorway, go to **Section 34**.*
- *If you decide to go downstairs, go to **Section 17**.*
- *If you want to go out the servant's entrance door, go to **Section 14**.*

Section 16

You put your shoulder to the door and try to bash it open. Make an unopposed attribute roll using your Strength die.

- *If you succeed, the door flies open. Go to **Section 40**.*
- *If you fail, the door doesn't budge. Go to **Section 24**.*
- *If you roll snake eyes, you bruise your shoulder. You are Shaken. Go to **Section 24**.*

Section 17

You make your way down the stairs. Go to **Section 42**.

Section 18

You swing open the door and carefully enter. Go to **Section 15**.

Section 19

- *If you have a grappling hook or similar equipment, go to **Section 1**.*
- *If you do not have a grappling hook, go to **Section 2**.*

Section 20

Halfway across the compound, you hear a growl. Turning, you find yourself facing a large, four-legged creature that looks a cross between a dog and a wolf. Snarling, it rushes to attack.... Go to **Section 12**

Section 21

Halfway across the compound, you hear a growl. Turning, you find yourself facing a large, four-legged creature that looks a cross between a dog and a wolf. Snarling, it rushes to attack.... Go to **Section 12**

Section 22

- *If you have previously defeated the wolf, go to **Section 23**.*
- *If you have not previously defeated the wolf, go to **Section 21**.*

Section 23

The main gate is a large affair bound in iron. It is barred from the inside with a mechanism that is operated by a large lever.

- *If you want to unlock the gate, go to **Section 11**.*
- *If you have already unlocked the gate and want to leave, go to **START**.*
- *If you want to leave the gate and return to the compound, go to **Section 4**.*

Section 24

- *If you have previously defeated the guard, go to **Section 27**.*
- *If you have not previously defeated the guard, go to **Section 28**.*

Section 25

You wait and watch for awhile. Nothing happens. Go to **Section 4**.

Section 26

You wait and watch for awhile. A few minutes later, a large four-legged creature that looks like a cross between a wolf and a dog comes trotting around from behind the tower. It stops for a minute and sniffs the air. It pricks up its ears for a second, but finally continues on its way, disappearing into the trees on the other side of the compound.

- *If you want to go the front door, go to **Section 10**.*
- *If you want to try to find the servant's entrance, go to **Section 9**.*

Section 27.

Nothing happens. Go to **Section 10**.

Section 28

A few moments later, you hear the sound of footsteps and the door opens. A large man stands in the doorway dressed in chainmail. A shiny helm is on his head and his hand is resting on the sword at his side. He takes a look at you and shouts, "Who are you and what are you doing here?!"

- *If you immediately attack him, go to **Section 30**.*
- *If you tell him that Marduk invited you here, go to **Section 29**.*

Section 29

He angrily confronts you. "You aren't supposed to be here. No one is allowed in the master's compound without me being first informed and I haven't been told you were coming. I am taking you right back to the gate this instant."

- *If you immediately attack him, go to **Section 30**.*
- *If you let him escort you back to the front gate, go to **START**.*

Section 30

The guard is a very competent fighter. The guard will fight to the death. If you decide to surrender at any point in the combat, go to **Section 31**. Statistics for the guard are as follows:

GUARD

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Notice d6, Taunt d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (includes chainmail armor).

Edges: Quick

Hindrances: Overconfident

Gear: Chainmail armor, longsword (Str+3)

- *If you defeat the guard, you can search his body. You find his chainmail, sword, and an iron key on a thong around his neck. You can keep any of these items if you wish. Go to **Section 32**.*
- *If the guard defeats you, he dumps your sorry corpse outside the front gate. **THE END***

Section 31

The guard escorts you to the nearest city guard station and turns you over. After you spend the next week in jail, you are finally brought before the magistrate. He sentences you to 20 lashes for trespassing, and after you receive your lashes you are released. You are left with only the scars on your back for your trouble... **THE END**

Section 32

You are inside what looks like the main room of the tower's bottom floor. There is a large stone staircase winding its way upward across the room. There is also one doorway off to your left that appears to be the entrance to a pantry or kitchen, and a closed door to your right.

- *If you go up the staircase, go to **Section 38**.*
- *If you go through the doorway, go to **Section 15**.*
- *If you try the door, go to **Section 44**.*

Section 33

A guard wearing chainmail is standing in the middle of the main room. He has not noticed you yet. He is standing by what looks to be the front door of the tower, and another closed door is beside him. A stone stairway winds upward along one wall, and on the other side of the room from the guard is a doorway.

- *If you try to sneak up and attack the guard, make a Stealth roll. If successful, go to **Section 35**; otherwise, go to **Section 28**.*
- *If you try and sneak up the stairs, make a Stealth roll. If successful, go to **Section 36**; otherwise, go to **Section 28**.*
- *If you go through the doorway, make a Stealth roll. If successful, go to **Section 15**; otherwise, go to **Section 28**.*

Section 34

- *If you have defeated the guard, go to **Section 32**.*
- *If you have not defeated the guard, go to **Section 33**.*

Section 35

You surprise the guard and get one free round of combat against him. After that, conduct combat normally. Go to **Section 30**.

Section 36

Make a Stealth roll opposed by the guard's Notice skill.

- *If you win the roll, you ascend the stone stairs. Go to **Section 38**.*
- *If you lose the roll, go to **Section 37**.*

Section 37

The guard spots you and immediately attacks. Go to **Section 30**.

Section 38

You find yourself on a small landing. There is a wooden door off to your left and another wooden door to your right. Behind you, a stone staircase winds down.

- *If you go through the left door, go to **Section 61**.*
- *If you go through the right door, go to **Section 62**.*
- *If you go down the stairs, go to **Section 39**.*

Section 39

- *If you have defeated the guard, go to **Section 32**.*
- *If you have not defeated the guard, go to **Section 33**.*

Section 40

You burst into the main room. A guard is standing in the middle of the room, and your sudden entrance takes him by surprise. Go to **Section 35**.

Section 41

You are in a damp cellar room. There are various bags and boxes stacked around, and some shelves that hold jars of what appear to be preserved fruits and vegetables. Other than that, the room appears empty.

- *If you go back upstairs, go to **Section 15**.*
- *If you search the room, go to **Section 43**.*

Section 42

You are in a damp cellar room. There are various bags and boxes stacked around and some shelves that hold jars of what appear to be preserved fruits and vegetables. Other than that, the room appears empty.

- *If you go back upstairs, go to **Section 15**.*
- *If you search the room, go to **Section 43**.*

Section 43

You carefully search the room. The bags and boxes hold various foodstuffs. The jars have fruits and vegetables in them. You can take some of the food if you wish. Make a Notice roll.

- *If you succeed, go to **Section 47**.*
- *If you fail, you fail to notice anything. You go back upstairs. Go to **Section 15**.*

Section 44

The door is not locked.

- *If you wish to open the door and enter, go to **Section 45**.*
- *If you decide not to, go to **Section 32**.*

Section 45

This room is a small bedroom containing two simple beds, a table and a couple of chairs.

- *If you search the room, go to **Section 46**.*
- *If you leave go to **Section 32**.*

Section 46

You search the room for several minutes, but do not find anything of value. The beds have straw mattresses and the table holds only a candlestick and candleholder which you can take if you like. Go to **Section 45**.

Section 47

You find a trapdoor carefully hidden in the floor. You pull on the inset ring and it swings up and open. Dust boils out of the opening. Go to **Section 49**.

Section 48

You descend the ladder into a small dirt-floored chamber. Chained against one wall appears to be a young woman. She is dressed in rags. At your appearance, she struggles to her feet and begs in a hoarse voice that is almost a whisper "Help me, please help me!" (if you have already freed the prisoner, the room is empty; go back to **Section 49**).

- *If you approach the woman, go to **Section 50**.*
- *If you decide to leave her here, go to **Section 49**.*

Section 49

You are in front of an open trapdoor. A wooden ladder leads down to a dirt floor about 8 feet below.

- *If you descend the ladder, go to **Section 48**.*
- *If you decide to go back upstairs, go to **Section 15**.*

Section 50

The woman is white as a sheet. The fronts of her rags are stained dark reddish-brown. She falls back to her knees begging. "Please free me. The wizard has kept me here for many moons. Please help me".

- *If you try to free her, go to **Section 51**.*
- *If you decide to leave her here, go to **Section 49**.*

Section 51

- *If you have the iron key from the guard, go to **Section 54**.*
- *If you do not have the key, but have a hammer or similar bashing weapon, go to **Section 53**.*
- *If you attempt to pull the chains from the wall with brute force, go to **Section 52**.*

Section 52

Make an unopposed roll using your Strength die.

- *If you succeed, go to **Section 55**.*
- *If you fail, the chains resist your best efforts, go to **Section 49**.*

Section 53

You bash on the ring holding the chain in the wall. After several tries, it shatters and the woman is free. Go to **Section 56**.

Section 54

The iron key easily fits into the shackles on the woman's hands. You unlock them and she is free. Go to **Section 56**.

Section 55

You tear the chains free from the wall with brute force. The woman is free. Go to **Section 56**.

Section 56

The woman falls into your arms. "Thank you, thank you for freeing me, kind sir. I have only this to offer you as your just reward." She stares intently into your eyes, her own eyes gleaming. Make an opposed Spirit roll (the woman has a Spirit d8).

- *If you fail, go to **Section 58**.*
- *If you succeed, go to **Section 57**.*

Section 57

You back away from the woman, your head reeling. She bares vampiric fangs, and you see that her fingers now end in ragged claws. The vampire leaps forward to attack you. Go to **Section 59**.

Section 58

You find yourself lost in the woman's gaze. You hardly notice as her fangs sink deep into your neck. She drains you completely of blood, leaving your corpse on the floor of the cell... **THE END**

Section 59

Statistics for the vampire woman are as follows:

VAMPIRE (Wild Card)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8 (due to weakened condition), Vigor d6 (due to weakened condition)

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Shooting d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

Claws: Str+1

Frenzy: May make two attacks per round (normal MAP applies)

Undead: +2 Toughness, +2 to recover from Shaken, Called Shots and piercing attacks do only half damage*.

Weaknesses: *Sunlight* (causes vampire to burst into flames for 2d10 points of damage per round); *Holy Symbol* (must beat opponent bearing holy symbol in opposed Spirit test in order to attack); *Holy Water* (exposure causes vampire to suffer a level of Fatigue; submersion is same as for sunlight); *Stake Through the Heart* (a called shot to the heart with a wooden stake automatically destroys a vampire)

*Unless directed at the vampire's heart, in which case, they do normal damage.

If you score at least two wounds against the vampire, she pleads for her life.

- *If you spare her, go to **Section 60**.*
- *If you kill her, her body quickly crumbles to dust. You go back up the ladder. Go to **Section 49**.*

Section 60

The vampire grovels and thanks you for sparing her. She goes over to a stone in the wall and claws the mortar around it free. She pulls out the stone and retrieves a golden necklace set with a blood red ruby. She places it on your neck and thanks you again for not slaying her. Suddenly, she bolts up the ladder into the cellar. You hear her clambering up the staircase and fleeing out the servant's entrance. Go to **Section 49**.

Section 61

You are in what appears to be a lavishly appointed bedroom. A large canopied bed lies against the only narrow window of the room. At the foot of the bed is a large iron trunk. Against one wall is a nightstand with pitcher and bowl. Against the other wall is a large wooden wardrobe.

- *If you search the bed, go to **Section 63**.*
- *If you search the trunk, go to **Section 65**.*
- *If you search the wardrobe, go to **Section 75**.*
- *If you decide to leave the room, go to **Section 38**.*

Section 62

This looks like the wizard's work room. A fairly large window is on one wall. There is a pentagram marked out on the floor with what looks like white sand or chalk. Swirling, cryptic letters and patterns are also drawn inside the pentagram. Candles burn at each point of the symbol. A nearby bookstand has a large open volume on it. Also in the room is a large worktable covered with glassware. Several shelves are against the far wall with a wide array of jars and pots upon them.

- *If you check out the pentagram, go to **Section 64**.*
- *If you take a look at the open book on the stand, go to **Section 66**.*
- *If you search the worktable, go to **Section 76**.*
- *If you search the shelves, go to **Section 78**.*
- *If you decide to leave the room, go to **Section 38**.*

Section 63

You tear apart the bed. You pull back blankets and rip off the silk covers. Finally, in desperation you slash and rip into the feather mattress and pillows. Just when you are about to give up, you toss a shredded pillow onto the floor and you notice that it hits with a distinct 'thunk'. Intrigued, you pull out the feathers to find a small red velvet bag. The letters CM are embroidered on the outside. Go to **Section 61**.

Section 64

You examine the pentagram more closely. The candles burning at its points are not dripping, and they hardly flicker at your approach.

- *If you try to blow out or knock over a candle, go to **Section 67**.*
- *If you disturb or smudge the pentagram go to **Section 73**.*
- *If you decide to leave well enough alone, go to **Section 62**.*

Section 65

You find the trunk is locked (unless you have already picked the lock. If you have, go to [Section 72](#)).

- *If you have Lockpicking skill, go to [Section 68](#).*
- *If you can't pick locks or have already tried, you find that since the trunk is made of iron you cannot bash it open. It is also far too heavy and bulky to lift and carry. Go to [Section 61](#).*

Section 66

The book on the reading stand is very large, almost 2 feet by 2 feet. It is open to pages covered with cryptic writing and illustrated with a snarling demonic figure.

- *If you touch or pick up the book, go to [Section 69](#).*
- *If you can read magical languages (i.e., have the Spellcasting skill), go to [Section 71](#).*
- *If you decide to leave it, go to [Section 62](#).*

Section 67

You find that the candle knocks over or blows out easily. As soon as the candle is blown out or knocked over, you hear a terrible sound like a clap of thunder and are knocked off your feet. Go to [Section 70](#).

Section 68

Make an unopposed roll using your Lockpicking skill at -2 to represent the difficulty of the lock.

- *If you succeed, go to [Section 72](#).*
- *If you fail, go to [Section 74](#).*

Section 69

An electric charge runs through you like a bolt of lightning. Make an immediate Vigor roll or suffer a wound! You immediately drop the book. Go to [Section 66](#).

Section 70

Mist seems to fill the entire room. You find that your feet are rooted to the spot. The mist finally coalesces into the form of a gigantic horned demon. He looks down at the ruined pentagram and silently wags a finger 'no-no' in your face. The last thing that you sense is the ringing of demonic laughter... **THE END**

Section 71

You determine that the book has to do with summoning and binding a powerful demonic being. The pentagram seems to serve as both a prison to keep the demon in, and a barrier to prevent his harming the summoner. Go to [Section 66](#).

Section 72

The trunk is lined with cedar and filled almost to the top with junk. There are floppy hats covered in stars, thick winter coats, several sets of bedsheets, some badly executed landscape drawings on parchment, old ink wells and lots of other miscellaneous items. You continue to search the trunk and finally discover a badly-hidden false bottom.

- *If you open the false bottom, go to [Section 77](#).*
- *If you leave it unopened or have already opened and searched it, go to [Section 61](#).*

Section 73

You successfully smudge or disturb the pentagram. Go to **Section 70**.

Section 74

A stream of dust sprays out of the lock into your face. You find yourself coughing, gagging and rubbing the burning stuff from your eyes. Finally you wipe it all away and seem to suffer no ill effects. Mark the letter 'P' on your character sheet. The lock is beyond your skill. Go to **Section 65**.

Section 75

You open the wardrobe. It has lots of clothes hanging in it, and the bottom is filled with personal items. You rummage around for several minutes. You find nothing else that seems interesting or of value in the wardrobe, but you can take any of the clothes or personal items like combs, cloak pins, etc. that you like. Go to **Section 61**.

Section 76

The worktable is literally covered with glassware, bottles, clay pots, metal pliers, and even a large hammer like one that would be used for woodworking. You search the table, but don't find anything interesting. You can take any of the items that you like. Go to **Section 62**.

Section 77

You find a small cloth bag. It contains 9 cut gems of various sizes and colors. You also find a small leather-bound book. You can take either of the items.

- *If you want to examine the book and you can read, go to **Section 79**.*
- *If you cannot read or don't want to look at the book, go to **Section 61**.*

Section 78

The shelves are filled with jars and bottles of all shapes and sizes. Some of the contents make you shiver as you make out a variety of eyes, ears and who knows what else. Nothing seems obviously of value, but you can take anything that you like. Go to **Section 62**.

Section 79

You attempt to read the book and find that it is written in the common tongue that you are familiar with. It seems to be the wizard's diary or journal. One section written about a week ago seems particularly interesting.

Thursday, 5th Day of Spring Planting

That fat lout Palus is becoming more and more of a bother. I should have never taken him the demon's tear to have it valued. He has offered a dozen times to buy it from me and a dozen times I have told him no. A gem like that does not need to be in the hands of such a pompous idiot. I don't think he is foolish enough to try and send an agent to retrieve it, but I have hidden it in my quarters just in case.

Go to **Section 61**.

Section 80

The spores that have worked their way into your lungs quietly grow and expand in their new warm and moist environment. You quietly die in your sleep. **THE END**

Section 81

You break the seal and open the bag. It contains a small ivory box. You open the box and find inside a red, tear-dropped shaped gem. The gem is about 2 inches long and quite beautiful. Go to **AFTERWARD**.

Section 82

You make enough money from the gems to live extravagantly for a month, or quite well for three months. Go to **AFTERWARD**.

Section 83

You wait at the *Strangled Hobbit* for what seems an eternity. Finally, the fat little man shows up and seats himself at your table. He has an impatient look on his face, and dabs at his forehead with a handkerchief. "I hope you were successful in your task he says".

- *If you give him the bag, go to **Section 85**.*
- *If you don't give him the bag, or don't have it and have read the wizard's journal, go to **Section 89**.*
- *If you don't give him the bag, or don't have it and have not read the journal go to **Section 90**.*

Section 84

- *If you have a 'D' marked on your character sheet, go to **Section 86**.*
- *If you do not have a 'D' marked on your character sheet, go to **Section 88**.*

Section 85

The man's whole expression changes after you give him the bag. He quickly looks inside and carefully peeks at the contents. Finally, he cackles with laughter. He tosses you your payment and walks away. The bag contains enough money for you to live extravagantly on for about a week, or comfortably on for about a month (double that amount if you confronted him after reading the journal). **THE END**

Section 86

You never see Cyrus Mons again, but you will always remember your adventure into the Wizard's Tower. **THE END**

Section 87

Cyrus Mons never shows up. Go to **Section 86**.

Section 88

A week later, you are walking along Cook Street when you run into someone, almost knocking them down. Apologizing, you look to see the fat face of Cyrus Mons. He screams at you, "Where is my bag, thief? I want my bag, or I will flay your sorry hide!"

- *If you refuse to give him the bag or don't have it, go to **Section 90**.*
- *If you have read the wizard's journal, go to **Section 89**.*
- *If you give him the bag, go to **Section 85**.*

Section 89

You confront the man. "I know all about your game, Palus. I don't think the bag belongs to you, and I KNOW what it contains". You lean back in your chair with a smile. Palus frowns and thinks for a moment. "You drive a hard bargain, but I applaud your resourcefulness. I double my initial offer of payment. I think that is quite fair, is it not?"

- *If you give him the bag now, go to **Section 85**.*
- *If you still refuse to give him the bag or don't have it, go to **Section 90**.*

Section 90

Cyrus Mons demands the bag. He grows angrier and angrier as you refuse. Finally, he points his finger at you and declares, "You will be sorry that you have not provided me with what I seek. You will not sleep in safety from this day forward"

- *If you do not have the bag or still refuse to give it to him, go to **Section 92**.*
- *If you give him the bag now, go to **Section 85**.*

Section 91

The dragon drops you unceremoniously onto the ground. With a mighty roar, he takes to the sky and flies away. You feel lucky to still be alive. **THE END**

Section 92

For the next week, you think you are being followed almost every day. Concerned, you finally leave town and board a ship for other lands. Only the future can tell how far the arm of Palus' revenge truly reaches. **THE END**

AFTERWARD

- *If you have a 'P' on your character sheet, go to **Section 80**.*
- *If you want to break the seal and open the bag marked CM, go to **Section 81**.*
- *If you found the bag of gems and want to pawn them, go to **Section 82**.*
- *If you meet again with Cyrus Mons, go to **Section 83**.*
- *If you don't meet Cyrus Mons again, go to **Section 88**.*