

THE BLACK TOWER

In the middle of the desolate plain, in the ruins of an ancient settlement a huge black stone tower stands as the starless night, no windows is seen in its facade, and only one large double doors of ebony and black metal protruding from the facade.

The Black Tower is inhabited by beings from the shadows and dead, it was built many years ago and forgotten history; where life is lacking and there are only ruins, but the sun's rays shine on its color is the same as starless night and only cold emanating from it.

The creatures that inhabit this place are specters, wraiths and shadows. The master of the tower is an ancient sorcerer lich. For his entertainment, inside the tower created a game for his victims and fun.

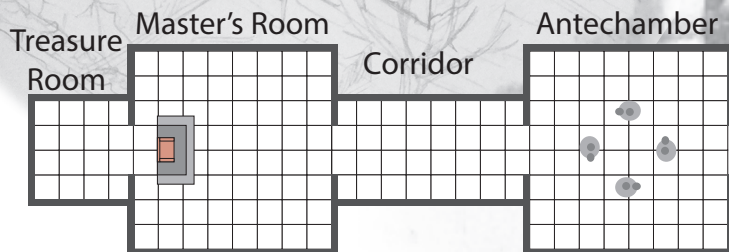
Unwanted visitors have a chance to get him and his treasures ever to survive and meet the Lacrymas that allowed access to his anteroom, but to achieve this must beat the legion of dead guarding the tower.

Ground Floor

When you cross the threshold are wrapped in the shadows, no light penetrates, they feel the floor as it slides under your feet. They come to a large room which four corridors are connected one in each cardinal point (N, E, W, S); despite being well lit the room, the light does not penetrate the dark hallway. A voice comes from everywhere coldly greets "Visitors, hope to survive and get me to reward them, the rules are simple need to gather 2 lacrymas of each color."

When the group enters a corridor, they will be transported by shadows into a room at random. See table Shadow's Walk.

With the exception of Ground Hall, in every room there is a tear of the same color of the room (Red, Blue, Green, Yellow). They need to collect 2 of each color to access the antechamber of the Master of the tower automatically. The monsters have been eliminated in a room not come out again until after 48 hrs.



*Maze. A small maze to test guests and they reach tear. Here are specters and wraiths.

*Cells. Here are living prisoners of Lich. They can be released, but they can not leave the tower unless they defeat the Lich. Here are specters and wraiths.

*Pool and Garden. Under its waters is the lacryma and danger. Here are specters and wraiths.

*Library. Knowledge is everything and the trap may bring more problems than anything. Here are shades and gargoyles. To release the lacryma must solve a riddle.

*Room. These rooms have much flow, but well maintained. Here are shades and gargoyles.

*Antechamber. The place is spacious and well furnished, there await the adventurous four guardians, the disciples of the sorcerer. Four sorcerers wraiths.

*Master chamber. It is a laboratory, it is broad enough to experiment with their spells instead. He can call ghosts and wraiths that have not been destroyed or invoke from the plane of dead.

Once you have defeated the master of the tower, players can move freely around the tower using portals shadows, the treasure room is also revealed.

Riddles (answer)-room-

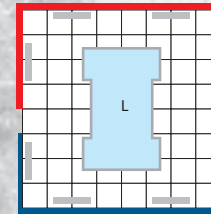
* I cut through evil like a double edged sword, And chaos flees at my approach. Balance I single-handedly upraise, Through battles fought with heart and mind, Instead of with my gaze. (Justice)-red-

*Deep, deep, do they go. Spreading out as they go. Never needing any air. They are sometimes as fine as hair.(Roots)-green-

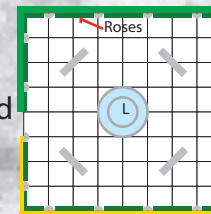
*My tines are long, My tines are short, My tines end ere, My first report. (Lightning, or lightning bolt)-blue-

*Bury deep, Pile on stones, My mind will always Dig up them bones. (Memories)-yellow-

Pool
(Red and Blue)



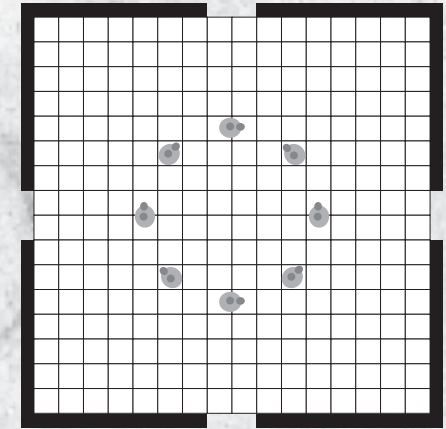
Garden
(Green and Yellow)



Shadows Walk Table

D6	Chamber	D6	Chamber
1	Ground Floor	4	Pool (Red or Blue) or Garden (Green or Yellow)
2	Maze	5	Library (Riddles)
3	Cells	6	Rooms
D4	Color	D4	Color
1	Red	3	Green
2	Blue	4	Yellow

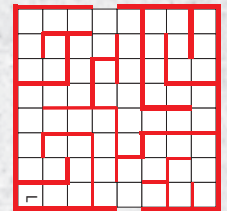
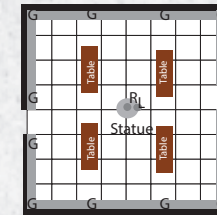
Ground Floor



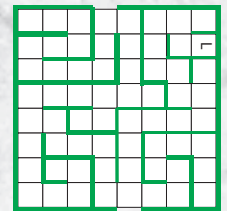
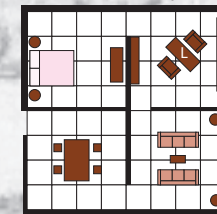
L= Lacryma, G= Gargoyle, R= Riddle

Maze

Library (same for all colors)



Room (same for all colors)



Cells (same for all colors)

