

In this adventure one player must play the role of the Wiley Old Wizard. He has kidnapped the party and wishes to relive his previous adventures. He is the sole survivor of his previous adventuring party and has constructed a labyrinth filled with traps and trials for his new party. Occasionally reveal a clue to the characters kidnapping via a memory or hint about the environment. If the wizard is found out, he too has erased his own memory of the dungeon layout and urges the party on to victory. If necessary he can use deceit to push the party forward with claims of kidnapped loved ones or an impending time limit, increasing the need/want to escape. The DM may choose to fill the player in on how he wishes the adventure to end.

### Areas:

1.) The players awaken in a tavern, as if from a long night of celebration. Heads cloudy, they don't remember how they arrived here. Investigating the room they find that the tavern is empty, and upon further investigation the tavern is a single room with one door, no staff, even the taps are fake.

2.) A long hallway, with painted stalls line the corridor. Looking back you see the sign above the door you just left says tavern. Other signs read, Black Smith, City Hall, and General Store all above fake doors. The hallway twists and turns and as you walk through, you appear to leave a town, winding down the street and out the city gate and leading to another door at the end of far hall. A painted wooden arrow sign reads "The deep dark woods."

3.) Entering this room, A full forest springs forth as if conjured through magic. Beasts and Pitfall traps with all numbers of surprises compose the maze of pathways through this magic forest. After wandering through the deep dark woods, One of two exits are found, the Creepy Caverns or the Fearsome Fortress. A secret door attached to a wizard's tower can be found with good investigative practices.

4.) The secret door to the wizard's tower leads to a single room filled to the brim with books and laboratory equipment used for studying and practicing magic. Potions, spellbooks and other magical items can be found here.

5.) The Creepy Cave system spirals downward with interlacing underground waterways all emptying into an underground lake where a large aquatic beast awaits. The path down to the lake is fraught with trip wires, and cave beasts.

6.) The underground lake has a tiny island in the middle of it where a magic blade rests. If the party obtains the blade, they can recognize that the wizard carries the same blade.

7.) The fearsome fortress opens to a large opening hall with room to battle or train, the room opens up to a corridor to a barracks area on one side, a set of stairs in the middle leading to the second floor, and third set of doors opposite the barracks corridor, boasts 2 levers just outside it and a portcullis above the doors. This area is large enough to hold a battle in.

8.) The Barracks offers supplies and a magic item or two. After investigation, a secret teleportation circle can be found here under one of the beds that would allow the party to escape. The wizard should not be interested in this room, and will leave earlier than anyone else in the party, he claims no interest in the mundane lives of soldiers and suggests nothing of interest is here.

9.) The 2<sup>nd</sup> floor of the fortress boasts a location for a boss battle, if successful the wizard will reveal, and an appropriate ending should be given.

10.) This is the final area in the fortress, and it's a final trap, the room is meant to recapture or defeat the party if the wizard hasn't done so already. One lever outside is meant to seal the portcullis behind the party and the second is to activate the trap this room is to hold.

### Adventure endings:

1.) The Wizard attempts to murder the party, never letting them out of his dungeon.

2.) If the party reaches the exit, with party poppers and confetti the wizard congratulates them and releases them into world.

3.) If discovered, the Wizard could try to trap the players either in a death trap or a gas trap to render them unconscious and wipe their memories again.

4.) The Wizard could transform himself into a final boss for the adventure and upon defeat, leave his dungeon and all its contents to the party for fulfilling his last wishes.

5.) The wizard could decide to leave his ways and venture on with this party if they convince him to want to have new adventures.

