



## The bedroom 4

- Closets, many comfortable mage's robes.
- A cozy bed in which sleeps **Aïssa**, a young apprentice forgotten by the Archmage.
- Next to the bed, a huge alarm clock connected to crystals controlling the building. Aïssa has disrupted the tower while trying to set the alarm clock: the room is stuck in a **20 second time loop**. One will have to be fast to defuse this whole thing.

## The inner garden 2

- The room is **much bigger** than it should be: trees, flowering bushes, small colored butterflies, a stream flowing peacefully... All of this beneath huge skylights.
- **Gravity** seems to have rotated 90°. Trees grow on the left wall, along which flows a stream.
- The door to the dining room is visible 30 meters above.



### STARTING THE ADVENTURE ↓

## The entrance 0

- Comfortable armchairs, a pedestal table, automatic lights, a magic perfume dispenser and a beautiful mauve carpet.
- A damaged painting hanging on a wall represents a big dog. When an adventurer steps on the carpet with shoes on, this **"paint dog"** comes out of the frame to push them away. If they insist, the clumsy animal tries to force their shoes off.
- If an adventurer puts their bare foot (with or without sock) on **the carpet**, it slowly swallows it and spits it out wearing a beautiful purple furry slipper.
- At the back of the room, a **closed door** swells with dampness. Opening it releases a downpour of water.

## Introduction

Beth, a young peasant girl in debt, inherited a strange building when her aunt died: one of the Archmage's summer homes. She would like to sell it quickly but **strange things** are happening inside, so she calls on the adventurers to solve the situation.



# WIZARD FOR TOWER SALE

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## The dining room 3



- A gigantic **portrait of the Archmage** follows the adventurers with his scornful gaze.
- On a large table lie many dishes and tureens, but also a **small unicorn** obviously still alive, with an apple stuck in its mouth.
- The moldy food smells awful, but mannequins in **servants'** outfits come to life and try to force the adventurers to sit and eat.



## The library 1

- Everything is soaked, the walls are covered with algae and moss.
- Most of the books are ruined, but a splendid and untouched shelf displays all the books the adventurers have ever wished to read... **It's an illusion**: whoever grabs a book falls into a deep sleep.
- **Bertrand**, an iridescent koi carp that has become far too smart from the infusion of grimoires in water, grumbles in a puddle. It wants the adventurers to leave and let the library fill up again.
- A **small desk** containing a family of colorful frogs and a wand of silence with 2 remaining charges.
- In the background, water flows out of a door opening onto the garden.

### Time effects

Time itself no longer flows properly in the tower. When the adventurers enter a room, the referee can roll **1D6** to find out what happens to them.

- 1 Transformation into elderly cacochymes for 1D6 minutes.
- 2 Vision of the young Aïssa wandering alone, desperately trying to fix the tower.
- 3 Leap into the past, to the time of the room's splendor, for 1D6 minutes.
- 4 Leap into a distant future where the tower is inhabited by goblins worshipping "The Sleeper", for 1D6 minutes.
- 5 Transformation into young children for 1D6 minutes.
- 6 All the items the adventurers have used since entering the tower reappear in their inventories.

