

A SCENARIO PACK *against* AN ARCANIC MASTER

One way or another, the heroes have found themselves at the tower of a great sorcerer, a dangerous place living in symbiosis with its master. The very nature of reality bends to the will of the tower, and strange creatures from many lands, and perhaps other planes, have come to feed on its magical powers. There is treasure here, as well as glory and lore for its would-be conquerors, but what is the price? Will the characters throw down the master of the tower, or will they become another of his playthings?

This Scenario Pack gives the GM several tables which will allow the quick creation of an adventure while the players are making their characters. You will find example names, information about the treasure and who wants it, numerous challenges, and sample monsters.

If you need to come up with names of people and places on the fly, use the following tables.

1d6	Tower Names
1	The Sable Spire
2	Gundrir's Eternal Rest
3	The Coven of Rubies and Dreams
4	The Tower of the Shadowed Master
5	The Last Sanctum
6	Journeys' End

REMINDER!



ADD A LOCATION
TO THE MAP



ADD AN NPC
TO THE MAP

You will learn a lot about the great city from the events the players roll while making their characters and the tables in this scenario pack. This will include information on the people who live there.

Use this table to come up with names for some of those people or the characters themselves.

1d20	Female Names	1d20	Female Names	1d20	Male Names	1d20	Male Names
1	Adilah	11	Lyra	1	Arjun	11	Nicos
2	Agathe	12	Maeen	2	Ajay	12	Orien
3	Buchra	13	Rabwah	3	Bilal	13	Pancras
4	Carissa	14	Rhoda	4	Constantine	14	Rastus
5	Eleusine	15	Rehana	5	Corban	15	Reyansh
6	Fatiha	16	Sabine	6	Ishaan	16	Stavros
7	Jamila	17	Soraya	7	Kabir	17	Sai
8	Khatijah	18	Waleeya	8	Kal	18	Yousef
9	Leda	19	Yasmine	9	Mustafa	19	Xander
10	Lucia	20	Zamrud	10	Nadim	20	Zakaria

THE SETUP

The following tables will give you information about the tower itself, as well as the mage and his magical powers. Many table entries will list spells or other skills and attributes of the tower's mage. If items are given, be assured that they are tools to be used against the players, not treasures hidden away.

1d6	What type of magic?
1	Chaos - Reality warps itself strangely to suit the mage's will. Cantrip: Hexing; Ritual: Alter Self
2	Moon - Soft light and gentle misdirection is at the heart of this magic. Cantrip: Conjure Sound; Ritual: Hidden Sanctum
3	Elements - Only the most equanimous elemental mage can avoid choosing a favorite element Spell: Element's Command; Ritual: Binding
4	Summoning - There's no magic like stolen magic for an evil mage. The mage will have a very high Charisma when dealing with demons. Ritual: Summoning, Binding
5	Promises - The most secure chains are made not from metal, but from promises. The mage has a high Charisma. Cantrip: Beguilement, Ritual: Dispel Magic
6	The Dead - Just as all who live must pass beyond the veil, so does power make its way there. Cantrip: Second Sight, Spell: Reanimation, Evade The Dead



1d6	What manner of mage?
1	A young immortal, caught up in her newfound power, and thirsty for respect. Spell: Counterspell, Obscurement; Ritual: Dispel Magic
2	An impossible alien come to the Sunken Lands for an inscrutable purpose, there is no way this mage can pass for human. Spell: Witch Laugh; Spell: Demonic Haze; Ritual: Hand of the Harpy
3	Elements - Only the most equanimous elemental mage can avoid choosing a favorite element Spell: Element's Command; Ritual: Binding
4	Summoning - There's no magic like stolen magic for an evil mage. The mage will have a very high Charisma when dealing with demons. Ritual: Summoning, Binding
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1d6	What is the mage's favorite peculiarity?
1	Mushroom magics Spell: Entanglement, Call the Swarm; Monsters: Animate Fungi
2	Magic Mirrors Spell: Mystical Shield, Sanctuary of Peace; Items: Scrying mirrors (+3 to scrying rituals), maps of strange lands
3	Riddles Spell: Forgetful Mind, Greater Illusion; Items: Fiendishly clever traps, mazes, and illusory threats
4	Games Cantrip: Hand of Will; Spell: Greater Illusion; Monsters: Living games chess pieces (Stone Men and Gargoyles)
5	Homunculi Cantrip: Hand of Will; Ritual: Minor Animation; Monsters: Animated Objects, Homunculi
6	Obsessed with Fire Spell: Brave the Flames, Burning Hands; Items: Brazier of Living Flame (+3 to fire rituals)

ABOUT THE TOWER

1d6

What form does the Tower take: tall, wide, or deep?

- 1** Many small floors, linked by a variety of stairs, ladders, and hidden doors.
- 2** A few great, half-empty chambers, each more filled with details more bizarre than the last.
- 3** A strange path through a thousand worlds, sometimes inside, sometimes out, but always strangely connected.
- 4** Built in a pocket dimension, the tower's small size hides a huge structure.
- 5** The mage has taken advantage of the magical properties of deep mine or shaft which has tapped into a vein of rich magic.
- 6** It seems to be a madman's idea of a palace, for the tower is not much more than a procession of different halls and receiving rooms.

1d6

What is the mood of the tower?

- 1** Confusing - A labyrinth of tiny rooms and conflicting stairwells. -1 to Saving Throws
- 2** Morose - A heavy pall hangs over the tower as if even the air has given up hope of being breathed. Must spend an extra Fortune Point each time you use a Fortune Point in the tower.
- 3** Off-kilter - One of the fundamental rules of the universe seems just a little off. Time passes strangely, doors do not always lead to adjacent rooms, or up is sometimes down.
- 4** Stately - Everything is well maintained and classy. -2 to save vs mind control and -2 to charisma tests against the tower's denizens
- 5** Messy - And sometimes things climb out of the piles of papers. Players are frequently surprised, and all search checks are at -1.
- 6** Repressed Rage - Everyone, and every thing, in the tower is filled with a terrible anger and takes -2 to Armor Class and +1d4 damage to all attacks. Characters may save versus polymorph to avoid the affect.

1d6

What serves the mage and master of the tower?

- 1** Surprisingly normal servants clean, cook, and tend to the mage and tower.
Spells: Commanding Word, Magic Missile; Rituals: Feast's Blessing
- 2** Acolytes and students maintain the tower between their lessons and their unspeakable experiments.
Spells: Friend's Call, Inspiration; Rituals: Word of Courage, Heart of the Ox
- 3** Magical constructs of various types manage the tower's affairs.
Rituals: Unseen Servant, Minor Animation
- 4** Ghosts of servants and, sometimes, their corpses, continue to serve the mage from beyond the veil.
Cantrip: Second Sight; Spells: Reanimation, Terrifying Presence
- 5** Strange spirits and creatures from out of time and space tend to the mage and tower as human servants would.
Spells: Abjuration; Rituals: Circle of Protection, Summoning, Binding
- 6** There are no servants, though sometimes items float through empty rooms on their way to some dark end.
Rituals: Continual Light, Unseen Servant

1d6

What forces guard the mage's tower?

- 1** Armed Guards - This mage does not rely upon magic alone, but also upon strength of arms, led by a team of well-trained guards. Ritual: Heart of the Ox
- 2** Traps - Wizards and trap-makers are both known for their devious minds. This particular mage has mastered both arts. Rituals: Foresight
- 3** Magical Traps - spells used as traps when crossing a threshold. For example Save vs Breath Weapon when walking through a door or be covered in a multicolored spray and lose 1d6 intelligence and wisdom until you leave the tower; Spells: Flash of Brilliance, Web; Rituals: Witch's Watchman
- 4** The furniture, and the very tower itself- Animated objects defend this tower; doors close to trap intruders; even the decorative swords hanging on the walls might leap into action at any moment. Ritual: Minor Animation
- 5** Lesser mages - Other spell casters defend the tower as well. Perhaps they are his acolytes, or perhaps other mages bound to his servants, but either way, they serve the master of the tower. Rituals: Magic Stones, Wizard Lock
- 6** There are no guards, but nevertheless a feeling of watchfulness envelops the tower, and little things just seem to work against any intruders. Cantrip: Hexing; Rituals: Witch's Watchman, Augury, Slip the Blade; Item: A scrying device that lets the mage treat the whole tower as Near range.

1d6

What is the the living heart of the tower?

- 1** A simmering pool of living mana that whispers brightly to its beloved, the tower's keeper.
- 2** The dark heart of a demon, imprisoned in a cracked crystal matrix, pulsing to an arrhythmic beat.
- 3** A mirror, set into an unusual frame, which reflects a different world where strange things slither against the frame, seeking entry to our tasty world.
- 4** A comfortable library with built-in shelves and great leather chairs strewn about.
- 5** A large stone kitchen built around a central oven large enough to roast an elephant. Drying herbs and meats, hang from the ceiling, while strange smells emanate from an ever-boiling black iron cauldron.
- 6** A sealed cistern kept halfway up the tower, doorless, between two secret rooms. A primal water spirit is trapped within it, and pulls the ocean to the tower.

1d6

What in the tower might aid the characters should they stumble?

- 1** A good wizard who used to be friends and wants to reform the villain.
- 2** A coven competing for a power source and desperate for an edge.
- 3** The inhabitants, man and beast alike, of the area in which the tower has grown.
- 4** The master of the tower is cut off from magical society, and so getting supplies for even simple rituals can be difficult.
- 5** A power from the wizard's past, seeking vengeance, or perhaps the fulfillment of a delinquent promise across the years.
- 6** The rightful inhabitant of the tower wishes to return.

Take a moment after you have rolled on all the tables and look at the cantrips, spells, and rituals the mage prefers. Use these to sketch out the mage's plan to defend the tower. After all, the player characters are unlikely the first to challenge the mage in this, the heart of her power.

THE ROAD GOES ON

If the group is playing this scenario as a one-shot, surviving the tower will probably be satisfying enough for the players. However, if the group plans to continue with these characters on further adventures, it might be nice to give them a reward. The following tables will give the GM some ideas for such rewards, as well as seeds to plant for further adventures.

1d6	What reward do the characters gain for their troubles?
1	Somewhere within the tower, the characters discover a stash of coins and gems from across the known world. Much of this can be easily liquidated for 750 silvers or more, while some of it is much rarer and more valuable.
2	In a place of honor is a metal statuette three feet high which always seems to reflect the afternoon sunlight. The statuette is small but heavy, and the characters will have to find a buyer who realizes its true worth.
3	On a table in the laboratory, amidst an assortment of delicate measuring instruments, is a well-worn axe covered in copper filigree. It grants its wielder +1 to hit and damage and +2 to Constitution.
4	Pinned to a desk with the receipt for a chartered boat is a map showing the way to a mysterious island marked with the phrase: "Here, the artefact."
5	The characters have the opportunity to free a demon imprisoned in the tower. If they do, it will give them a clay token. Breaking that token will successfully summon the grateful demon for one day, after which he will vanish.
6	Hidden in the wizard's personal chambers in a mahogany box is a magical journal describing how to cast all of her spells or rituals, but not both.

The GM may want to leave the players with the seed of a future adventure stemming from this one. This allows the group to continue their story with the same characters later. This table will give a hook towards the end of the session which will lead to further play.

1d6	What leads the characters to their next adventure?
1	Something has developed a taste for the magic of the tower and takes an interest in the player characters after they disrupt its food source.
2	Word of the player characters' success spreads. Not even a month later, a messenger from a distant island comes seeking help with their own troublesome mage.
3	When the characters open the door to leave the tower, they see it suddenly leads to a place they have never seen before. Where are they, and how will they make it home?
4	One of the Emperor's own sorcerers hears of the events of the tower and summons the characters to an audience where she entices them to make an assault on one of her rivals.
5	As the characters are leaving the tower, another mage appears at the door. She leads a band of adventurers intent on raiding the tower. They grin evilly when they see the treasure has been gathered for them.
6	After the characters leave the tower, it becomes clear that all of their gear, including their weapons and armor, have been affected by the ritual Aura of Power. This will attract the attention of several acquisitive spell thieves.

RECENT EVENTS

In true sword and sorcery fashion, this adventure is an episodic story. The characters begin somehow at the entrance to the tower. It is up to the group to narrate a bit of background regarding the nature of the adventure, either in character or out. You may ignore this if you are working the tower into the background of an extended campaign.

Unlike other Scenario Packs, the Wizard's Tower does not have a 'recent events' table. There are a host of reasons that the characters might be here. The GM should begin by stating whether the tower is located in the great city or in a foreign land. Each player should then state in turn why his character is here. Suggestions for character motivations include plunder, magical knowledge, a quest for revenge, or even that they simply awoke here with no understanding of why.

After determining the location of the tower and giving the players a chance to say why their characters have ventured here, it is time to see what has happened to them on their way to the tower. Roll once for the entire group on the following table to determine what perils they have already faced.

Each of these events gives a necessary die roll. If it is a saving throw, every character in the group must make the test. If it is an ability score check, then, while everyone is working on the problem together, only a single character may take the lead and make the roll. Discuss the scene and determine which character will make the test; others may help as normal. If there is any serious argument about who gets to test, use initiative to solve the dispute.

When the characters have completed this event, they will be at the entrance to the tower and the game is on!

1d6	What happened on the way to the wizard's tower?
1	The characters came across a group of desperate men and women who were seeking revenge against the mage for past wrongs. <i>Test Charisma</i> (Persuasion or Charm skills may help). <i>Success</i> : the men agreed to join the PCs, and each of the characters receives a 1 HD henchman to help them in the tower. <i>Failure</i> : after a night around the fire, the characters wake to find the men gone; they may meet again in the tower. Will they be at odds? Was anything stolen in the night? Have they accidentally alerted the master of the tower?
2	While approaching the tower, the characters found themselves tracked and hunted by the wizard's men, beasts, or spirits. <i>Test Dexterity</i> (skills like Stealth may help). <i>Success</i> : the characters gave their hunters the slip, and will receive a +2 bonus on any further rolls to sneak or remain hidden while in the tower. <i>Failure</i> : the characters were noticed, and the denizens of the tower will be alerted to their arrival.
3	Whether in the streets of the great city, on a deserted island, or in a foreign land, the characters were harried by the armed servants of the tower's master. <i>Everyone in the group makes an attack roll against AC 15</i> . If the group manages to cause 2 points of damage per player, the tower will have fewer minions than it otherwise would. Otherwise, they face a temporary loss and must retreat, and two random PCs suffer 1d6 points of damage.
4	While sleeping, the characters were the victims of a subtle magical onslaught. <i>Everyone in the group makes a saving throw versus spell</i> . Those who pass have learned a bit about the mage's magics, and will receive a +1 bonus to any further saves versus the master's spells during the adventure. Those who fail were assaulted by wicked spirits in their dreams and suffer a -1 penalty to ability score checks, saving throws, and rolls to hit.
5	The characters faced great hardship on their way to the tower. Perhaps it was hidden by dense wilderness, or perhaps the streets of the city twisted endlessly as in a dream while they approached. <i>Test Constitution</i> (skills like Survival and Forbidden Secrets may help). <i>Success</i> : the characters persevered and even managed to find special herbs or potions along the way to help them; each gains a single dose of healing which will restore 1d8 hit points of damage. <i>Failure</i> : the characters arrive tired, sore, and confused; they will suffer a -2 penalty to ability score checks for the adventure.
6	While preparing for their assault, the characters were the targets of dangerous spells which warp the mind and confuse the heart. <i>Everyone in the group makes a saving throw versus spell</i> . Those who pass overcome the magic, and learn something about the mage in the process; each now has knowledge of either a challenge in the tower or one of the spells known by the sorcerer. Those who fail are befuddled, abandoned, or betrayed; each will begin without the help of a companion or ally, or without a single piece of equipment.

SUGGESTED MONSTERS

The following monsters are particularly appropriate for this scenario pack, and so their summaries are provided here for your convenience. With each category of monster is a suggested number which will provide a challenge to four Level 2 PCs.

PHYSICAL THREATS

If the players must pass them, three carnivorous flora can provide a serious threat. Eight wandering fungi scattered about can easily destroy an unwitting party.

CARNIVOROUS FLORA

Bizarre plants appearing as large ferns, tree stumps, or flowers. When roused, their tendrils move at terrifying speeds, revealing maws filled with vicious teeth.

Hit Dice: 3d6 (11 HP)

AC: 13

Attack: +3 to hit, 1d8 damage (maw)

Alignment: Neutral

XP: 100

Notes: *Poisonous* (any bit by the carnivorous flora must make a saving throw versus poison or receive double damage from the attack), *Rooted* (while the carnivorous flora has tendrils or other appendages that can move, its main body is stationary and cannot move), *Startling Speed* (carnivorous flora have an initiative rating of 12)

WANDERING FUNGI

Taking various shapes, from lichen to toadstools, wandering fungi can live on any old compost, but they prefer flesh and are just mobile enough to seek it out.

Hit Dice: 1d6 (3 HP)

AC: 9 (16 vs ranged weapons)

Alignment: Neutral

XP: 50

Notes: *Soporific Spores* (any in melee range of a frightened or hungry wandering fungus must make a save a saving throw versus poison or fall asleep), *Surreptitiously Mobile* (wandering fungi move quickly, but no one ever notices them moving; this makes them difficult to target from a distance), *Slow Digestion* (a wandering fungus can feed on a human for weeks before killing its prey; its soporific spores will keep the victim sedated)

HOMUNCULI

A little magical construction, almost alive, which carries out its maker's will. Perhaps a doll, a clockwork contraption, or a horror of dead things walking.

Hit Dice: 1d6 (4 HP)

AC: 13

Attack: +2 to hit, 1d2 damage (appendage)

Alignment: as its maker, often Chaotic

XP: 25

Notes: *Bound* (the homunculus cannot be suborned against its maker, who will always know where it is), *Convenient Size* (the homunculus was built for its master's tower; it can get to any location in the tower it might wish, and may act at any initiative rating, while in the tower)

MAGICAL THREATS

One or two animated objects can surprise, if not truly threaten, a party. Furious Furnishings are best used to flavor a more serious encounter.

ANIMATED OBJECT

These are the mindless results of magic, and might be any medium sized object: a sword, table, or mighty tome.

Hit Dice: 3d8 (14 HP)

AC: 12

Attack: +0 to hit, 1d8 (bash)

Alignment: Neutral

XP: 35

FURIOUS FURNISHINGS

Not as mobile as animated objects, these are immobile items like doors, lamps, perhaps even trap doors, which have come to life in the service of a mage. They are able to move just a little, and have enough sentience to choose their targets.

Hit Dice: 1d10 (6 HP)

AC: 12

Attack: +2 to hit, 2d4 (bludgeon)

Alignment: Neutral

XP: 350

Notes: *Surprising* (a furnishing gains a +8 bonus to hit in the first round of an encounter), *Well-placed* (the furnishing cannot move away from where it was placed)

CITIZENS OF THE TOWER

The tower is inhabited by its master, who may have other mortal or spiritual servants at his beck and call.

THE MASTER OF THE TOWER

This mighty sorcerer is the master of the tower. He does not take kindly to trespassers, and all in his home bend to his will. Did he build the tower himself with his magic, commission its construction using ordinary means, or claim it for his own?

The tables in this Scenario Pack give more information about the master's spells and powers.

This is a 5 HD mage. He is easily a threat for a group of second level characters, and will be hard to overcome. The level of danger he poses can vary greatly based upon how clever the GM makes him and how much time he has to prepare his magic. The GM could change him to be a fourth or even third level mage to lower the difficulty, but it may mean that he cannot access some of the rituals provided earlier in the Scenario Pack. Characters of fourth or higher level could tackle a more powerful mage.

Hit Dice: 5d6 (20 HP)

AC: 16

Attack: +4 to hit, 1d6+3 damage (magic staff)

Alignment: any

XP: 350

Notes: *Spellcasting* (the master may cast cantrips, spells, and rituals as a level five mage; his cantrips, spells, and rituals are given in the Scenario Pack, though the GM should modify them as she sees fit; assume he has an Intelligence and Wisdom of 15 for the purposes of casting rolls)

THE APPRENTICE

Some sorcerers take on apprentices who then live in their towers, completing mundane chores and learning what they can. The GM should give the apprentice two of the spells and all of the first level rituals known by her master, as well as one of his cantrips. The apprentice should then be assigned one cantrip of her own, and another spell or ritual of the GM's choosing.

A group of second level characters can easily dispatch the apprentice, but with time to prepare, she can cause them trouble and add to her master's mystical might. She could also be persuaded to serve a new sorcerer...

Hit Dice: 1d6 (4 HP)

AC: 11

Attack: +0 to hit, 1d4 damage (dagger)

Alignment: any

XP: 50

Notes: *Spellcasting* (the apprentice may cast cantrips, spells, and rituals as a level one mage; her cantrips, spells, and rituals are largely dependent on her master; assume she has an Intelligence and Wisdom of 14 for the purposes of casting rolls)

THE MASTER'S PROTECTOR

Some mages keep a bodyguard or armed servant to protect them from intruders. This warrior has been at his master's side for years and is equipped with magical arms and armor.

On his own, the protector can threaten a group of second level characters but is still likely to fall to them without too much fuss. When he feels his master is threatened, he is likely to take protective stance, as described on p.48 of *Through Sunken Lands and Other Adventures*.

Hit Dice: 2d10 (13 HP)

AC: 19

Attack: +6 to hit, 1d8+5 damage (runed axe)

Alignment: any

XP: 70

Notes: *Enchanted Arms* (the protector's profile assumes a magical weapon and armor with a small bonus; he may have other magical items)

THE LABORERS

Someone has to work the tower. These laborers are probably mundane humans, though some wizards prefer undead or mutant servitors. They are almost always armed as they go about the tower, and have a touch of magic about them.

A group of four laborers makes for a minor encounter.

Hit Dice: 1d8 (5 HP)

AC: 13

Attack: +1 to hit, 1d6 damage (short sword)

Alignment: any

XP: 25

Notes: *Touch of Magic* (each laborer knows one cantrip or spell of its master; assume they have Intelligence and Wisdom scores of 12 for the purposes of casting rolls)