

## The Mage Tower

A mage's tower draws many adventurers' attention and leads to power and adventures.

### Hooks

- The adventurers may need supplies, scrolls, potions, training, and have items that require identification.
- Rumors says the mage is at odds with the local rulers, and rivaling factions want this investigated. A conflict could be both dangerous and profitable.
- The city watch is alerted of an attack on the city's mages. The tower is now closed, and experts are required to investigate.

### Tower Features

The tower has no windows on the ground floor, and the windows above are too narrow for any human-sized intruder, except for the windows intend as fire escapes.

Tower defenses usually include sophisticated spells and wards - often blocking attempts to scry and teleport into the tower. The stone construction itself may be enhanced to sustain damage and hold the weight of the building.

### The Tower

**Entrance.** The entrance and the ground floor is reserved for defenses, and meeting areas for visitors. Employing monster guardians can quickly become messy, and many mages favor golems controlled by homunculi as the first line of defense.

**Second Floor.** The second floor is the common area, with storage, kitchen, bathroom, and guest rooms.

**Third Floor.** The third floor has rooms for apprentices, a restroom, and two labs.

**Fourth Floor and Above.** The fourth floor and above are reserved for the mage, and few are allowed to enter. The mage has all kinds of books, maps, documents containing secret and esoteric lore. Picking up any book or piece of parchment may provide secret lore that may advance adventures.

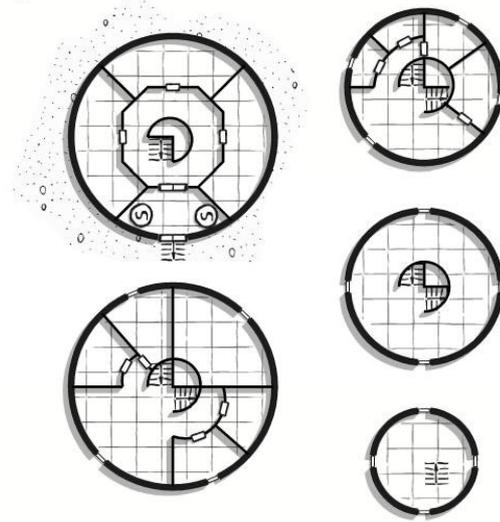
Many mages keep their treasure in chests and perhaps a secret compartment, unless the tower has a dungeon vault. Some tower has a ladder to the roof, while others opt out of this security risk.

### People

The mage is an NPC from your campaign. In addition, there are at least three other residents in the tower.

- **Jalang Kairaba, Male Human.** Kairaba is a graying warrior, discrete and polite. He is an excellent judge of character and often invaluable to the tower. He knows many mercenaries from the old days.
- **Melis, Female Human.** Melis is a young woman managing the tower's kitchen, clothing, and laundry. She is quiet, feigning to be shy, and knows everything going on in the tower. She also oversees the cleaning help that comes by every other week. Melis also reports to the thieves' guild.
- **Asmira Vrtaènik, Female Human Mage.** Vrtaènik is a fiercely ambitious scholar and will undoubtedly become a great wizard once she learns patience and common sense. Political factions target her for recruitment.

Mage Tower



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### Wizardly Quests

Meddling wizards always have chores that need doing in return for their favors. Gold is often secondary to getting things done to many mages.

1. Find a thief and retrieve stolen items.
2. Thwart a rival's plot.
3. Obtain items, strange ingredients, or texts from a faraway place.
4. Contact an allied faction and offer a service.

### Events

- The mage has joined a faction preparing a coup, and the sellswords hide in the tower, waiting to strike at their enemies. The other residents in the tower worry, or even disagree, and may bring others to stop the plot.
- Brigands have forced their way into the tower, taken everyone hostage, and forced the mage to do research for them. The brigands may attack or attempt to recruit any visitors.
- Diabolic forces are drawn to the mage and the tower. A devil hides in the tower's shadowy corners, and one of the residents is in peril. The devil will not take kindly on anyone meddling.
- The mage recently found a tome of eldritch horror, is shaken by book's contents, and is preparing extreme measures. The mage may ask for aid or become a threat. Strange creatures have appeared in the area, and folks in the neighborhood experience memory loss and strange dreams.
- The city rulers have had it with the mage's meddling, and soldiers in civilian clothing attack the tower, and the characters are caught in the crossfire.

### Reward and Resolution

Successfully interacting with the mage, or perhaps going through the mage's treasures, leads to a wealth of information and possibly magic treasure. All residents of the tower can be valuable allies, each in their own way.