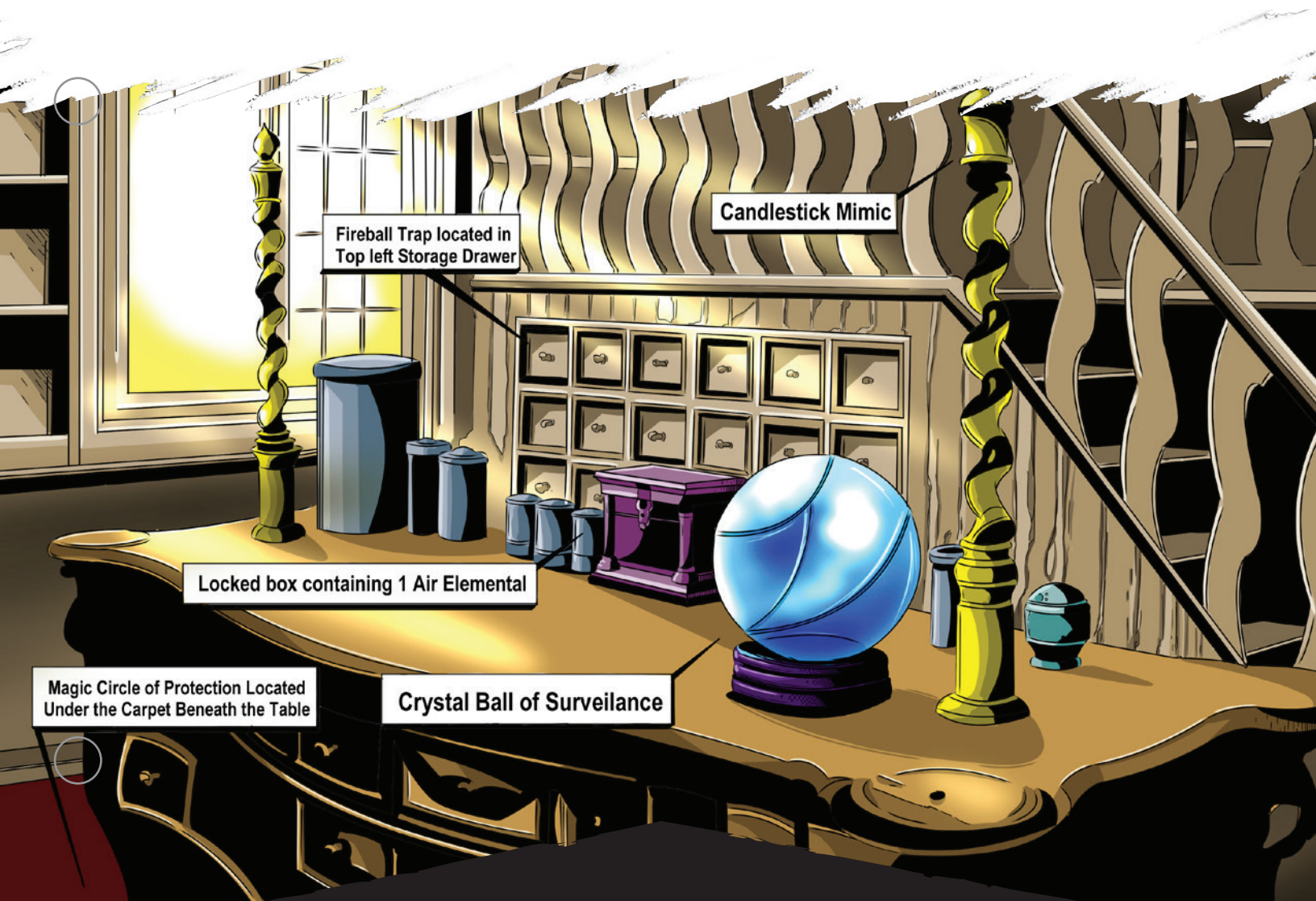


# Anatomy of a

# Wizard's Tower

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*Every great magic-user has a "tower", a place to practice magic and hone his craft. Using the following tables you should be able to generate a compelling wizard's tower.*



## THE LOCATION

The location of a wizard's tower depends greatly on his needs and abilities. If the wizard is rich or capable enough, he constructs his tower in a location of great arcane import, such as ley line confluences, demon dens, or planar tears. Some even prefer utility to solitude and build majestic structures in metropolitan hubs.

Most wizards, however, must content themselves with refurbishing ruins. Without the coin to pay builders, they scurry off to crumbling ruins, evict monsters from their dens, or carve cliff-side retreats floor by floor.

## THE WIZARD

The tower is an extension of the wizard—his personality and power are reflected in every crevice. While some wizards are generalists and thus prone to the dusty books, shining crystals, and hanging cobwebs so typical of a wizard's tower, others display more specific and refined personalities. *Pick one or roll a d6.*

1. **ADVENTURER.** The adventuring wizard uses his tower as a home base and storage facility. He proudly hangs his trophies on the wall (witches' heads, dragons' teeth, and swords of corpse kings, for example), but has little time to organize the place. His tower is crowded and haphazard, but it is otherwise a cozy location.
2. **ALCHEMIST.** The pungent smells of an alchemist's tower varies from room to room. Despite the alchemist's best attempts at organization, piles of valuable alchemical reagents accrue in unwieldy places (manticore poison next to pantry salt, for example). The tone of an alchemist's tower alternates between bored waiting and frantic activity. Some potions must brew for weeks without being moved, but it seems as there is always a fire to be put out somewhere.
3. **ILLUSIONIST.** Nothing is as it seems in an illusionist's tower. Great crystal chandeliers and priceless tapestries are conjured at will. Illusionists take great pains to ensure their tricks have weight, as there is little reason to waste wealth on décor when magic will do the trick.

4. **NATURALIST.** Naturalists hone their crafts in line with the precepts of nature. Their towers are adorned in living flora and fauna. Great vines line the walls while the floors of some rooms are carpeted in lush grass. Within their towers, a menagerie of rodents and insects roam the halls. While these critters may harass the guests, they retreat swiftly from the naturalist and sometimes even assist him in his work.
5. **NECROMANCER.** Unafraid of society's rules, the necromancer keeps his tower in gloomy darkness. His experiments, scattered like discarded playthings about the halls, have no love for light. Not one for subtlety, the necromancer decorates in bones, corpses and black runes.
6. **SUMMONER.** A summoner takes his work seriously; all the casual summoners are already dead. Summoning is a delicate craft, one fraught with peril in even the slightest misstep. You didn't close the magic circle? You're now imprisoned in hell. You mumbled the wrong syllable at the 11th hour? You called a devil instead of an angel. You sacrificed a blue eye virgin instead of a brown-eyed one? The demon princes aren't very forgiving. Every inch of a summoner's tower is immaculate, and every ingredient is in its rightful place.

## THE WORKSHOP

Every wizard has a reason to build a tower. Whether for spell creation, necromancy, or animal experimentation, each tower has at least one workshop where the wizard performs his arcane business undisturbed. As a wizard grows in skill and prestige, he adds workshops to his tower until each facet of his power is fully represented. Below are just a few of the options available. *Pick one or roll a d6.*

1. **ALCHEMY LAB.** Replete with bubbling vials and dripping venoms, the alchemy lab bursts with activity. Each crowded table displays some strange catalyst. Here, the eye of an elephant dissolves in a bubbling yellow brew. There, the dust of a sun-struck vampire is crushed to a paste by an animated pestle. This is a fairy-land of glass tubes and low flames in some ways more bizarre than the highest level arcane mysteries.

2. **ASTROLOGER'S TELESCOPE.** Clean and austere, the brass dome of this chamber must stand 30 feet high. In the center of the room, a massive, complex telescope reaches its gaze skywards. The final lens, large enough for a man to stand in, protrudes from the dome and into the air outside. Nearby, a dozen books brimming with strange symbols are cross referenced against unusual calendars on the walls.
3. **MENAGERIE.** This door opens into a hallway containing a dozen iron-barred prison cells. Inside each of them an unusual creature paces or lies sullenly in the gloom. A zombie moans quietly, a glowing elk naps on the stone, and a massive chained owlbear hunches in the dark. In other cells, only remains are found. Some of the skeletons are easily recognizable, while others, covered in black spurs or clustered in gigantic piles, belong to former, unknown denizens.
4. **NECROMANCY ROOM.** Three black candles cast this gore splattered room into shuddering contours. Various embalming tools lay scattered across a wooden desk, and bloody gristle collects in the corners. The chips and dents in the central granite slab suggest a long history of corpse reanimation, and worn leather straps are available should the dead things get out of control.
5. **SPELL CREATION ROOM.** The spell creation room varies greatly depending on the wizard. Usually a large, safe area with jugs of water nearby, the spell creation room is inevitably pockmarked and scorched by experiments gone wrong. Notes are best written on a non-flammable, inedible surface, though it takes some wizards years to move away from parchment.
6. **SUMMONING ROOM.** This small, square room reeks with arcane power. Though cluttered, every item is arranged with precision: hawk feathers hang from the ceiling in a trio; a black rose sits in each corner; and 21 human finger bones are arrayed into a spiral on the floor. Runes etches in complex patterns adorn every stone block, and in the center a summoning circle glows faintly. Precise magic is at work here, likely the type needed for planar summoning or travel.

## THE LIBRARY

Perhaps more than any other room, the library best reflects the wizard's character and aptitudes. Most wizards store their tomes in classic mahogany shelves. Others take a more unusual approach. *Pick one or roll a d6.*

1. **A GRAND BOOKCASE.** Protected from the elements by a glass door, it contains the entirety of the wizard's library. He has, however, chosen his collection well. On these seven shelves sit some of the rarest arcane treatises known to man, and all are in excellent condition. Titles include: *Greymarks' On the Aether*, *Vaelor's Mysterium Essentia* and *The Arcane Rights*, just to name a few.
2. **A SMALL EMPTY CHEST.** Labeled "The Library" and bearing teleportation runes, it deserves a closer look. If the PCs can discover its arcane secrets, they can access any of the thousand books contained in the extradimensional space by simply requesting an author, subject, or title.
3. **A WINE CELLAR.** In a curved, dark hallway, the wizard has repurposed a wine cellar. Several hundred books sit on slanted wine racks, their covers and titles obscured. While the more frequently used books are in passable condition, most have succumbed to the mold and rot of the place. It's a terrible place to store books, and the wizard must have little regard for the written word.
4. **WALLS AND A FLOOR.** In an effort to save space (or simply for aesthetic appeal), the wizard has replaced the cobblestones of this room with books, floor, ceiling and walls. The spine of each book faces inwards, making a quick browse easy. By speaking the title of a volume, the wizard can pull any book in his collection towards him, though he must be careful to preserve the structural integrity of the place.
5. **EXPANSIVE LIBRARY.** Bibliophiles beware! Three floors high with oak balconies, this library is scattered with well-worn books. These magnificent publications, some hundreds of years old, are treated with the same respect as dirty laundry. Thousands of pages, apparently torn from priceless tomes, litter the floor.

6. **SMALL, WELL-ORGANIZED ROOM.** The immaculately organized books in this small room reach all the way up to the high ceiling, necessitating a ladder to reach for the highest tomes. A bare wooden table and chair, complete with extinguished candle, imply an austere but diligent reading habit. However, far from arcane revelations, the books mostly contain trashy fiction!

## THE LIVING QUARTERS

Most active wizards spend very little time in their living quarters, preferring instead to study or practice. The bedroom, bathroom and kitchen are, none-the-less, crucial to the operations of the house. As austere or as lavish as the wizard prefers, living quarters are universally augmented by magical enhancements designed to ease the wizard's way of life. *Pick one or roll a d12.*

1. The wizard's chamber pot is a portal to a ditch several miles away.
2. Enchanted combs, brushes and razors attend to the wizard's face every morning.
3. An invisible servant, identified only by a pair of white gloves, constantly cooks, cleans and organizes the premises.
4. A miniature cottage in a style quite unlike the tower houses the wizard's familiar.
5. Floating orbs emit lights of different colors, or extinguish at the wizard's behest.
6. Complex interlocking gears in the ceiling mimic the movement of celestial bodies.
7. A window shows a vision of a faraway place—the wizard's home.
8. Pneumatic pipes in the walls ease the transport of books and other small items.
9. Orchestral music from a tiny music box is activated with a soft touch.
10. When the candles are extinguished, the gentle sounds of ocean waves blanket the rooms.
11. An entire wall is devoted to a rough mosaic which dances between scenes. The amiable spirit contained within does his best to mimic the wizards' favorite stories.
12. A seemingly blank journal reveals the wizard's notes with the application of blood.

## THE TOWER VAULT AND DEFENSES

Wizards, like dragons, accrue wealth over their careers. Somewhere hidden in their tower they stash these goods, be they piles of gold or eldritch artifacts of unspeakable power. *Pick one or roll a d6.*

1. An illusory section of wall in the wizard's bathroom opens with the correct passcode. Behind the trickery is a small, empty closet, with an invisible safe obscured in the floor. The room, and the tower itself, are warded with powerful anti-scraying and anti-detection magic.
2. An ominous wooden door (locked with a key the wizard has with him at all times) leads to the basement. Beyond the door, a spiral staircase descends 100 feet into a massive natural cavern. Here, a colossal chained Cerberus guards the wizard's prize. On the roof of the tower, a trained griffon attacks any trespassers.
3. The tower itself contains no real valuables. Instead the wizard stores his prizes within an extradimensional space in a locket around his neck. With the right passcode, he enters and retrieves items at will. A greater spell is cast over the tower, which can itself retreat into pocket dimension once a month for up to 24 hours.
4. Visitors to this tower feel a sense of unease wherever they tread. Every inch of the structure is sentient, a being capable of communication and observation but limited in movement or action. It speaks as a friend to the wizard, and lets him know of any transgressions against the vault in the lower depths.
5. This wizard relies heavily on an old arcane staple: the rune. The long corridor which leads to his vault is inscribed with dozens of runes of flame, blindness, and worse. The door to the tower itself electrocutes any enemy who approaches.
6. The door to this wizard's treasure room is unlocked, but approaching it triggers a powerful enchantment spell. The interloper feels compelled to seek out the wizard, apologize for his transgressions, and suffer whatever punishment the wizard deems appropriate. Indeed, any who lay eyes on the tower, or spend any time within its walls, find their opinion of the wizard magically improved.