

CURSED TOWER — OF THE — ASTROMANCER

A DUNGEON BACKDROP FROM RAGING SWAN PRESS



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DUNGEON BACKDROP:

CURSED TOWER OF THE ASTROMANCER



Strange things have started to happen at the Tower of the Astromancer. Its mistress, the half-elven wizard Tuulitar Vihas, has not been seen for weeks and the locals whisper that the tower is cursed. Odds lights and sounds emanate from the place and calls that something must be done grow louder and more insistent. Dare the heroes brave the Cursed Tower of the Astromancer?

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Dungeon Backdrops: we describe the dungeon, you add the monsters (and the treasure).



CREDITS

Design: Creighton Broadhurst

Development: Creighton Broadhurst

Art: William McAusland and Dean Spencer. Some artwork copyright William McAusland, used with permission.

Cartography: Dyson Logos

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USING A DUNGEON BACKDROP

Tweak and modify this Dungeon Backdrop to make it your own. The parts of this supplement describing the actual dungeon itself feature extensive space for you to make notes –adding treasure, opponents and so on.

Campaign Setting: This Dungeon Backdrop is designed for use with the Duchy of Ashlar. However, the dungeon is relatively self-contained and with minimal effort can be easily modified to fit almost any campaign world.

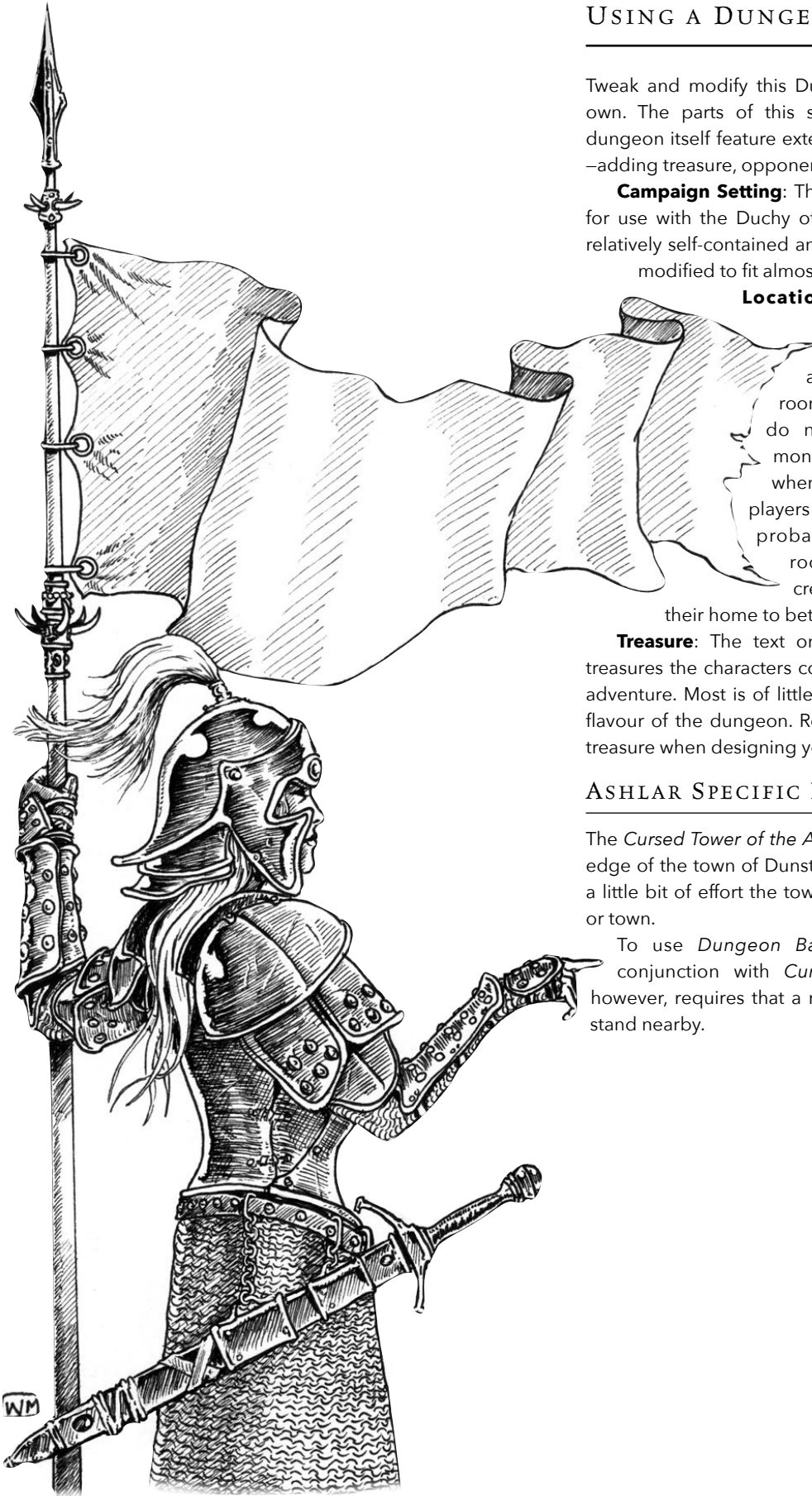
Location Descriptions: The various location descriptions provided herein only describe the basic appearance of the dungeon's rooms, chambers and corridors. They do not include descriptions of any monsters lurking therein. Remember when describing the dungeon to your players the snarling orcs (or whatever) are probably more noticeable than the room's features. Also remember, creatures in the dungeon will modify their home to better suit their needs.

Treasure: The text only presents the details of minor treasures the characters could discover in the course of their adventure. Most is of little value, but serves to underline the flavour of the dungeon. Remember to add level-appropriate treasure when designing your dungeon.

ASHLAR SPECIFIC NOTES

The *Cursed Tower of the Astromancer* stands on the northern edge of the town of Dunstone on Selka Street. However, with a little bit of effort the tower could be set in virtually any city or town.

To use *Dungeon Backdrop: Ruin of Bleak Hill*, in conjunction with *Cursed Tower of the Astromancer*, however, requires that a range of rugged, ruin-infested hills stand nearby.



DUNGEON BACKGROUND

One of Dunstone's tallest buildings, the Tower of the Astromancer, stands on Selka Street on the north edge of town. From here, it commands unrestrained views of the Mottled Spire and the open sky.

Herein dwells Tuulitar Vihas, the self-styled Astromancer. She lives with her apprentice but, as a powerful wizard, has no need for guards.

Tuulitar is independently wealthy, having a diverse range of investments in far-off Languard. Thus, she has no need to earn money satisfying adventurers—answering their irritating questions, sating their constant need for magic scrolls and so on—but occasionally hires such folk. For this reason, adventurers are not always summarily turned away from her tower-home.

Tuulitar owns several powerful—eye-wateringly expensive—spyglasses and telescopes and is building an ornate and complicated orrery in her tower. She pours all her money into this project, and the rest of the tower, its furnishings and so on, while fine are dated as a result.

Recently, strange things have been happening at the Tower of the Astromancer, and some folk have begun to believe it and its residents are cursed.

FOLK OF THE TOWER

Two people dwell in the Tower of the Astromancer:

- **Tuulitar Vihas the Astromancer** (N old female half-elf wizard 9) believes great power lies in the stars and is determined to unlock that power for herself. To this aged half-elf, nothing else matters.
- **Reima Itkonen** (NE male human wizard 5) schemes against his mistress, although he professes great loyalty to, and admiration of, her. He serves her solely to steal her power and lore. Reima has a black heart and cares for no one but himself. He is a proficient deceiver, though, and appears to be a thoroughly pleasant and helpful, if a little obsequious, chap.

THE CAUSE OF THE CURSE

A key part of your preparation for *Cursed Tower of the Astromancer* is determining what has recently happened at Tuulitar Vihas's tower to give it such a fell reputation. Use one of the below explanations or design your own:

- **Mind-Bending Vile Star:** Tuulitar recently took possession of a fallen vile star recovered from the Mottled Spire. The meteorite comprises a rare metal that has a terrible warping effect on the astromancer's mind.
- **Reima's Machinations:** Reima Itkonen, the astromancer's apprentice, covets her wealth, magic items and spellbooks. Thus, he has started poisoning his mistress, which has driven her to madness.

- **The Thing From Beyond the Stars:** Many things lurk in the spaces between the stars. When Tuulitar attempted a powerful divination spell, the magic formed a portal into her mind and an alien thing filtered down from the stars to possess the astromancer; its control is less than perfect, however.

THE ADVENTURE BEGINS

The characters can hear of the Cursed Tower of the Astromancer by happenstance and decide to explore the locale on a whim. Alternatively, use one of the hooks below to lure the characters to the tower:

- **Forgotten Lore:** Tuulitar wants to read a certain book that lies in the library held at the Dreaming Spires in Languard. She engages the characters to retrieve the book and provides a letter of introduction to the Mistress of the Spires—the two are old friends. She needs the book quickly and urges the characters to hurry. Undoubtedly, complications will ensue either on the road or at the Dreaming Spires. When they return with the book, they fail to gain admittance to the tower.
- **New Stars and Planets:** As her knowledge grows, Tuulitar adds to the orrery she builds in her tower. She has received word that a new consignment of parts is ready for delivery. Tuulitar engages the characters to travel to the Great Forge—the temple of Abarin in Languard where the parts wait and escort them back to Dunstone. Delays and distractions mean the characters are away for a few weeks. When they return, they discover that things are amiss at Tuulitar's home.
- **Cursed Whispers:** The characters are in Dunstone, resting between adventures. While lingering in their favourite tavern, they hear two locals gossiping about the Cursed Tower of the Astromancer. The characters automatically learn rumours #1 and #2 from "Whispers & Rumours" below.

WHISPERS & RUMOURS

A character can use bribes and honeyed words to gather information about the Cursed Tower of the Astromancer and its mistress, Tuulitar Vihas. This takes 1d4 hours and costs 1d4 gp. The character learns another rumour for every additional 1d4 hours and 1d4 gp they spend. Use the list below to determine what the character learns.

1. Something has recently happened at the Tower of the Astromancer. For about two weeks, no one has been admitted to the tower, strange noises have been heard coming from within, and no one has seen the astromancer Tuulitar Vihas.
2. Tuulitar Vihas—the astromancer—sometimes hires groups of adventurers to travel into the Mottled Spire to recover

objects from the ruins riddling the nearby territory. One such group returned three weeks ago.

3. The astromancer's apprentice, Reima Itkonen, is not well-liked around town. He is entirely too nice to be genuine, and some folk whisper of his savage temper.
4. There are rumours of strange stirrings in the wild and rugged uplands of the Mottled Spire. Orcs have been seen in greater numbers further south than usual. Given these rumours, it won't be long before the town's population of adventurers expands—which will be great for the local economy.
5. The astromancer is a powerful wizard; as her title suggests, she is obsessed with the stars and the heavens. She can sometimes be seen on her tower's roof at night, surveying the night sky.
6. The astromancer, Tuulitar Vihas, has no time for adventurers bothering her in the hopes she will craft them magic items—her research is too important to waste time on such trivialities.

THE SURROUNDING LOCALITY

The (Cursed) Tower of the Astromancer stands on Selka Street on the northern edge of Dunstone. From here, the tower commands unrestrained views of the Mottled Spire and the open sky. Selka Street is named after the nearby river; most of the shops on the street sell fishing, camping and survival gear.

SELKA STREET BY DAY

Use this list to add life and detail to the tower's surrounds:

1. Two locals, arm in arm, wander along the street. When they get close to the Tower of the Astromancer they cross the road and speed up—it is as if they do not want to walk in the tower's shadow.
2. Beggars and street folk are conspicuous by their absence on the street near the Tower of the Astromancer.
3. Several peasant children sit on a wall near the astromancer's tower, intently watching the place. By their conversation, it seems like they are daring each other to run up and knock on the tower's door. There's lots of bravado but no real action.
4. The shops are open up and down the street, and a smattering of people—mostly adventurers, explorers other outdoor types—are browsing their wares.
5. A cat emerges from between two buildings, clutching a dead rat in its jaws. It stalks off to enjoy its meal.
6. A wagon rumbles down the street, and pedestrians step aside to let it pass.
7. Four soldiers march along Selka Street ostensibly to keep the peace. One of them casts an uneasy glance at the tower as they pass.
8. The shops are open up and down the street, and a smattering of people—mostly adventurers, explorers other outdoor types—are browsing their wares. The

businesses near the Tower of the Astromancer seem quieter than those further away. In these shops, the characters can haggle for bargains

SELKA STREET BY NIGHT

Use this list to add life and detail to the tower's surrounds:

1. Dark shadows fill the street, and all the shops are shut. Lights glimmer from shuttered windows above the shops, but few people are abroad on Selka Street.
2. A thin stray mongrel ambles along, sniffing the ground. It stiffens, and its hackles rise as it intently watches a shadow. A low growl escapes its throat.
3. It is a cloudless night, and numberless stars blaze down over the town from the inky-black sky.
4. The gentle sounds of life—muttered conversations, laughter, and soft singing—emanate from the houses lining Selka Street. Ahead, stands the Tower of the Astromancer—dark, silent and gaunt.
5. Bats flutter hunt for food. If a character is unlucky, one of the bats gets tangled in their hair.
6. Faint clouds drift across the moon, giving it an insubstantial, evil cast. A wan, thin light filters down to bathe the tower and town.
7. The street near the tower is devoid of traffic; if the characters plan to break in, there are no witnesses.
8. The yowling of a cat breaks the quiet of the night. Strangely, other cats—and some dogs—join in. A great cacophony of yowling and barking fills the air.

ODD EFFECTS

The (Cursed) Tower of the Astromancer has been gaining a fell reputation of late—mainly because of the strange effects emanating from the tower. Use this list to generate the details of such strange effects:

1. Bobbing balls of magical violet light dance atop the astromancer's tower.
2. Low sounds akin to sobbing, punctuated by wailing, drift from the arrow slits of the astromancer's tower.
3. A yellowish-red light flashes at one of the tower's arrow slits. Then, it turns blue.
4. A flock of birds flies toward the tower and then suddenly wheels away, screeching loudly.
5. A loud screech—like someone in the depths of great sorrow and pain—echoes from within the tower.
6. Strange shadows seem to writhe across the tower's walls. Some of them form glyphs and sigils.
7. A faintly luminous mist sometimes rises from the tower's roof. The colour of the mist—in some undefinable way—defies classification.
8. One or more of the characters feels a kind of mental intrusion when they are close to the tower—it feels like some unknown, incorporeal entity is trying to force its way into their mind.

NOTABLE LOCATIONS AT A GLANCE

The tower has several notable locations.

1. **Portal of Stars:** Twin double doors provide the only easy access to the tower.
2. **The Orrery:** This double-height chamber holds Tuulitar's pride and joy—an orrery that she uses to track and recreate the positions of various astrological bodies.
3. **Hallway:** From here, explorers can access the tower's upper floors.
4. **Library:** High wooden shelves filled with books on astronomy, geography and other mundane but learned subjects line this chamber's walls.
5. **Study:** From this plushly appointed chamber, Tuulitar can gaze out at her orrery.
6. **Kitchen:** This chamber serves both as a kitchen and a food store.
7. **Hallway:** This hallway doubles as a seating area.
8. **Reima's Quarters:** Herein dwells Tuulitar's scheming apprentice Reima Itkonen.
9. **Tuulitar's Quarters:** Here dwells the astromancer, Tuulitar Vihas. Several powerful arcane protections ward this chamber.
10. **Tome Vault:** Tuulitar keeps her spellbooks and a few other rare and valuable esoteric volumes here.
11. **Treasure Vault:** This warded vault contains Tuulitar's treasures—her gold, silver and gems—along with a few magic items she does not regularly carry with her.
12. **Observatory:** Atop her tower, Tuulitar observes the passage of stars and other bodies across the heavens.

GENERIC DUNGEON FEATURES

Many of the tower's locations share certain features:

Illumination: Magical light fills the tower; one or more globes equivalent to a *dancing light* hover on the ceiling of each area. Their illumination is controlled with a series of command words.

Ceilings: The ceilings are 12 feet high in most areas.

Walls: The walls are of dressed field stone plastered over to enable decoration with frescos and murals. In some places, tapestries serve as decoration.

Ground Floor: Flagged, the ground floor is flat, unimpeded and in good condition.

Upper Floors: Creaking wooden boards comprise the tower's upper floors. Moving silently across these creaking floors is difficult.

Internal Doors: Stout wooden doors ward the tower's chambers. Doors open into the rooms.

Spiral Staircases: Narrow, cramped and built for defence, the spiral staircase provides cover for combatants fighting foes lower down the stairs. Squares containing a spiral staircase count as difficult terrain. Esoteric symbols and sigils are deeply incised into the stairs' risers.

Tapestries: Tapestries hang throughout the tower, depicting a variety of scenes. (Refer to the relevant room description). Each tapestry is worth between 50 gp and 100 gp. A character behind a tapestry is somewhat concealed. Characters can scale a tapestry quite easily; however, a tapestry only supports 130 lbs. of weight. Heavier characters rip the tapestry from the wall once they have climbed 10 ft.; such climbers suffer 1d6 damage and land prone. Common sense suggests that the tapestries are unlikely to support heavy climbers.

DUNGEON DRESSING

Use this list to breathe life and detail into the tower:

1. Arcane sigils are incised deeply into the floor.
2. A tapestry depicting a rugged range of hills sprawling under a night sky hangs on a wall. The weavers used silver thread to pick out each star. A falling star in the centre of the tapestry is shown plunging toward the hills.
3. The beautiful furniture in this chamber is delicate and ornate—it is clearly of elven artifice.
4. Reddish-black spots on the floor could be dried blood or spilt red wine.
5. A gossamer spiderweb fills a corner where the ceiling abuts a wall. A red spider with black dots all over its body squats at the web's centre.
6. A bobbing orb of faintly glowing yellow light slowly drifts through the air.
7. The heady scent of esoteric spell components mixed with the smell of musty old books hangs in the air.
8. A beautiful painting, done in vivid colours and depicting a blazing star falling toward a range of hills, decorates the entirety of one wall.
9. Odds sounds (perceptive character hears) filter down from an upper floor. They could be weeping or tittering.
10. A strange, indefinable feeling hangs in the air. Modify this entry to complement the cause of the "curse" hanging over Tuulitar's tower.

THINGS TO FIND

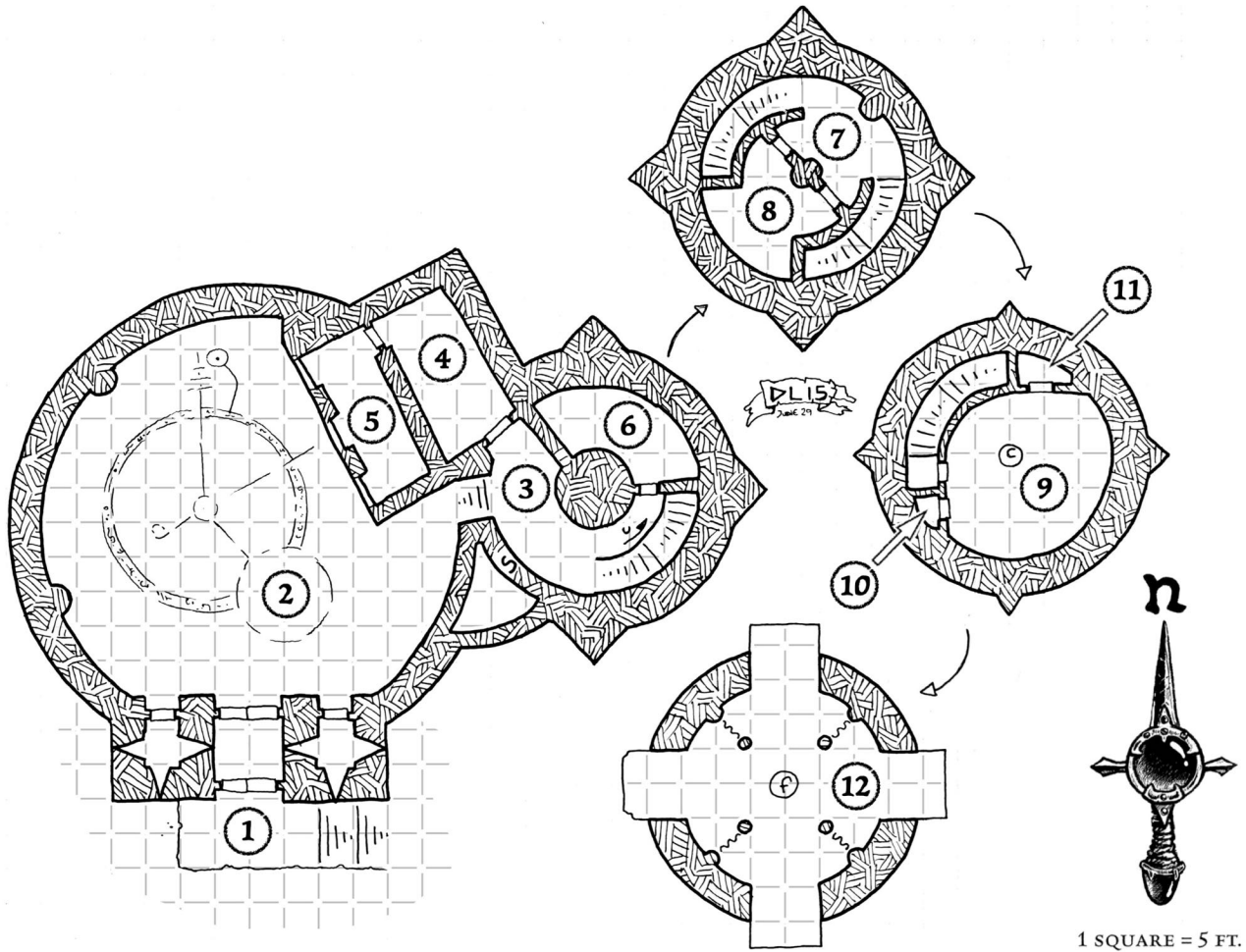
Use this list to determine what minor objects or features of interest the party find if they search a tower location. Modify the value of items found to suit your campaign.

1. The beautiful image of a well-known constellation is painted onto a swath of black wall. The stars seem to shimmer in the light—ground-up gemstones have been added to the paint to create the effect.
2. A fragile glass decanter half filled with white wine and two matching glasses stand on a side table.
3. A scroll case contains a fresh sheet of vellum. A clean ink pen and a pot of ink are positioned next to the case.
4. Painted with vivid colours, this small picture depicts a star blazing across an inky black sky. The paint is old and

cracked, suggesting the painting is decades, if not centuries, old.

5. Scratch marks on the floor suggest that something heavy has been dragged through the area.
6. A book lies open on a side table. The book is a treatise on the night sky, and Tuulitar's handwritten notes festoon its margins.
7. A faint blood smear mars the wall by the nearest door.

8. A scroll, dropped carelessly lying behind a piece of furniture, holds a *magic missile* spell.
9. A tightly-rolled piece of parchment shows a map of the nearby Mottled Spire. The map shows the locations of several known ruins in the near reaches of the hills as well as several intriguing locations marked with a star symbol.
10. A wine glass—miraculously not damaged—lies on its side by a long stain on the floor; clearly, the glass was full when it was dropped.



Tagged and untagged copies of this map can be downloaded at ragingswanpress.com

GM NOTES

The doors in location 1 offer the only relatively easy way to get into the tower. Characters that can fly can, of course, access the roof. Some characters may be able to squeeze through the arrow slits. If the doors are barred, characters without access to fly, gaseous form or reduce person may struggle to enter the tower.

Some characters may simply knock on the door. Determine, in regards your setup, how likely it is that Tuulitar or her apprentice, Reima, answer the door if the characters do so.

Arcane Defences: The tower's front doors are an excellent place for a non-lethal arcane trap.

An orrery is a mechanical model of the planetary system that illustrates or predicts the relative positions and motions of the planets and their moons. It may also show the relative sizes of these bodies; however, since accurate scaling is often not practical due to the actual large ratio differences, a rough approximation may be used instead.

Remember, Tuulitar's orrery is a work in progress, and she is exceptionally knowledgeable about the heavens. Thus, her orrery may include planets and moons of which the characters are unaware.

1: PORTAL OF STARS

Twin double doors provide the only easy means of accessing the tower.

Atop a flight of stone steps, iron-banded double doors pierce the tower's windowless walls.

Stair: The wide set of stairs leading up the tower's entrance is difficult terrain. The stairs lack a balustrade or handrail.

Arrow Slits: The tower's arrow slits are too narrow to squeeze through but do admit slivers of light into the interior.

Iron-Banded Oak Double Door: These tough doors provide access to the tower's interior. The doors have a bar that can be dropped into place from inside (which makes them extremely difficult to force open).

2: THE ORRERY

This double-height chamber holds Tuulitar's pride and joy—an orrery she uses to track and recreate the positions of various astrological bodies.

A large and complicated metal contraption dominates this large double-height chamber. High windows pierce the northeastern wall.

The Orrery: A number of differently sized orbs are suspended from metal poles attached to a convoluted gear-like mechanism set into the chamber's floor. A complex series of gears and levers enable the movement and positioning of the orrery. The orrery itself is both extremely valuable and a work in progress. As Tuulitar's understanding of the major stars and planets grows, so does her creation.

Windows: These paneless windows enable Tuulitar to observe her orrery from a suitably elevated position.

Stair: This short set of stairs is difficult terrain. Esoteric symbols and sigils are carved into each stair's risers.

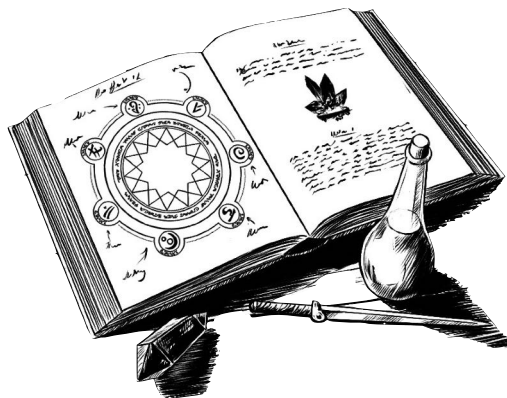
3: HALLWAY

From here, explorers can access the tower's upper levels.

Tapestries cover the walls of this short hallway. Against the tower's outer wall, stairs spiral upwards.

Stairs: This short flight of stairs is difficult terrain.

Tapestries: Thick tapestries hang from the walls.



4: LIBRARY

High wooden shelves filled with books on astronomy, geography, and other mundane but learned subjects line this chamber's walls.

High bookshelves packed with books, scrolls, small statuettes, models and the like line the walls of this small chamber.

High Wooden Shelves: Crammed with books, scrolls and small decorative nicknacks, these deep shelves reach almost to the ceiling. A character can scale these shelves easily. The books here are mainly treatises on the natural world with a special focus on the stars, celestial bodies and history. None are particularly rare or valuable. Notable volumes include:

- **Ivanka's Constellations:** Written centuries ago by a dwarven seer, this tome describes the cyclical motions of various astronomical bodies. It also details several comets that visit the planet at long intervals.
- **Imatar Tiera's Diary:** This fragment of the famed wizard's diary has led Tuulitar to believe a fragment of Vile Star may yet lurk in the ruin of Imater's home.

5: STUDY

From this plushly appointed chamber, Tuulitar can gaze out at her orrery.

Three paneless windows pierce one wall of this room. An ornate desk of dark wood and a matching high-backed chair stand before the middle window.

Windows: Set about six feet above the floor of location 2, these three windows provide an excellent vantage point to study the orrery in location 2.

Ornate Desk: A scattering of open books, scraps of parchments, an ink pen, ink pot and so on cover the desk. A tray holds a half-empty bottle of wine and a cut crystal wine glass of the highest quality. The desk has two long drawers; both contain more papers.

6: KITCHEN

This chamber serves both as a kitchen and a food store.

This small kitchen is crammed full of everything you would expect to find in such a place. A large fireplace dominates the outer wall.

Fireplace: A wide fireplace dominates the outer wall. A spit and various other cooking paraphernalia stand nearby.

Kitchen Apparatus: All the items necessary for operating a small kitchen can be found here.

Food Stuffs: Boxes, chests and cupboards hold enough good quality food for two people for roughly two weeks. Three small barrels hold good quality wine.

GM NOTES

The library and study are good places for you to seed clues as to Tuulitar's fate and recent doings.

Ruin of Bleak Hill: *Imatar Tiera was a wise woman steeped in the lore of magic and the heavens. Tuulitar Vihas has come into possession of a fragment of her diary in which Imatar speaks of hiding "star metal" in the "bleak dark". She hires the party to recover the "star metal" and any other writing they can find in the ruin of Imager's home. Design this adventure yourself, or refer to Ruin of Bleak Hill for a ready-made Dungeon Backdrop.*

GM NOTES

If Reima is behind his mistress's descent into madness, the characters should find proof of this in his room—perhaps a carefully hidden diary detailing what he plans or vials of poison destined for Tuulitar's wine.

The characters will likely find Tuulitar in her quarters. Doing so gives them a chance to uncover clues about what has happened before they meet the wizard. Thus, if they realise she is possessed or poisoned they will probably deal with her in a different fashion to the way they would deal with a stereotypical evil or mad wizard.

7: HALLWAY

This hallway doubles as a seating area.

Two chairs and a side table stand on this small landing. Tapestries decorate the area.

Tapestries: Four long, thin tapestries, obviously made for this space, decorate the walls. Each tapestry depicts a different well-known constellation.

8: REIMA'S QUARTERS

Herein dwells Tuulitar's scheming apprentice, Reima Itkonen.

This chamber is chaotic and disorganised; the bed is unmade, and wrinkled clothes and so on are scattered about.

Bedchamber: The normal accoutrements and furniture—a bed, several chests, a table, chair and so on—one would expect in a bedchamber are here. They are of good, if unremarkable, quality.

Hidden Treasures: Reima has hidden a pouch containing 74 gp and 132 sp under his mattress at the foot of the bed (a character searching the bed finds).

9: TUULITAR'S QUARTERS

Here dwells the astromancer, Tuulitar Vihas. Several powerful arcane protections ward this chamber.

Stout Wooden Door: Magical defences protect this iron-banded oak door. An *arcane lock* makes the door harder to force open and the lock harder to pick, while an *exploding glyph of warding* spell presents a threat to unwary thieves. Only Tuulitar has the key to this door.

A four-poster bed dominates this room. Chests, a wardrobe, and so stand about the walls. An iron-banded trapdoor pierces the ceiling.

Furniture: The furniture herein is uniformly of the highest quality. The chests, wardrobe and so on are all beautifully craved and richly stained; the bed and its fittings are of even higher quality.

Tapestries: Plush tapestries hang from the walls. Unlike the tapestries elsewhere in the tower, these tapestries are enchanted. Permanent illusions give the impression that the stars depicted thereon glimmer and shimmer. One tapestry depicts the changing phase of the moon while another shows constellations moving and changing—immense amounts of time distilled into mere hours. Each of these tapestries is worth at least 500 gp.

Trapdoor: An *arcane lock* protects this sturdy iron-banded oak trapdoor. The trapdoor leads to the roof. Tuulitar uses magic—*levitate*, *fly* and the like—to reach the trapdoor.

10: TOME VAULT

Here, Tuulitar keeps her spellbooks and a few other rare and valuable esoteric volumes.

Thick books, some in good condition and others little more than fragments of mouldering pages, fill the shelves of this small storage niche. Thin strips of blueish-white metal line the chamber's walls, floor and ceiling.

Stout Wooden Door: Magical defences protect this iron-banded oak door. An *arcane lock* makes the door harder to force open and the lock harder to pick, while an exploding *glyph of warding* spell presents a threat to unwary thieves. Only Tuulitar has the key to this door.

Lead-Lined: The walls, floor and ceiling of this vault are covered with a thin layer of lead to block magical detections.

Wooden Shelves: Wooden shelves line the back wall of this vault. The shelves are stout and of high quality.

11: TREASURE VAULT

This warded vault contains Tuulitar's mundane treasures—her gold, silver and gems—along with a few magic items she does not regularly carry about her person.

Two iron-bound chests almost completely fill this small storage vault. Thin strips of blueish-white metal line the chamber's walls, floor and ceiling.

Stout Wooden Door: Magical defences protect this iron-banded oak door. An *arcane lock* makes the door harder to force open and the lock harder to pick, while an exploding *glyph of warding* spell presents a threat to unwary thieves. Only Tuulitar has the key to this door.

Lead-Lined: The walls, floor and ceiling of this vault are covered with a thin layer of lead to block magical detections.

Iron-Bound Chests: Two locked iron-bound chests hold the astromancer's treasures. An *arcane lock* wards each chest. Only Tuulitar has keys to these chests.

12: OBSERVATORY

Atop her tower, Tuulitar observes the passage of stars and other bodies across the heavens.

Four stone pillars jut from the tower's flat roof.

Stone Pillars: Four stone pillars jut from the tower's roof. Each contains an extra-dimensional portal akin to a *bag of holding*. Within, Tuulitar stores her spyglasses, telescopes and so on. Each extra-dimensional space opens to a different command word—and each command word is the elven name of a different constellation.

GM NOTES

Arcane Defences: *The tower's roof, and specifically the trapdoor in the ceiling of Tuulitar's chamber along with the doors to her tome vault and treasure vault are excellent places for lethal magical traps. Here, Tuulitar does not have to worry about innocents setting off the traps.*

Modify the value of Tuulitar's treasure to suit your campaign.

AFTERMATH

Once the characters have resolved the events in *Cursed Tower of the Astromancer*, the location and its mistress need not fade from the campaign. Tuulitar Vihas is a powerful, wealthy wizard, and sometimes she needs adventurers to carry out certain tasks for her. Perhaps she wants them to get her certain book or recover something from some ruined tower or hold in the Mottled Spire. One such Dungeon Backdrop perfect for use with *Cursed Tower of the Astromancer* is *Ruin of Bleak Hill*.

ABOUT RUIN OF BLEAK HILL

The Mottled Spire's wild, rugged uplands lie beyond the Selka River. Crumbling ruins and abandoned mines—the leavings of civilisation's ebbing tide—dot the hills. One such place is the isolated wind-blasted ruin of Bleak Hill Manor. Here once dwelled the wizard-sage Ilmatar Tiera before her untimely death at unknown hands. The centuried ruin—decayed and crumbled—has alternately lain abandoned or served as the lair of marauders, bandits and worse. Now, however, events conspire to focus certain interested parties upon the ruin, and all such folk are in need of adventurers brave enough to dare the terrors of the Mottled Spire.

RESOLVING ADVENTURE HOOKS

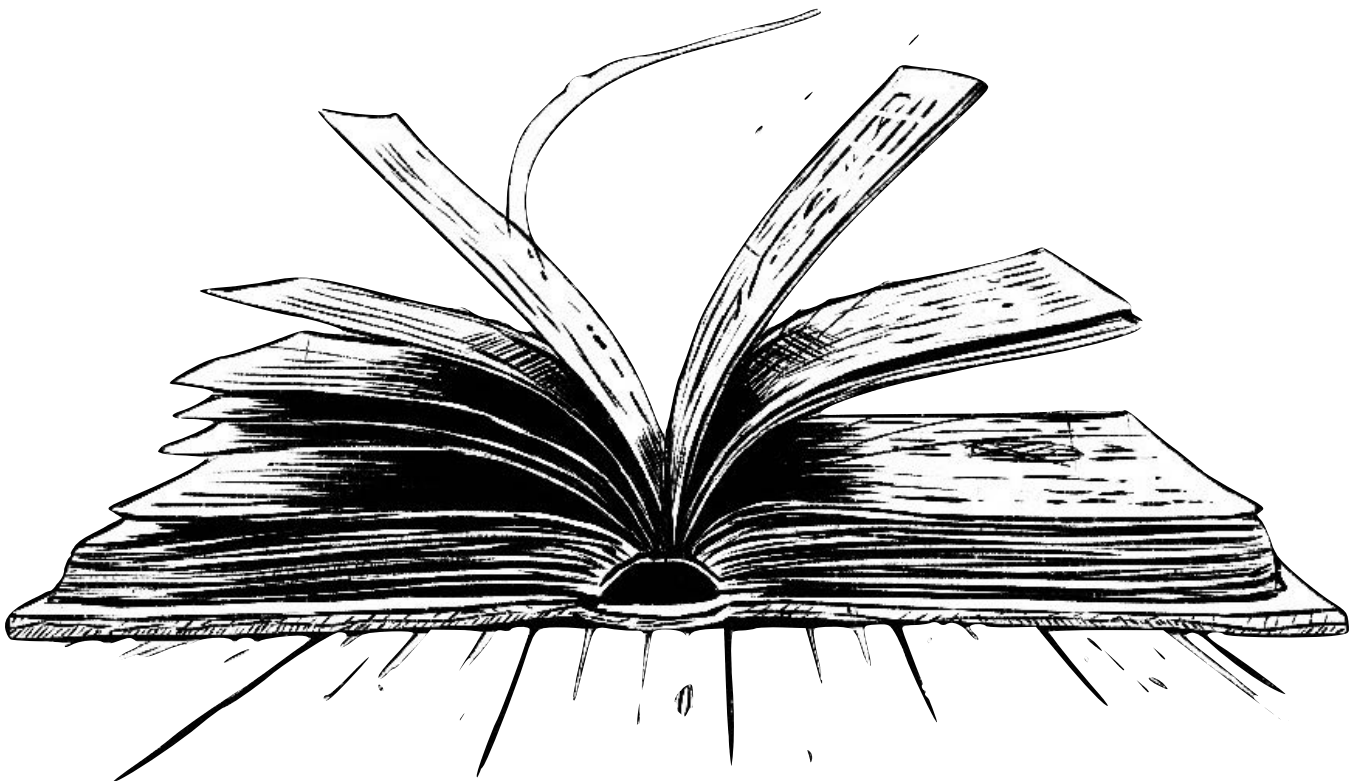
If you used any of the hooks presented in “The Adventure Begins”, use these notes to resolve the adventure’s aftermath:

- **Mind-Bending Vile Star:** If Tuulitar’s mind is being warped by the remains of a vile star, finding and removing the remains will enable the astromancer and her apprentice to recover their wits.
- **Reima’s Machinations:** Defeating Reima is enough to end his machinations. Once he stops poisoning his mistress, her mind slowly heals itself. This process could be hastened by *neutralise poison* or a similar spell.
- **The Thing From Beyond the Stars:** Driving forth the alien creature from Tuulitar’s mind instantly restores the astromancer’s sanity. However, this could be the start of a new adventure! If the characters do not act quickly, the alien intelligence flees to possess someone else. Trapped in the world, it jumps from body to body, leaving nothing but chaos, confusion and heartbreak in its wake.

Tuulitar will be grateful to her rescuers and could prove to be a valuable, if slightly distracted by her studies, ally if the characters decide to stay in Dunstone.

FURTHER ADVENTURES

Tuulitar could be a useful ally or patron for the characters if they choose to stay in Dunstone. The rugged uplands of the Mottled Spire to the north are riddled with opportunities for adventure. Lost mines, crumbling ruins and tribes of savage orcs all await the characters beyond the Selka River. The astromancer is a powerful wizard steeped in astronomical lore—it is always wise to stay on the good side of such folk.



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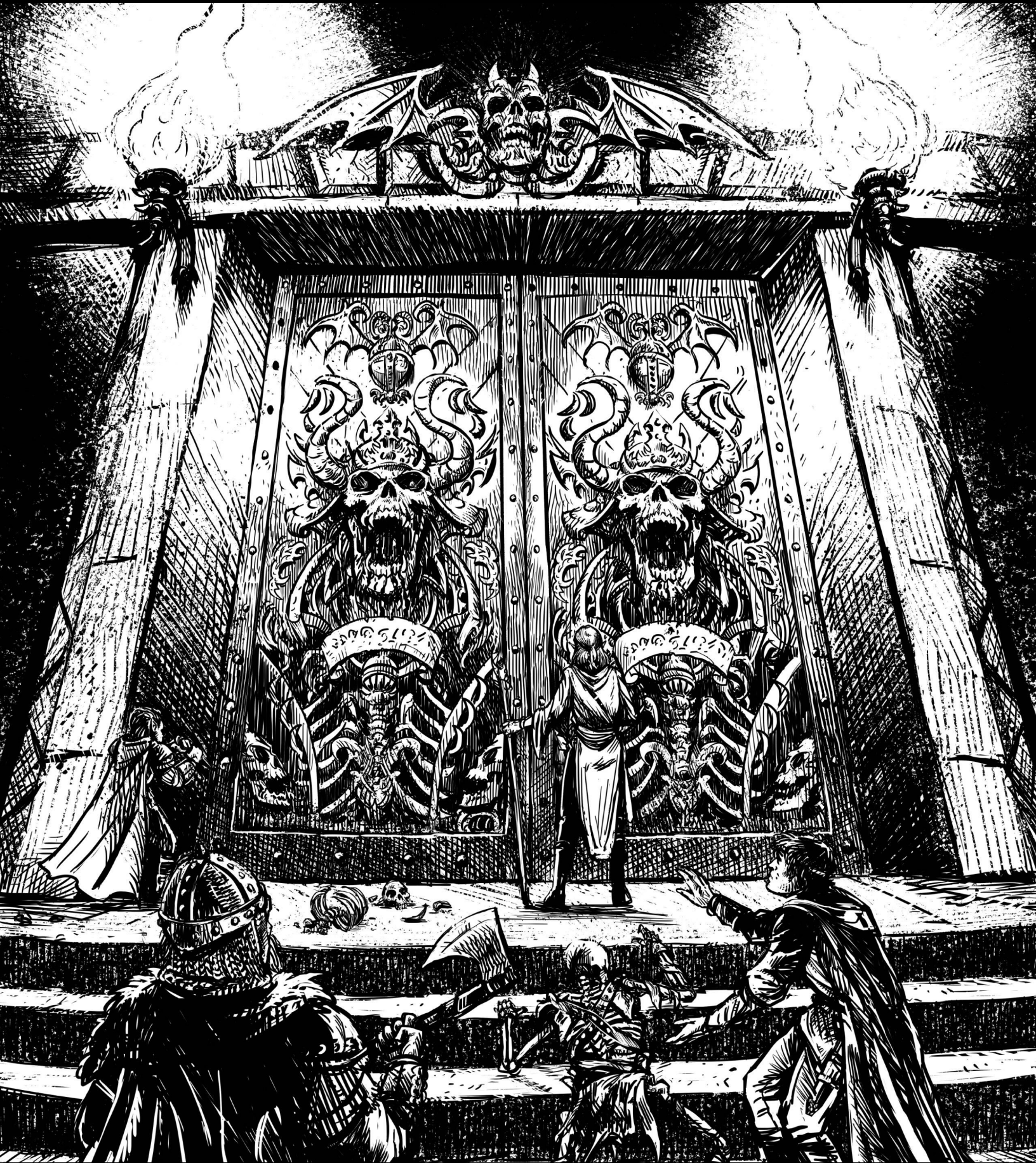
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