

MAD WIZARD'S TOWER

PREVIEW
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EXPLORE THE QUIRKY TOWER OF A STRANGE WIZARD!

MAD WIZARD'S TOWER

PREVIEW



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Adventure Primer

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RUNNING THE ADVENTURE

To run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

The core 5th Edition monster book contains stat blocks for most of the creatures found in this adventure. Monster stat blocks created specifically for this adventure will be included at the end. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, it will be included in the appendices of the adventure.

Adjusting Encounters

This adventure contains advice for adjusting encounters based on the number of characters in the party. You are empowered to modify the number of enemies in an encounter and their hit point totals as you see fit. If you need to adjust the difficulty of an encounter during combat, you can alter hit point totals without the player characters ever knowing and have enemies retreat or reinforcements arrive as needed.

Abbreviations

The following abbreviations are used throughout this adventure:

hp	hit points
AC	Armor Class
DC	Difficulty Class
XP	experience points
pp	platinum piece(s)
gp	gold piece(s)
ep	electrum piece(s)
sp	silver piece(s)
cp	copper piece(s)
NPC	nonplayer character
LG	Lawful Good
NG	Neutral Good
LN	Lawful Neutral
N	Neutral
CN	Chaotic Neutral
LE	Lawful Evil
CE	Chaotic Evil
NE	Neutral Evil

The MAD Wizard's Tower

The MAD Wizard's Tower is a Fifth Edition adventure balanced for three to seven characters with an average party level (APL) of 3. Characters of higher level may find the combat encounters trivial, however the social elements of the tower should still offer an interesting experience.

BACKGROUND

The mad wizard's tower is a perfectly-circular stone structure with no visible entrance or exit that's several stories tall. Jutting out of the roof is a gleaming brass rim of a massive telescope. The tower is regarded by locals with wary skepticism.

ISONA, THE MAD WIZARD

The mad wizard (**archmage**) of the tower is an enigmatic human woman named Isona that never leaves the tower and rarely entertains guests. Isona is deeply concerned with arcane **divinations** drawn from the movements of celestial bodies. They have a **single apprentice**, which they delegate interactions with the public to.

Isona can be located anywhere in the tower, at the GM's discretion. She isn't fond of unexpected visitors, but may be placated by offerings of knowledge. If the characters manage to get on her good side, she can provide aid by casting *Find the Path*, *Commune with Nature*, *Contact Other Plane*, or *Legend Lore*.



The Gate



BACKGROUND

This floor of the wizard's tower holds the sole means of entering and exiting: a permanent teleportation ring. Guests of the tower are typically restricted to this floor of the tower.

GATE

General Features

Unless otherwise noted, locations on this floor have the following features:

Walls, floors, and ceilings. The walls, floors, and ceilings are two feet thick and composed of raw stone that's been shaped by magic.

Doors. The doors are 2 inches thick and composed of raw iron that's been shaped by magic.

Stairs. The stairs ascend higher into the tower to a floor of the GM's choosing.

1 - Lobby

A large circular dias at the center of the tower floor is inscribed with arcane runes that emit a soft blue glow against the stone walls hugging the steps of the dias. A gap in the walls to the northeast opens up to a cozy hearth with two armchairs, a glass table, and a wide fireplace casting a warm glow over the area, contrasting the cold light of the teleportation circle.

Teleportation Circle. This is a permanent teleportation circle (as if cast by the *teleportation circle* spell). The circle is sealed away from the rest of the tower by a *wall of force* that can be disabled by casting a special glyph onto the free-standing wall to the northeast. The only creatures that know how to draw the glyph are the apprentice (in area 3) and the mad wizard. Characters that announce themselves draw the attention of the apprentice, who allows them to introduce themselves and lets them into the tower.

The apprentice is a human **mage** named Napari. She has a soft, scarred face and an even temperament. She has been studying under Isona's tutelage for several decades.

Hearth. The apprentice and the mad wizard convene at the hearth during some of Isona's better moods. A notebook and a loose page set out on the glass table are scribbled with sleep-deprived musings about the universe.

Chess. The chess board does not have any pieces. Instead, it's enchanted with magic that creates illusory pieces when a creature within 5 feet of it expresses intent to play.

To play a game of chess, two creatures must make three competing checks: Intelligence (History), Wisdom (Insight), Charisma (Deception). If a creature has proficiency with an appropriate gaming set, that tool proficiency can replace the relevant skill in any of the checks.



2 - Wizard's Quarters

This bedroom features a queen-sized bed with a starry purple blanket placed on top of a rectangular navy rug with white celestial bodies and a gold trim. A vanity and a set of three mirrors are arranged against the western wall, and the northeastern corner of the room features a bookshelf and a modest desk.

Bookshelf. The books here are dedicated to astrology and physics.

Desk. A notebook is set out on the desk alongside a set of vials and beakers. A creature that succeeds on a DC 15 Intelligence (Arcana) check discerns that the notes and beakers are connected to experiments with space manipulation. Breaking the vials produces a magical explosion; each creature in a 10 foot radius must make a DC 17 Dexterity saving throw, taking 5d10 force damage and being knocked prone on a failed save, or half as much damage on a success.

Mirrors. Together, the three mirrors function like a crystal ball, allowing a creature to scry on others.

3 - Apprentice's Quarters

This simple bedroom features a messy bed to the west, a long bookshelf to the east, and a wide desk with recently-used paper scattered across it directly north. Next to the desk is a wooden chest with a blue note stuck on top.

Chest. A note on the chest reads "do not open before birthday!" in Common. The chest is a Medium object with AC 13, 30 hit points, and immunity to poison and psychic damage. The chest is locked and doesn't appear to be trapped. However, a detect magic spell or similar effect reveals an aura of enchantment magic around it. Picking the lock requires a successful DC 22 Dexterity check made using thieves'

tools. This also disarms the lock's magical trap, allowing the chest to be opened safely.

If the check fails, a burst of magic erupts from the chest. Each creature within 5 feet of the chest takes 1d6 psychic damage and must make an Intelligence saving throw. On a failed save, their Intelligence score is reduced by the die value of the psychic damage.

The chest interior is lined with lead and contains a carefully folded black-and-yellow floor-length silk dress with mesh sleeves (worth 500 gp).

Bookshelf. The books on this shelf are dedicated to organic sciences such as botany and druidic magics.

4 - Storage Room

This quarter of the tower holds a half-dozen crates containing various art objects and historical relics.

Despite how few items are stored here, the total value of the contents of this room is approximately 2,000 gp.



The Library



BACKGROUND

This floor of the tower is dedicated to the preservation of knowledge.

LIBRARY

General Features

Unless otherwise noted, locations on this floor have the following features:

Walls, floors, and ceilings. The 12-foot-tall walls are stacked floor-to-ceiling with bookshelves. The floors and ceilings are composed of magically-shaped stone.

Books. The library's books are enchanted. When a book is plucked off the shelf, its pages are blank until a creature speaks the name of a book they want to read. After a title is spoken, the book fills with the contents of the requested title. The enchantment works best with obscure titles, as more popular titles produce inconsistent results as the various editions overlap one another.

Stairs. The stairs connect to adjacent floors of the tower of the GM's choosing.

1 - Periphery Hall

This circular hall spans around the floor's rotunda, reams of books lining the walls, broken up by three evenly spaced desks.

Attendants. This hall is attended by five sprites named Sunrise, Axis, Lilac, Sage, and Mossy. The sprites are cheerful, excited to meet new people, and eager to help others find information.

2 - Rotunda

An array of bookshelves line the wall of the rotunda, which features a large stone statue of a wizard wearing robes and a pointed hat reading a spellbook at its center.

Statue. A character that inspects the statue and succeeds on a DC 15 Intelligence (Arcana) check finds magical runes on the statue. When touched with magic, the statue rotates to face the southeast, where a section of the wall becomes ethereal, revealing a hidden room (area 3).

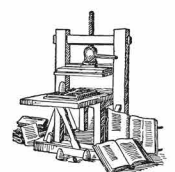
3 - Secret Room

Eerie purple runes flicker around the perimeter of this room and around a pedestal holding a sealed book.

Protective Runes. A detect magic spell cast here reveals an aura of abjuration magic. Runes protect both the perimeter of the room and the pedestal, forming two glyphs for the symbol (*pain*) spell. A creature can identify the glyph with a successful DC 17 Intelligence (Arcana) check.

Sealed Book. The book is an ancient arcane text. A creature that removes the protective runes and attempts to read the book must succeed on a DC 20 Intelligence saving throw as their mind is exposed to the unfathomable vastness of the universe. On a failed save, the creature's Intelligence is reduced to 1 and the creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. On a successful save, the creature gains the benefits of *mind blank* for the next 24 hours.

At the end of every 30 days, the creature can repeat its saving throw. If it succeeds on its saving throw, the detrimental effects end.



The Terrorium



BACKGROUND

This floor of the mad wizard's tower was once a botanical garden reserved for magical experiments. Most of the experiments revolved around gigantification and the processes involved in magically "awakening" creatures. The fruits of the wizard's labor are found in the center of the floor: an awakened giant venus fly trap.

The awakened giant venus fly trap named itself Daisy in remembrance of the first human friend she made... and ate. Since her maturation, Daisy has become a gatekeeper between her floor and the neighboring floors.

TERRORIUM

General Features

Unless otherwise noted, locations on this floor of the wizard's tower have the following features:

Walls, floors, and ceilings. Its viney roots have created a thick layer of vegetation concealing much of the room.

Doors. All of the doors are 2 feet thick, 4 feet wide, and 6 feet tall. They have AC 15, 18 hit points, and immunity to poison and psychic damage. All of the doors are held in place by thick vines. A door can be forced open by succeeding on a DC 25 Strength (Athletics) check.

1 - Entrance / Exit

A set of stairs rise to a small, enclosed landing, with a stone door to the east. Vines are curled under the lip of the door, which is cracked and worn from the pressure. A lone skull with a slack jaw is fixed to the wall by vines running through its eye sockets.

Door. The door is held in place by the vines. Forcing the door open requires a successful DC 25 Strength (Athletics) check.

Skull Knocker. A creature that knocks the jaw against the door at least twice draws Daisy's attention. A set of thin, viney tendrils slither through cracks in the door and wrap around the skull like strings on a puppet. Daisy bellows from the center of the chamber loud enough for any creature on the floor to hear her and moves the skull's jaw in synchronization with her words.

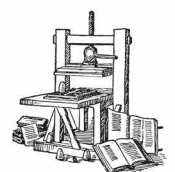
Entering

To enter through this door, the characters must introduce themselves and forfeit their weapons through a crack in the door as an act of good faith. Creatures must shout so that Daisy can hear them through the walls. Daisy assures them that their weapons will be returned when they exit the floor. However, Daisy doesn't have visibility in the area, so creatures can deceive Daisy by simply handing over items weighing at least 5 lbs.

If the characters refuse to forfeit their weapons, Daisy tells them to leave and prepares the plant marionettes in the foyer (area 2) to defend the floor.

Exiting

When exiting, if the characters forfeited their weapons, Daisy returns the items she collected through various cracks in the doors and walls.



2 - Foyer

A dozen decomposing bodies and skeletons are pulled against the inner wall of this semi-circular chamber and another half-dozen are scattered across the floor.

Before Daisy will open the next door, the characters must offer Daisy a juicy piece of gossip

Bodies. Any character can plainly tell that the bodies are in various stages of decomposition. A creature that succeeds on a DC 12 Wisdom (Medicine) check determines that the vines around the bodies are accelerating the decomposition by drawing sustenance.

Encounter: Plant Marionettes. There is one plant marionette (**awakened tree** that is size Medium), a humanoid skeleton animated by vines, for every two characters in the party. They are motionless and indistinguishable from the other bodies in the room, until Daisy decides to animate them. If the encounter is too easy, Daisy may animate additional plant marionettes.

3 - Venus Fly Trap

Thick vines lead to the heart of this room, which is unmistakably dominated by a gargantuan venus fly trap. Melted and shattered bone fragments litter the roots at the base of the venus fly trap.

Encounter: Daisy. Daisy is an **awakened giant venus fly trap**. If the characters have reached this room peacefully, she holds up the character's weapons with her prehensile vines and asks the characters to explain how their weapons are used. Once her curiosity is satisfied, she ushers the characters on their way to the exit, in whichever direction they were headed.

If the characters assault Daisy, she attacks the characters and animates two plant marionettes (**awakened trees** that are size Medium) to assist her.



The Observatory

1



BACKGROUND

The observatory is where Isona spends most of her time and energy. The floor is dedicated solely to a massive telescope that has the power to peer across the planes.

OBSERVATORY

General Features

Unless otherwise noted, locations on this floor have the following features:

Walls and ceilings. The observatory has a 20-foot-tall, domed ceiling composed of solid stone.

Stairs. The stairs ascend lower into the tower to a floor of the GM's choosing.

1 - Observatory

The floor of this room is an illusory surface that depicts an animated picture of the galaxy. At its center is a blue velvet chair placed over a golden glyph that represents the sun. Connected to the chair is a massive brass telescope that melds into the stone dome ceiling.

Telescope. The brass telescope is enchanted with a touch of ethereal magic that allows it to phase through the stone dome ceiling unimpeded. To use the telescope, a creature must spend 1 hour attuning to the telescope. Once attuned, a creature can use the telescope to examine the stars. Additionally, a creature can attempt to peer into another plane of existence with a successful DC 20 Intelligence saving throw, taking one level of exhaustion on a failed save. Each minute they peer into another plane, they must repeat the saving throw.



Appendix

AWAKENED GIANT VENUS FLY TRAP

Gargantuan monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 148 (11d20 + 33)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Insight +6

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, deafened, prone

Senses tremorsense 120 ft., passive Perception 16

Languages Common, Elvish, Primordial, and Abyssal

Challenge 6 (2,300 XP)

Grasping Tendrils. The venus fly trap can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to venus fly trap, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Actions

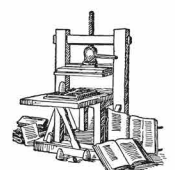
Multiattack. The venus fly trap makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and 9 (2d8) acid damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 50 ft., one creature. *Hit:* The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the venus fly trap can't use the same tendril on another target.

Reel. The venus fly trap pulls each creature grappled by it up to 25 ft. straight toward it.

Entangle (Recharge 5-6). Grasping roots and vines sprout in a 20-foot radius centered on the plant, withering after 1 minute. For the duration, the area is difficult terrain. Each creature of the plant's choice must succeed on a DC 15 Strength saving throw or become restrained. A creature can use its action to make a DC 15 Strength check, freeing itself or another entangled creature within reach on success.



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