

VISITING THE TOWER OF THE ASTROMANCER

The Duchy of Ashlar is small and constrained. Always, the forces of evil and shadow press inwards upon its borders. If it were not for a stout few, death and darkness would have long ago overwhelmed the land. Dunstone was once Ashlar's northern bulwark. Now, it is a dangerously sleepy and insular place. Wicked humanoids yet lurk in the dark forests and deep valleys of the surrounding hills. Abandoned mines and crumbled ruins stud the surrounds, calling with their siren song to bold adventurers. To the west, lies the time-worn, oft-cursed ruin of the ancient Nameless Monastery. Not all dangers lurk without, though. Folk—both fair and foul—have plans for Dunstone. Change is coming, to the Town on the Borderlands.

Designed specifically for you, the busy GM, this supplement enables you to effortlessly bring your characters' next urban adventure to life. Designed for use with the town of Dunstone, this mini-eventure can easily be used with almost any town or city.

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USING THIS MINI-EVENTURE?

A mini-eventure is akin to a normal adventure but does not (normally) feature violence or physical challenges. Instead, a mini-eventure focuses on the use of social skills and role-play to resolve the challenges or events therein. Most mini-eventures take place in an urban locale. Mini-eventures are an excellent change of pace and can be used as filler between adventures or as situations in which characters who have invested in social skills can shine. They are also perfect for players who enjoy role-playing.

Use the lists herein to add depth, flavour and interest to the characters' doings in Dunstone. You can use the various entries as nothing more than local colour or as springboards to encounters, side quests or even full adventures. You can also use this mini-eventure repeatedly as long as you keep track of which entries you have previously used. Of course, some of the listed NPCs and locales could become staples of your campaign.

You can either plan events before the game or just "wing" the mini-eventure using the lists herein to facilitate play.



THE TOWER OF THE ASTROMANCER

The Tower of the Astromancer is location 13 on the Dunstone map. The Tower of the Astromancer also features in *Cursed Tower of the Astromancer* and also works well with *Ruin of Bleak Hill*.

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.

THE TOWER BY DAY

After long nights spent gazing at the night sky, the tower's two occupants often rise late, sleeping well into the mid-morning. They do not appreciate being disturbed before they awake. For an outside observer, the tower is quiet, the only visible activity being the occasional courier delivering items such as food and drink, spell components, books and other mundane equipment.

Within the tower, Tuulitar and her apprentice are employed constantly with their work, leaving little time for other pursuits. Often engaged with activities such as working on experiments, adjusting and taking readings from the orrery and pouring over ancient tomes from the tower's ever-growing library, they rarely pause.

THE TOWER BY NIGHT

On nights with clear skies and bright stars, the dark silhouettes of the astromancer and her apprentice can usually be seen against the moonlight sky, gazing at the heavens through a variety of astronomical instruments. On such nights, Tuulitar takes a dim view of visitors.

Although the tower is always locked up and quiet on nights of inclement weather, lights can sometimes be observed emanating from the tower's flat roof. Unsurprisingly, the astromancer is a night owl and often conducts experiments and meetings or chats with her trusted friends—most of whom are learned folk—when she is unable to gaze at the stars.

NOTABLE FOLK

Some folk are often encountered at the Tower of the Astromancer.

- **Tuulitar Vihas the Astromancer** (N old female half-elf **mage**) 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 minor wizard) 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.

FOLK OUT & ABOUT

While the characters are at the Tower of the Astromancer, they may encounter one or more folk of interest.

1. **Ambro Kylli** (LG male human **guard**) recently returned from his first goblin-hunting expedition. He is a young adventurer, enthusiastic but inexperienced, and his understanding of magic isn't the best; sadly, the "magical goblin treasures" he's here to sell are nothing but mundane junk.
2. **Orion Kuutamo** (CN male human **veteran**) triumphantly clutches a bundle of sleek, jet-black feathers in his hand. He is a skilled hunter tasked with locating and bringing down a rare bird whose feathers are famous for their magical properties. He is here for payment.
3. **Kaija Salme** (CN female human **spy**) poses as a scholar interested in perusing the astromancer's extensive library. In reality, she is a skilled thief on a reconnaissance mission in preparation for a burglary she is planning.
4. **Priitta Joutsi** (LN female human **commoner**) lives on the fringes of town. She is a poor farm woman whose farm is going through a hard time. Knowing (at least she thinks) of the astromancer's bond with the heavens, she is here to plead for Tuulitar to increase the region's rainfall so that her crops might become more fruitful.
5. **Dimble 'Acornseeker' Scheppen** (NG male gnome minor illusionist) hails from the secretive gnomish enclave of Goldentree, deep in the southern woods. Passionate about preserving his woodland home, he's come to the tower to consult the astromancer's extensive library on the natural world, hoping to better understand the link between the heavens and the forests.
6. **Matleena Cassiopeia** (LN female half-elf **commoner**) visits on business. She is from Languard's Dreaming Spires and is here to respond to the astromancer's request to consult several rare tomes in their collection. Given the scarcity and importance of these manuscripts, she is here to negotiate in person.

WHAT'S GOING ON?

While the characters are at the Tower of the Astromancer, one or more things from the list below may occur.

1. **Inclement Weather:** A blanket of dark, gloomy clouds with only occasional breaks drifts across the sky. Tonight will not be a good night for stargazing.
2. **Heated Argument:** While adjusting the positioning of the celestial bodies, Reima has just broken a piece of Tuulitar's precious orrery; although it is easily fixed, the accident has sparked a heated argument.
3. **Not Alone:** Creaking wooden floorboards overhead signal someone else in the tower, pacing slowly up and down in the chamber above.
4. **Bored Apprentice:** Reima Itkonen sits at an ornate dark wood desk, hard at work, taking voluminous notes from a thick, well-thumbed manuscript. He seems exasperated by his task as if it were beneath him.
5. **Angry Knocking:** As the characters talk with Tuulitar, an angry knocking sounds from the iron-banded front door. Tuulitar comments that it is "probably another superstitious local" and ignores it.
6. **Glowing Orbs:** As the characters arrive, the astromancer is enchanting several of the orbs that rotate around her orrery to glow with radiant white light. If questioned, she explains that these are important stars.

OPPORTUNITIES & COMPLICATIONS

Lucky adventurers find opportunities almost anywhere. Unlucky adventurers find complications almost anywhere.

1. **An Experiment Gone Wrong:** An experiment attempting to harness the stars' fiery power has gone wrong, seriously injuring both the astromancer and her apprentice. Any healing aid the characters could provide would be most welcome.
2. **Rare Astronomical Event:** A rare astronomical event is in progress; fiery orbs streak across the firmament, eagerly observed and documented by Tuulitar and her apprentice. Both are far too engrossed in their work to see the characters.
3. **Escort Required:** A newly forged and expensive component for the orrery needs escorting safely from Languard to Dunstone. Too busy to undertake this journey herself, Tuulitar would be grateful if a group of adventurers could ensure its safe delivery.
4. **Arcane Defences:** Not keen on uninvited visitors, the astromancer wards her tower against bothersome interruptions. In addition to stoutly locked doors, those who venture forth to knock are often overcome with a strange compulsion to hasten from the tower's vicinity.
5. **Recent Break-in:** A skilled thief recently snuck past the tower's arcane defences and broke into the astromancer's private quarters, making off with several magical tomes. Although able to divine the stolen items'

location herself, she is in need of a band of adventurers to recover them and bring said thief to justice.

6. **Interrupted Experiment:** The astromancer and her apprentice are conducting an important experiment; the character's arrival interrupts their efforts at a crucial juncture; Tuulitar finds this extremely irritating.

WHISPERS & RUMOURS

The characters may overhear or learn some of the rumours (which may or may not be true) below.

1. **Obsessed with the Stars:** The astromancer is a powerful wizard; as her title suggests, she is obsessed with the stars and the heavens. She can often be seen on her tower's roof at night, surveying the night sky.
2. **Adventurers Stay Away:** The astromancer, Tuulitar Vihas, has no time for adventurers bothering her in the hopes she will craft magic items for them—her research is too important to waste time on such trivialities.
3. **Ill-Favoured Apprentice:** 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 mercurial temper.
4. **Meddling with the Weather:** Many townsfolk have noticed that on nights predicted to play host to a rare celestial event, the weather is always clear and favourable for stargazing. Several storms have passed in the nick of time, and many suspect Tuulitar of influencing the weather with her arcane powers.
5. **Thirst for Knowledge:** The astromancer is possessed of a deep thirst for knowledge, but her worst detractors whisper that it goes further; they say her lust for answers has led her to make bargains with mysterious entities from far-flung corners of the night sky—entities with nefarious designs on this material plane.
6. **Extensive Library:** The astromancer is seemingly always in pursuit of some rare book or another, often sending requests to Languard for tomes on a wide variety of subjects. By now, she must surely have accumulated an extensive and well-stocked library.



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