

THE SETUP

The following tables will give you information about the tower itself, as well as the mage and his magical powers. Many table entries will list spells or other skills and attributes of the tower's mage. If items are given, be assured that they are tools to be used against the players, not treasures hidden away.



1d6	What type of magic?
1	Chaos - Reality warps itself strangely to suit the mage's will. Cantrip: Hexing; Ritual: Alter Self
2	Moon - Soft light and gentle misdirection is at the heart of this magic. Cantrip: Conjure Sound; Ritual: Hidden Sanctum
3	Elements - Only the most equanimous elemental mage can avoid choosing a favorite element Spell: Element's Command; Ritual: Binding
4	Summoning - There's no magic like stolen magic for an evil mage. The mage will have a very high Charisma when dealing with demons. Ritual: Summoning, Binding
5	Promises - The most secure chains are made not from metal, but from promises. The mage has a high Charisma. Cantrip: Beguilement, Ritual: Dispel Magic
6	The Dead - Just as all who live must pass beyond the veil, so does power make its way there. Cantrip: Second Sight, Spell: Reanimation, Evade The Dead

1d6	What manner of mage?
1	A young immortal, caught up in her newfound power, and thirsty for respect. Spell: Counterspell, Obscurement; Ritual: Dispel Magic
2	An impossible alien come to the Sunken Lands for an inscrutable purpose, there is no way this mage can pass for human. Spell: Witch Laugh; Spell: Demonic Haze; Ritual: Hand of the Harpy
3	A self-taught master of the mystical arts, who has never learned any sense of morality or restraint in their power. Spell: Conjure Darkness; Ritual: Invisibility, Unseen Servant
4	A member of an academy of mages, used to using people as well as magic to achieve their ends. Spell: Abjuration, Commanding Word, Ritual: Friends
5	A lich, a mage whose pursuit of magic and power made death a mere momentary distraction from their work. Spell: Terrifying Presence; Ritual: Mage Armor, Blade of Chaos
6	A naturalistic mage whose power flows through the beasts and plants of their domain. Cantrip: Beast Ken; Spell: Wild Call; Ritual: Bind Familiar



1d6	What is the mage's favorite peculiarity?
1	Mushroom magics Spell: Entanglement, Call the Swarm; Monsters: Animate Fungi
2	Magic Mirrors Spell: Mystical Shield, Sanctuary of Peace; Items: Scrying mirrors (+3 to scrying rituals), maps of strange lands
3	Riddles Spell: Forgetful Mind, Greater Illusion; Items: Fiendishly clever traps, mazes, and illusory threats
4	Games Cantrip: Hand of Will; Spell: Greater Illusion; Monsters: Living games chess pieces (Stone Men and Gargoyles)
5	Homunculi Cantrip: Hand of Will; Ritual: Minor Animation; Monsters: Animated Objects, Homunculi
6	Obsessed with Fire Spell: Brave the Flames, Burning Hands; Items: Brazier of Living Flame (+3 to fire rituals)