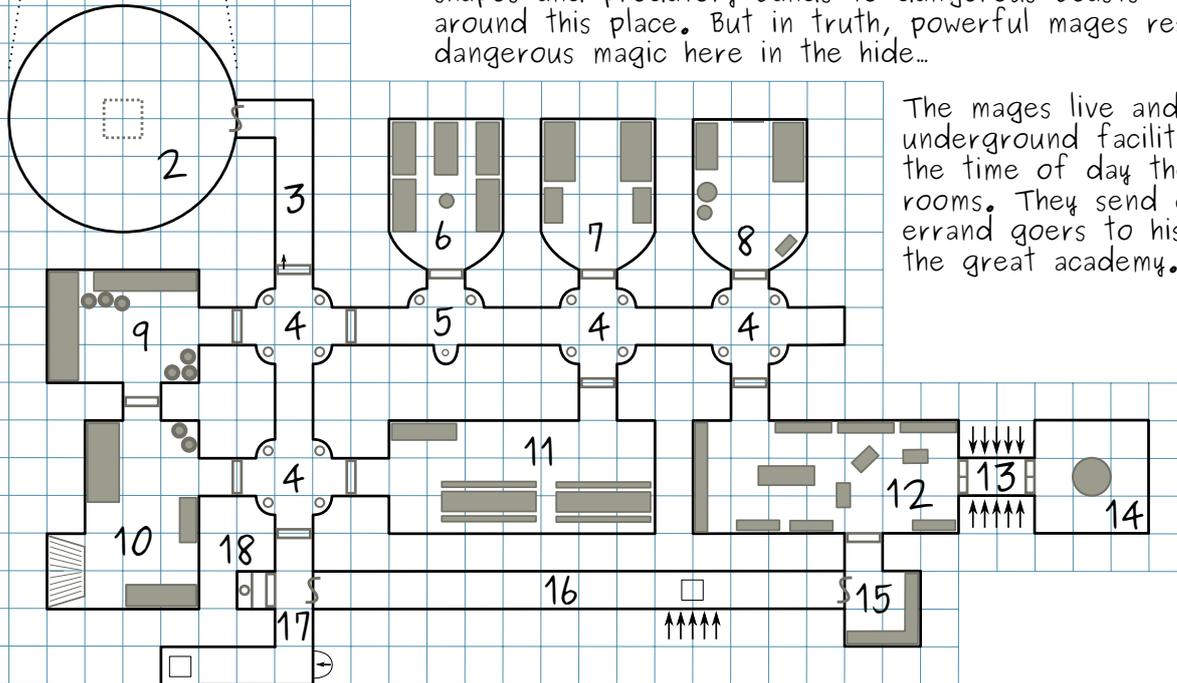
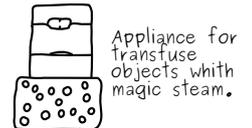


The secret lab of the mages

Near a small, quiet village are the ancient ruins of a tower. Various rumours are flying around this weird place. They tell from spooky shapes and predatory bands to dangerous beasts – all should gad around this place. But in truth, powerful mages research on new dangerous magic here in the hide...



The mages live and work in this underground facility. Depending on the time of day they stay in other rooms. They send often their loyal errand goes to his superiors in the great academy.



Appliance for transmute objects with magic steam.



Embroidery on the cloaks of the mages.

1. The ancient tower. The archway to the overgrown dooryard is protected by tow, at daytime turned into stone, Gargoiils. The wooden interior is rotten and brittle.
2. A trapdoor leading in the moistly towercellar. Many filth ling around. Behind a brocken rack conceals a passageway.
3. A narrow passage. The massive door at the end has a poison trap in his lock.
4. Brightly lit corridor built whith clean rocks. In the corners are large burning candle sticks. The chandeliers are magic guards and will attack intruders.
5. Inanimate Candlesticks are standing here. The small one in the alcove is especially valuable.
6. Room of the servants, includes five beds and a table. Some of the superstitious attendants enjoy some houres off. If they need to fight, they will use the beds as a cover.
7. Chamber of the lower mages. Whith exception of the night time, it is mostly unoccupied. In tow chests are clothes and some personal articles.
8. Cozy room of the archmage. He has hiddend the imprest money of the lab under some clothes. Some reading and a chamber-pot are under the bed. Behind the painting on the wall is the secure safe whith a lot of gold in it.
9. In the well-stocked pantry the kitchenmaid just looking for the salt. should one of the barrels break up, was it probably the one with the best content: Beer, wine, ...
10. A hunger-causing fragrance hangs over the spacious kitchen. The cook stands there with a large butcher knife. Is it for the Roast or the Intruders?
11. In the dining- and study hall, are often the two lesser mages. In a shelf are some Books, equipment and emergency-healing-pots.
12. The lab full of almanacs, scrolls and magic junk. Here the archmage is absorbed in complex readings. He doesn't like to be disturbed. For intruders he likes to summon magical beasts. If he get in to distress, he will try to escape – but not bevore setting the lab in flames.
13. This heavy doors do a mechanic clicking sound when opened. There behind is a course full of holes whith spikes in it. A deadly trap if you forgot to lock it whith the small lever outside...

15. Mighty artefacts can be produced in this magic workshop. Many different sandglasses are among the tools. It looks like an exact timing is needed for the production of such artefacts.
16. A reagents store filled with all major stock – but where is the searched stuff?
17. The hidden escape tunnel. For the uninitiated, the slab which will release the trap is hard to detect.
18. Roughly hewn stone tunnel. The door to the lab is particularly stable. Even the finest "knock" will produce a loud sound. Standing on the sensorplate will shoot magic arrows out from the wall.
19. An acrid smell fills the small closet. Through the privy you could go in a forgotten cave.
20. The innkeeper in the taproom is getting all excited about the delayed payment of certain supplies...

