

TOWER OF THE THUNDER WIZARD

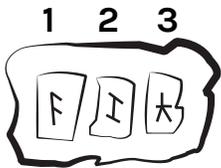
The locals of a nearby farming village have been unable to harvest their crops due to a constant magic storm that they believe is originating from the tower of Nastrodamus, a mad wizard. The adventurers have been asked to visit the tower try and find a way to clear the storm.

Area 1: Entrance, 20ft walls, dim light; a thin layer undisturbed of dust coats this room. There are barrels and crates of various common trade goods scattered about. Two healing potions can be found here. A dirty **stone golem** guards the staircase to Area 2. A hidden trapdoor in this room leads to Area 1B. Unless detected by a character, it will collapse once there is weight upon the door.

Area 1B: Dungeon, 10ft walls, dim light; a few sets of skeletal remains litter the ground in this others dank and damp basement. One **gelatinous cube** is hiding in this room.

Area 2: Common Area, 15ft walls, moderate light; there is a sturdy wooden table and 4 chairs. A brazier burns with an eldritch green glow and two **Will-o'-Wisps** float nearby, flickering with the light of the brazier. Across the room is the stairway to Area 3.

Area 3: Sleeping quarters, 15ft walls, moderate light; bedroom furniture is about this room. Dressers and drawers contain common clothing and random basic equipment. There is a door that is locked magically. 3 small panels of stone protrude from the wall, each with a carved, glowing rune. If pushed in the correct order - 2, 3, 1, 1, 3 then the door will unlock.



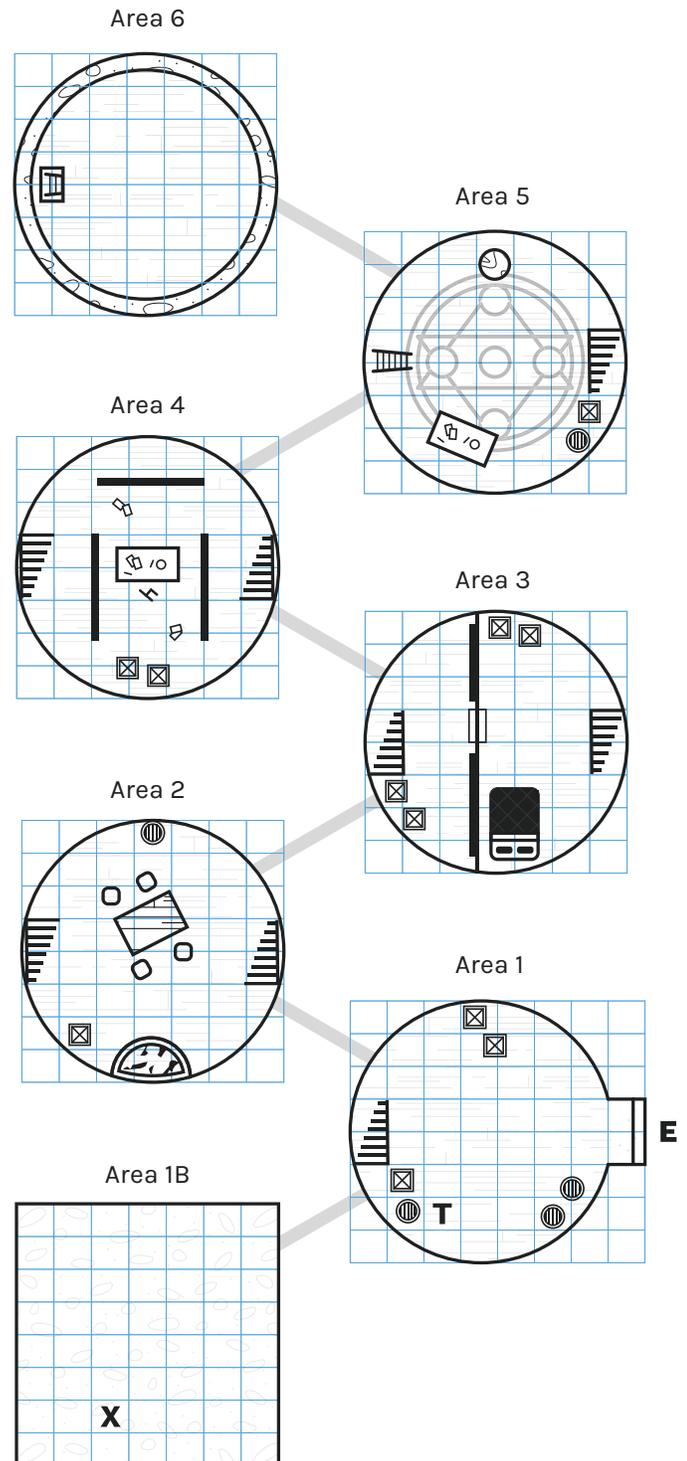
Any failed attempts reset the lock to the original position. A **mimic chest** resides in this room, and will remain still unless disturbed. The staircase behind the locked door leads to Area 4.

Area 4: Library, 15ft walls, bright light; bookshelves of tomes line the walls, and a single wooden desk in the middle of the room is covered in scrolls and parchments.

A suit of **animated armor**, and two **flying swords** are guarding this room. Stairs behind the farthest bookcase lead to Area 5.

Area 5: Laboratory, 15ft walls, moderate light; loud thunderous roars are heard overhead and there is a summoning seal on the floor. On the far side of this room, a basin of crystal clear water shows the surrounding area of the tower, and how far the storm has grown. The wizard **Nastrodamus** is near a ladder to Area 6, and will attack the adventurers.

Area 6: Tower roof, outdoors; The roof of the tower is directly under the eye of the storm. There are two **air elementals**, that when defeated will cause the storm to disappear and clear skies to return. Upon returning to the village there will be many thanks and various treasures given to the party!



Map Key

	Door		Locked Door
	Trap		Trap Landing
	Steps Up		Steps Down
	Crates & Barrels		