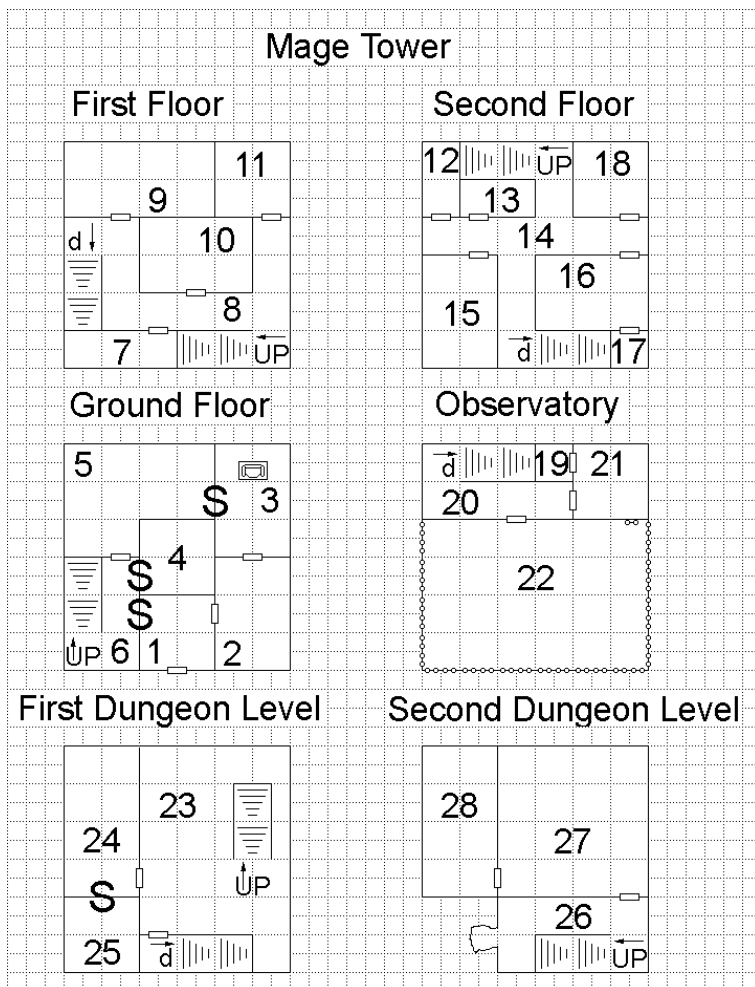


Mage Tower, in the Town of Sandpoint



Arista Kemp

Alignment: Neutral Good
 Nature: Very Focused on Magic
 Honesty: 9
 Materialism: 7

Arista is very focused on her work. Generally she does not like to be disturbed although every once in a while she will hear something that will spark her interest in something other than her study of magic.

Arista has two apprentices. Both are girls. They are the ones most likely to be seen around town.

Rings of Passage

Arista, her two apprentices, the dwarf smith Granite and the merchant Ira Tate each wear a ring of passage. These are rings that fit on the person's index finger. They are plain metal bands. A character that makes his awareness role will realize that Arista and her apprentices wear the same ring. Once they have realized this (hard to do since they must first get to meet Arista), they can check on their awareness to see if they realize that Granite and Ira have the same rings on.

The rings give passage to the Golems that Arista has created to protect the tower and its contents. A person with the ring should enter an area first, or the golem in that area will attack. Once they have started to attack, only a person wearing the ring can order them to break off the attack. Once in an area, the person with the ring can leave and the golems will remain inactive so long as at least one person remains (new people can come into the area and nothing will happen). Arista's apprentices never take their rings off. To do so invites death within the tower.

Friends

Arista has been in this area for well over a hundred years. In that time she has made one very long-term friend Ira Tate, the town's oldest merchant. Ira is the only person in the town that can come to the tower and just "visit" with Arista. Arista will often send Jacynth over to invite Ira for supper. They are very long term friends.

Mage

Arista Kemp owns the Mage Tower. She has been here for a very long time although she looks to be in her mid twenties. Arista came to the area and found the mage tower sealed and infested with all manner of creature. Once she got in she set about clearing the tower and claiming it as her own. Arista believes that she has access to the entire tower and its dungeon. In actual fact, she only uses a small portion of the towers dungeon. There are whole sections that she never discovered (see adventure hooks).

Aegis Stone (Area 4)

The tower has a very large active Aegis stone. It is located on the ground floor by the towers center. The stone protects against earthquake, and all types of teleport. There are absolutely no counter stones within the tower.

General Information

1 Entry Door and Room

This very large heavy door stops most from gaining access to the tower. The door is always answered by Jacynth, although it may take up to five minutes for her to do so. Generally she will not entertain ANY reason for letting a group meet Arista. She will say that the mage is busy and does not wish to be disturbed. If the group insists, they had better have a reason that sounds good to Jacynth. If they do, she will tell them to go into town and wait at the Sleeping Drake. If Arista wishes to speak with them she will let them know in a day or so.

The entry room has a metal golem standing in front of the secret entrance found on the west wall. If need be Jacynth can order it to attack. If able to, she will run through the east door and alert the tower as to the attack.

2 Waiting Room

If Arista is willing to see the group, she will have Jacynth bring the group to this room and have her tell them to wait and not to leave this room until Arista is ready to see them. When asked how long, Jacynth will say that it should not be long. She will then leave through the north door.

The room is totally bare except for the two doors. Golems are found in both exits to the room and will attack the group should someone open a door and exit the room. After about an hour, Jacynth will open the door and tell them to come into area three. Arista will be upon the throne in that area and will talk to the group once they are all present

3 Audience Chamber

There is a large throne in the north half of the room that faces the entry door. The throne is set upon a stone slab about a foot thick. You are not sure but it appears that the throne is made of gold and silver, much of which is covered by crushed velvet. Tapestries depicting ancient battles adorn all the walls. The ceiling is adorned with a mosaic of a god, looking down upon you as you enter the room. It is quite a striking scene. In the north corners of the room stand two golems, one in each of the north corners of the room. They are huge hulking brutes and look to be made out of metal.

Arista sees most guests that visit the tower in this room. It is not used all that often. There is a secret button on the back of the throne that will cause the throne to slide back to the wall. Beneath the throne

you can find a short ladder and then a stairway that leads to the dungeon area of the tower.

4 Aegis Stone Room

The Aegis stone dominates the centre of this room. The simmering light pulses from the stone and swirls across its surface. The stone's power extends out from the tower about a hundred feet in every direction, as well as up and down.

Should the group look closely at the stone, they will notice that the stone's corners have become rounded, implying the extreme age of the item.

The stone protects against earthquake, and all types of teleport. There are absolutely no counter stones within the tower.

A Metal Golem protects the stone. It will attack anyone who enters the room that does not wear a ring of passage.

5 Old Barracks / Guard Post

This room was a guard post in the ancient past. When Arista got here she found most of the weapons gone, smashed or broken. The one intact weapon she got she keeps in her treasury, area 25 (the snake head sword).

The walls hold racks that are designed to hold long and short swords. There are two tables and about a dozen chairs in the area as well.

6 Hallway Up

This hallway leads up to the tower's first level (area 8).

7 Empty Room

This room is empty

8 Hallway with Stairs Up and Down

This hallway ends with a staircase that goes down to the ground floor (area 6) and up to the tower's second level (area 14).

9 Library

When the group enters the area, the members will see a lone large table with four chairs by it. There is a small stack of books on one of the table's corners. The air above the table glows bright enough to give a bit of light to the entire room. Beside the table is a large chest, at least 4 feet across, by three feet deep and wide. The chest is against a wall, to the left of the table. Against the wall to the table's right is a desk filled with papers and quills. It has a single chair pushed off to its side, in a position to indicate that it has not been used for a while. In each of the four corners of the room there stands a golem.

Mage Tower, in the Town of Sandpoint

This is Arista's library. It is a level eight library. It is very unusual in that the entire library is kept in a magical chest. If you open the chest you will find it empty. If you put a book within, state what is in the book and then close the chest, the book will disappear and become part of the library. If you then ask for information on a subject and open the chest, it will be full of the appropriate books.

Arista has spent years setting up this chest. It has allowed her to make a library that rivals some of the best in the world. You must travel to very large cities to find its better. Because of its importance, it has more guards than her own sleep area.

Both of Arista's apprentices know of the library but only Jacynth has access to it. Part of Jacynth's job is to take new books, read them (while doing a detailed list of what is in them) and then put them into the box. The books the group will find on the table are of general information and have yet to be put into the chest.

10 Arista Work Area

Arista does a lot of work in this area. The room has two large desks, several stacks of books and piles of paper, pens and quills. This is where she thinks things through before going to the lab and trying out her new idea.

11 Apprentice Study Area

Jacynth and Hypatia come here to study. Besides working and sleeping they spend most of their time in this room. It has several candles and a whole lot of books that talk about the nature of magic and how to make use of its power. The books are an aid to learning magic. By themselves they will not teach its use.

12 & 13 Apprentice Bedrooms

Arista's apprentices sleep in these areas. Both girls share this single room. There is a bed for each girl. There is a small footlocker at the foot of each bed. The girls own virtually nothing. Arista provides food, gives them cloths and most importantly, teaches them. What personal items they do have, the girls keep in the footlockers. Items given to them by fathers, mothers and family members once they agreed to become apprentices. As a side note, Arista paid the families for the girls, not so much that she was buying the girls, but that she knew this would help out families that live their lives on the edge of destitution.

Jacynth Haskel

Jacynth is Arista's senior apprentice. She is 19 years old. She has been with Arista for nearly

four years now. She is smart, polite and on the verge of becoming a full-fledged mage. When Arista needs something from Sandpoint, it is Jacynth that leaves the tower to get it. Over the years, Jacynth has struck up a good rapport with some of the merchants that travel through the area.

Jacynth comes from the Alard Area. In her chest she keeps a small straw figure from her mother. It is a figure used in worship to a field and crop deity.

Hypatia Durward

Hypatia has been with Arista going on to a year and a half now. She is only 14 years old, having been found by Arista much sooner than Jacynth. Although she had some problems studying early on, she has worked through them and is now a hard working student that wants to master the things that Arista is showing her. When Hypatia is not studying she is generally cleaning or helping Jacynth with the cooking.

Hypatia comes from around the town of Stang.

Both girls are fiercely loyal to Arista. She has taken them from lives of fieldwork and given them both a glimpse into a wondrous world where they can be far more than peasants stock they were born into.

14 Hallway with Stairs Up and Down

This hallway leads up to the top level of the tower (area 20) and down to the tower's first floor (area 8). Note that as the stairs go down they go under area 17.

15 Arista's Bedroom

Arista's bedroom is very plain. The bed, while comfortable, looks like it should not be. She has a dresser filled with her clothing and a table with a bowl and pitcher for a nightly wash and morning drink. On each side of her bed there stands a metal golem, always guarding, always ready to defend her.

16 Herbalist Lab

The room has several worktables, a half dozen chairs and shelving that covers the east wall from floor to ceiling. The shelves are full of bottles and jars full of... things. Most of what you see can be easily identified as ground, pulped, pickled or preserved plant life. Some jars hold murky liquid, paste or what you would swear are filings. On the tables you see weighing and heating apparatus, knives and other tools needed by someone who has serious intent to do harm to any plants that are brought in.

17 Potion Storage Area

This small room holds Arista's work in the Herbalist Lab. Arista has spent many years making potions.

Mage Tower, in the Town of Sandpoint

Many have been sold over the years but many more sit on the shelves of this room. There are 75 potions in the room. None are marked; Arista knows what each potion is and what it does.

You can pretty much say that if the group wants a specific potion they will find it here for sale. The only potions that she would have duplicates of are healing and cure potions.

5 Healing Potions: 250 Talons, heal 2d6 wounds.

3 Cure Poison: 400 Talons, cure any poison

18 Ancient Physician's Room

This is one of the few rooms that has remained mostly untouched since the dungeon was originally lost to those who built it. It is a physician's room. There are a couple of chairs, a small table and a shelving unit by the north wall. Of the six shelves, two are full of ingredient bottles, one has mixing bowls, spoons and measuring cups, one shelf is full of potion bottles and the final two are full of books.

Although Arista has gone through the books, she has left them in this area for now. She intends to have them all translated and recopied (an ancient languages roll with a +16 modifier will allow a character to read them). All the books relate to medicine.

If the group looks, they will find that the shelf that holds the empty potion bottles has dust free spots where at least half a dozen potion bottles were kept. These original potion bottles were healing potions. Between the books and the potions, Arista was able to figure out how the potions were made (these are now some of the healing potions found in area 17).

19 Storage Area

This area holds the items you would expect to find in an observatory. There are two telescopes, several eyeglasses as well as instruments for measuring angles. There is also a small folding chair in the area (used with the bigger telescope) and a stack of books. The books were used to record images and field notes while making observations with the telescope. None of the books have anything written in them now, although one has several pages missing (ripped out).

The telescope is set up in the middle of the area and is covered with a bed sheet. All other items are laid on the floor. Everything is covered by dust.

20 Hallway with Stairs Down

These stairs go down to the second floor area 14.

21 Work Area

This area contains a desk and several chairs. There is a stack of parchment, quills and inkbottles placed

neatly by the back of the desk's top. The desk was used to transfer the notes placed in the field journal onto more permanent parchment.

22 Observatory

This section of the tower was originally used as an observatory. The rooms are now empty and the balcony clear of everything but the occasional bit of debris.

23 Empty Room

This room is empty. The set of stairs leads up to a ladder. Beside the ladder is a small lever. When pulled the "door" at the top of the ladder moves to the side allowing those below to climb the ladder into area 3.

24 Storage Room

Sheets cover all the items in this room. Some of the items that are covered are obviously chairs, couches and tables. Other items look like they may be large bulky statues or figures being hidden beneath the sheets.

There are 4 beds, 2 couches, 6 chairs (most are large and plush) 4 dressers, 2 vanities and 8 metal golems in the area. These golems represent some of the failed attempts at making golems. Arista has released the souls caught in these golems, and they now sit down here harmless. You do not have to tell the group this fact unless they check them for magic (they no longer radiate magic).

The dressers and chairs and such are things left over from the original tower owners. Arista's need for material things is very low, so she put much of the "nice" stuff she found in the tower here.

25 Treasury

Arista's wealth is here in this room. She does not carry money around with her. Jacynth has complete access to this room but only comes in here once a month. Generally, Jacynth does not need to take money into town when she goes to buy something. She has her favourite merchants (the Permanent Sandpoint Merchants Ira, as well as Atara and Gordon Wat) and goes to them to buy what Arista needs. All three of these individuals will let her know how much the goods cost which lets Jacynth come back to the tower to record the information for Arista. Once a month Jacynth takes out the required money and pays for the previous months purchases. On the odd occasion, an item is so expensive that it must be paid for up front, but this does not happen all that often.

Mage Tower, in the Town of Sandpoint

There are four chests in this room. The total value of all the coins within is 72,000 talons. In addition, there is another 120,000 talons worth of jewellery and 50,000 in raw gems and precious metals (base value for the gems and jewellery).

Besides the money, Arista has 7 magic items in storage in this room. These items are:

Dagger

This little dagger may be thrown at a target and has the same chance to hit and damage as if it were hand wielded. Whether or not it hits, it will teleport back to its scabbard so that it may be drawn and wielded or thrown as normal on the following turn.

Staff

This staff carries with it a +2 damage bonus and a +5 adjustment to the characters Synergy bonus in the staff skill. In addition, while this staff is in hand, the character has a defence adjustment of 4 rather than 5.

Wand of Ice Bolt

This spell will cast an Ice Bolt spell. A bolt of very cold material strikes the first target in its path and does 2d10 damage. A target's APV and WR apply. The wand has an attack rank of 2d6 and may be fired once per combat round. No other action may be taken when the wand is use. The wand has 18 charges.

Cloak

This cloak adds 1d4 to the wearers wound resistance rolls. You must be able to cast at least one four-word spell before the cloak will work.

Belt of Balance

This belt adds +10 to the characters Balance Skill synergy bonus.

Snake Head Sword

Arista found this weapon in area 5 of the tower as she was claiming the tower as her own. Treat the sword as a short sword. It has a wavy blade and the handle looks to be made from the head of a snake. When the weapon is used against any snake like creature you roll the wounds done by the weapon and then double them.

Boots of stealth

These boots add +10 to a characters Move Unnoticed synergy bonus.

26 Hallway

This hallway has a set of stairs that leads up to area 23. At the west end of the area is an alcove. The alcove looks as if someone was going to add a new room and just never finished.

If you want to add to the dungeon then you can place a secret door in the SW corner of room 28. Make this secret door very hard to find (+15 on the dice roll). It will lead down, into unexplored dungeon.

27 Golem Preparation Room

This room has several large tables. Near the back wall you see a large furnace. There are billows to one side of the furnace and a large metal stockpile to the other. One wall holds human looking molds used in the work.

Arista's specialty is in the making of golems. She has been concentrating on golems made out of metal and of those, most of the ones she has made are made of steel and iron. Granite (one of the towns metal smiths) works the forges and pours the metal when Arista is making a golem. Granite is well known by the Arista's apprentices and is very discrete about his visits here, since he knows that Arista does not like people knowing what she is doing. Arista and Granite have actually become good friends, each viewing the other as a master in their craft.

28 Glass Blowing Rooms

This room was set up to work glass. Glass blowing equipment fills the room, including barrels of sand, forges, pipes and tools for the work. Although the room is free of dust, it does not have the look or small of a room that has been used recently.

Arista does not make her own glass instruments. She sends Jacynth out to purchase what she needs from town merchants (more often than not she has to order the items and wait for the merchant to bring them on his next return trip). The room is a leftover from the previous owners of the tower, although it is kept clean by Arista's apprentices.

Adventure Hooks

Ira's Potion

Arista is currently working on a potion for her long-term friend Ira Tate. Ira does not know about this work and would tell Arista not to waste her time on her. The problem is that Arista needs an ingredient that is fairly hard to come by. Although she has placed an order for the item with the local merchants she will buy it off of any group that can get it to her (since it may well grow wild in the mountains).

Arista has extended her youth by a lot of years. Over that period of time, she has given Ira a longer life span, but has not given her back any youth. She now wants to rectify that, before Ira dies or shrivels up and becomes a mummy from the potions and drafts that Arista has managed to slip her.

Mage Tower, in the Town of Sandpoint

Ira does not know of Arista help and Arista will want to keep it this way. Her old friend has never asked for anything but has actually risked her life in trying to help Arista (and that's another whopper of a story).

Arista will send Jacynth into town to look for a group to do the job. Jacynth will visit each inn in turn and will look for a group that might be interested. The group will only be offered the job if one of its members has the Herbalist Adventure Skill (Jacynth will ask to make sure someone in the group has the skill). The group will have to make their way to the mountains and look into a couple hundred small crevices before finding what they are after. Once at the mountains the group's Herbalist must make a roll against his skill to see if he/she finds the plant. It tends to be a bit tricky to find so add +5 to the dice roll. Once found the group will return with the plant. The plant will be useable if the Herbalist can make another successful skill check against his herbalist skill when the group returns.

Jacynth will take the plant to Arista and will return to the towers front door with a 1000 talon payment. She will not let the group in to see Arista saying she does not keep company and that she is to busy right now even if she did.

Clearing the Tower's Dungeon

Arista discovers there is a secret door in the south wall of area 28 and wants to have the new section checked out. She would do it herself but no longer feels that she can spare the time. She will only offer this to a group that has gained her trust. Word spreads between magic users and if the group is doing good work for the mage Shanley, she may "borrow" them to do this for her. For more information on Shanley refer to the adventure sequence section of the legendweaver.com web page.