

A tall, cylindrical stone tower with a textured, grey and brown stone surface. The tower is covered in glowing blue energy patterns that resemble a grid or a complex geometric design. Several openings in the tower's wall emit a bright blue, ethereal light. The tower is set against a clear blue sky. In the foreground, there are some green plants and a small stream of water.

100 Oddities

For a Wizard's Tower

By Clint Staples, William T. Thrasher
and the Skirmisher Game Development Group

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Welcome to the fifth entry in the “Oddities” series of sourcebooks, each of which brings you 100 imaginative elements, curios, and details to add to your games, in whatever way you like. What do we mean by oddities? Oddities are things that stand out from the ordinary, and make you — and your players — wonder about them. A good oddity awakens curiosity and creativity, in player and GM alike, adding interest to an encounter, or even making one out of nothing. Oddities may clutter a shelf, or lie forgotten in a corner, but they are not defined by where they are so much as what they are, which leads one to wonder *why* they are.

A forgotten plate with a serving of dessert is not an oddity in and of itself. However, when investigation determines that the entire dessert has been turned to stone, player characters begin to look around — under the table perhaps, and maybe even over their shoulders. They begin to question, and these questions contribute to an engaging and invigorating game session.

So how do you make use of these brain-squeezings of ours?

If you have used any of the previous volumes in this series, you know the *modus operandi* has been to roll d100 as many times as you like or have time for, then cut-and-paste the entries you rolled onto a handy workspace (we recommend doing this digitally but, if you are part of the Old School Renaissance, maybe you will be happier with paper, glue, and scissors — just don’t eat the mucilage). Then give some thought as to how they came to be wherever they are, so you can use them to their best effect.

All of the above is still fine (well, except for mucilage), but *100 Oddities for a Wizard’s Tower* adds a further wrinkle. With this book, you can actually design the Wizard’s Tower as you generate the oddities. We have provided you with BONUS MATERIAL in the form of two extra tables of goodness: d20 cool Wizardly Tower Rooms, and d12 Methods of Egress to and from them. So you can roll up rooms, the ways to get between them and the oddities you find in them, effectively creating the geography of your Wizard’s Tower as you roll.

Wanna try it out? Hopefully, you will have a little time to roll things up before the game and get them sorted in your own head. And, of course, you don’t have to keep things in the order you rolled them. For now, let’s assume that your PCs are starting at the tower entrance. If they are actually in a *Graveyard* right outside the Tower, or the Tower is just one part of a larger *Creepy Old House*, you might want to have a look at our other publications (wink).

OK, back to the tower:

As the PCs enter the structure, we roll d20 for a room, and d100 for an oddity. On the d20, we get a 17 and the d100 roll is a 25:

#17 — Solarium — Although this room has no exterior windows or door, it is lit by genuine sunlight with no obvious source. The room is warm and comfortable, with lounge chairs, low tables, and a refreshments bar against one wall.

#25 — A patch of bare earthen floor inhabited by an earth elemental. At the command of the master of the tower, the elemental can engulf anyone in this patch or attack anything adjacent to it. However, the elemental is not inherently hostile and may offer a mud bath or foot massage if properly approached.

Putting the two together:

Upon entering the tower, the PCs are confronted with an anomaly — a cozy sunlit room with bare earthen floors, and with no obvious source for the sunlight. On the far side, comfy furniture invites repose. But for all its homey interest, the room is a quandary, and a possible danger. Firstly, what time is it outside? Have the heroes been transported? Is the sunlight illusory? If not, vampiric intruders are already getting extra crispy about now, so you can feed speculation along those lines if it ties into your game session. What is really there, lying in wait in such an obviously unnatural space?

For the second roll, perhaps the earth elemental is the door-ward, assessing the attitudes of interlopers. Those who sit and wait to be met are left alone, even treated to what is probably a surprise foot massage. Those who loot or probe further invite attack. Or maybe the wizard just wants to know when he has visitors — in which case the earth elemental is there to observe and warn the owner of the tower. Or perhaps you want to go straight into a combat encounter, and the earth elemental has been aggravated by the non-stop solar energy and is parched, smashing the invaders at the first opportunity, its heated rocky fists inflicting bonus fire damage.

We can also add more than one oddity if we like, even on the fly. Maybe the heroes are waiting patiently in easy chairs or benches, while one of their number peers around nosily. We roll again and get a 78:



#78 — *A large brass telescope that can view the night sky and constellations regardless of time of day or intervening ceilings, walls, and floors. The telescope's view can, however, be blocked by a thin layer of lead.*

A telescope that can see the night sky, regardless of obstacles or time of day, kind of fits with the sourceless sunlight of the room. And now more questions arise. Are the constellations familiar ones? Which time of day, if any, applies locally? How does time pass here, if it does at all? And telescopes are not limited to viewing the night sky. Maybe this one is a techno-magical scrying device used to keep an eye on the wizard's enemies, possibly the vampires for which he set up the solarium trap. What would someone see when they look through the telescope in such a case?

By now, the heroes might be looking for ways out of the solarium and we can determine the possibilities for this using the Entrances and Exits table. You might want to do this when you roll up the room, but we left it until now for simplicity sake. So we roll d12:

We get a 9: *Roll Twice*. This leads us to get a 2, *A Staircase Leading Downward*, and an opportunity to roll again, during which we get a 5, *A Door*. So there is a door in the far wall, just beside the sitting area — I decide on a heavy wooden door with iron reinforcements, to increase the nervousness of certain PCs — and a simple set of stairs cut into the plain earthen floor. For my second d12 roll, I got an 8, *Secret Door/Portal*, which also allows me the option of rolling again instead. Because there are already two ways out of the Solarium [not including the front entrance used by the PCs], I could decide to roll another Oddity, which the players might just be noticing. Of course, the players might already be rolling for initiative ...

There, with a few quick rolls, we generated a room, populated it with oddities, and determined the ways into and out of it. The PCs are probably buzzing with curiosity and nervousness and the players are likely checking their weapons and spell components — *and* you haven't even dropped a monster on them yet!

Do you need explanations for the whys and wherefores of the solarium and the oddities? Sure. You can get them in a number of ways. If you have the time to think things through in advance, great! This is the best way to fit things into your game. But you can come up with reasons with just a minute of forethought. Or, better yet, let your players do it for you. Listen to their ramblings as they explore, and pick the most plausible, most interesting, or most terrifying, depending on your needs of the moment.

We hope you enjoy *Oddities for a Wizard's Tower*. We have loads more in the works, not to mention the ones we haven't dreamed up yet. We are also expanding the ways in which oddities can be used. Case in point the room and egress system to add another dimension [or two or three] to your oddities experience. One, which you can already do, is to work other oddities titles into your game play. How about a Wizard's Tower in a Graveyard, or adding a greatly expanded Wizard's Library to this Tower? The other "Oddities" titles are just a click away!

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Wizardly Tower Rooms

d20

Room

01

Kitchen — this spacious cookery, resplendent with copper pots, brass fixtures, and marble counters, is staffed by various nonhuman entities. From the Efreet working the barbecue pit and smoker, to the Elven salad prepper, the Dwarven brewmaster, or the Tiefling sommelier, this kitchen employs only the very best available, with no spared expense.

02

Alchemy Lab — A dizzying array of jars, alembics, braziers, and glass pipework run along the walls, arching to tables bearing beakers and test tubes filled with variously hued fluids, bubbling, steaming, or not. A series of racks along the far wall appear to contain numerous finished products, each marked with a different code. There is a 50% chance that the codebook, which was chained to the nearby wall and standing on a lectern, is missing.

03

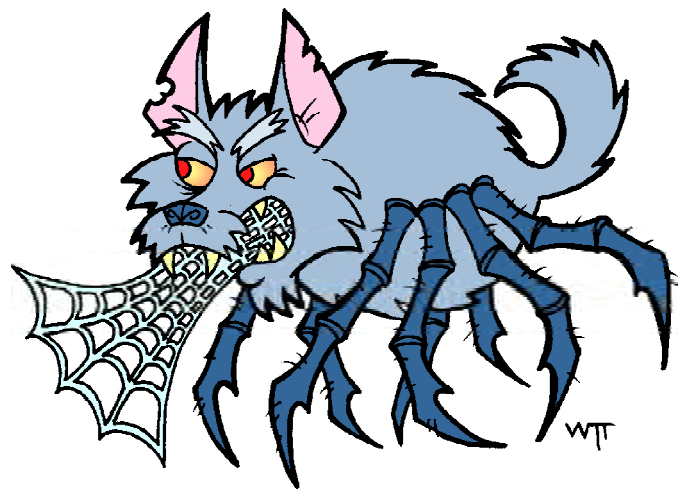
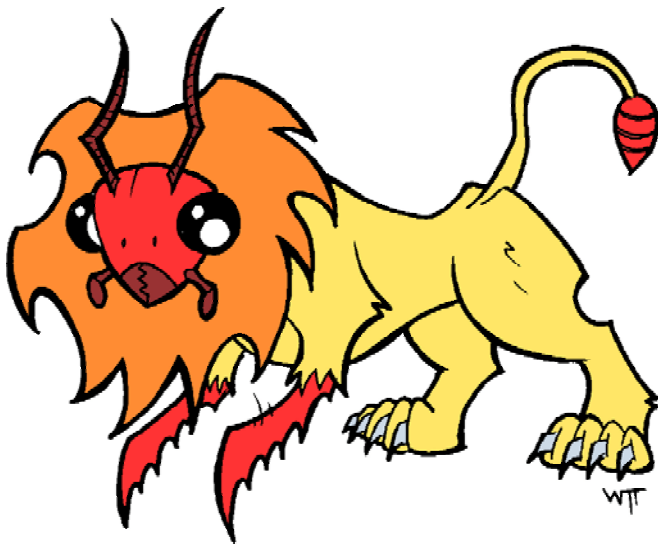
Guardian's Room — This room is red-walled and stiflingly hot, open flames roar in recessed wall sconces, and the floor is covered in volcanic ash. In the midst of the far wall is a massive fireplace, in the flames of which may be seen tiny struggling figures, obviously on fire. On closer inspection, the tinny wailing of human voices, as if from afar, may be heard. Just before the fireplace is an overstuffed chair of red-dragon hide, in which the Wizard's powerful guardian fire-daemon relaxes, gazing into the flames (when disturbed, of course, its demeanor and mood alter for the worse). From the fireplace here, it is possible to pass through to the fireplace in the Den.

04

Den/Game Room — This cozy octagonal chamber, paneled in dark-tinted hides of various large beasts, has a few small book-stands, a large desk, and a number of elaborate candelabra enchanted to light on command. There is also a small table against one wall with a set of fine crystal goblets and decanters of wine and spirits, as well as a tray filled with fruit, sweets, various cheeses and the utensils with which to cut and serve each. The utensils are animated to respond to the verbal instructions of anyone in the room.

05

Menagerie — This long corridor of a room, which may well not conform to the architectural limitations of the tower, is filled with cages, some small and lightly built, others larger and with heavy, wrought-iron bars. Screeches, howls, hoots, and growls come from many of the enclosures, some of which even appear to be occupied. Numerous horrific experimental creatures, of which such terrors as the "wolf-spider" or the "ant-lion" are among the least disturbing, are kept here. There is a 35% chance that the keeper is dead, eaten, or has stepped away. There is a 50% chance that at least one of the cages has obviously been torn open from the inside. If it was determined that the keeper is missing then this chance rises to 90%.



- 06 Library — The Wizard’s library is a busy space, filled with shelves, tables, racks, and stacks of items and books. Volumes of every size, on diverse subjects, can be found, many of them unique, and some quite dangerous. Curios and items, often quite bizarre, are interspersed in no particular order. (If you wish, you may roll on *Oddities for a Wizard’s Library* to determine the details of these tomes and items. See also the coupon for that publication on the back page of this volume.)
- 07 Guest Room — This lavishly-appointed bedroom/sitting room has a massive bed and lovely furnishings, now all rather dusty. There is a 65% chance that the “guest” is chained by one ankle to the bedpost. There is a further 35% chance that the guest is still alive.
- 08 Master Bedroom — This spacious, high-ceilinged room is dominated by a massive desk, an elaborate bed, and a homely but obviously much-used sitting chair. The desk is a single piece of wood, wrought or transmuted, in the shape of a crouching dragon. The bed is heavily shrouded and it is impossible to determine what lies beyond the hangings. Next to the chair is a small brass fireplace, with firedogs of iron fashioned into the shapes of crouching hounds. Within, flames leap and prance, occasionally displaying a cavorting face of fire. This is the home of the Wizard’s pet fire elemental. It may travel instantly to any source of flame within the tower, but prefers to avoid the guardian’s tormenting fire or the domineering kitchen Efreet.
- 09 Automata Room — This long “room” is actually a series of many small closets, each containing a single ornate automaton of bronze, iron, and wood. There are serviles, with trays or other domestic utensils, there are myrmidons with swords, shields, bows or spears, there are even the beginnings of automata horses, with armored fore- and hind-quarters. Some of the automata are obviously damaged or broken, while others appear to be in perfect condition. The crystal oculars of some begin to glow as they move ...
- 10 Treasury — With so many bizarre, often costly items scattered through the tower, a treasury seems unlikely, but it is here that the Wizard keeps the things most precious to him or her. Within the large room, a webwork of wire-thin adamant covers every surface, like an eldritch net, spread and waiting. The actual treasures kept here are for the GM to determine, but in addition to the obvious trap of the adamantine web there are a pair of draconic bronzes the size of horses. Treasures in their own right as automata, they are posed locked in mortal combat, but may animate, breathe fire, exude poison gas or something else, all at the GM’s discretion. If they breathe fire, the adamantine wire, which may be holding one or more interlopers, will get *very* hot, without really getting any weaker at all.
- 11 Golem Creation Workshop — The workshop is so filled with diverse things that it appears cramped. Nearly every surface is stacked with boxes and bags of various metal rods and sheets, numerous types of wood, and all the sundries required of a tailor, wheelwright and blacksmith. In addition, there are jars of preserved organs, eyes, brains, as well as jewels and semi-precious stones.
- 12 Griffon’s Room — This room is actually mostly open on its outer wall. Against the sidewall is a roost, a bed of smooth flat stones heated to a comfortable warmth by a contented-looking salamander in a little cage on the shelf below. There is a 50% chance the griffon is intelligent and that room also contains books, gems, and shiny pieces of gold and brass to amuse the gimlet eye of a bird of prey. There is a full harness of magically-lightened, silvered dragonscale armor, and livery, and tack for the griffon (and, 50% of the time, this is being worn by the creature).
- 13 Washroom — This room is attended by a water elemental, which summons heated water for washing up or filling the spacious bathtub, and summons sterilizing jets of water to clean the commode.
- 14 Mirror Room — This chamber is covered floor-to-ceiling with mirrors of every shape and size. Each mirror links to an identical mirror elsewhere in the world, allowing the room’s occupant to observe the linked mirror’s surroundings, set up one-way and two-way communication, and transport objects and creatures through the mirrors.



- 15 Summoning Room — Behind a heavily-warded door, a complex summoning circle dominates the floor of this chamber. Sigils of warding cover the walls and candles ring the room. There is a 50% chance the circle is occupied by an angel, demon, devil, elemental, djinn, or ghost. There is a 5% chance that speaking the name of a spirit entity aloud within the chamber will cause it to spontaneously appear in the circle if it is not already occupied.
- 16 Detention Room — This dark, dank room is lined in rough stone and filled with all the implements of a torture chamber. Sporadically driven into the wall are heavy iron rings, sometimes with dangling chains and manacles, and occasionally with occupants who have seen better days. There is a 50% chance that a person is tethered to any particular set of chains, and there are equal chances that the victim is long dead, recently dead, unconscious, conscious but insane, conscious but lucid, or undead.
- 17 Solarium — Although this room has no exterior windows or door, it is lit by genuine sunlight with no obvious source. The room is warm and comfortable, with lounge chairs, low tables, and a refreshments bar against one wall.
- 18 Apprentice's Chamber — This is a messy, cramped space with an unmade bed and dirty goblets piled on the bedside table. In one corner there is a small desk and an open spellbook, as well as writing implements and parchment. A bawdy broadsheet is concealed beneath the musty straw mattress.
- 19 "Servants Quarters" — Behind a door labeled "Servants Quarters" is a small chamber unsuitable for human habitation. The chamber houses servants made of invisible force who wait within until summoned. On the wall hangs a corkboard with notes pinned to its surface, all instructions to perform menial tasks at certain times each day.
- 20 Furnace Room — This stone room is dominated by a furnace boiler. The furnace is forever heated by an imprisoned fire elemental, while the boiler kept full by an enslaved water elemental. Steam and water pipes lead from the boiler to other parts of the tower.

Entrances and Exits

- | d20 | Feature |
|------------|---|
| 01 | Staircase Up [Roll Again] — This staircase ascends through the ceiling into an area above. It might be spiral, straight, grand, or humble. If the staircase means that there are currently two or fewer methods of access to the room then roll again and add a third. |
| 02 | Staircase Down [Roll Again] — This stair descends through the floor into an area below. It might be spiral, straight, grand, or humble. If the staircase means that there are currently two or fewer methods of access to the room then roll again and add a third. |
| 3-5 | Door — This could be a simple door, a heavy security door, or a more ornate portal. It might also have a viewing port. |
| 6-7 | Open Doorway — This doorway may be covered with a hanging or allow vision through it. |
| 8 | Secret Door/Portal [or Roll Again] — This could be a secret door, which must be discovered, or a magical portal, which might also be secret. It could also be quite apparent as a shimmering panel in a wall or in mid air. If you do not want to add a secret door or magical portal, or if you have three or more means of access to the room already, roll another oddity for this room instead. |
| 9-10 | Roll Twice — Roll twice on this table. If your end result is more than four methods of egress for the room then roll another oddity instead. |
| 11-12 | Roll Three Times — Roll thrice on this table. If your end result is more than four methods of egress for the room then roll another oddity instead. |



d100

Oddity

- 01 An elaborate game board, with courses of interwoven worms of onyx and jade, rests on a small table, with a black chair on one side and a green chair on the other. If one sits in the black chair, the onyx pieces will appear, and if the green chair is occupied then the jade pieces will appear. These pieces will appear in the midst of some unknown game, with several having been “taken” and with the missing pieces nowhere to be found.
- 02 A fabulous tapestry of fine wool and damask depicts an ever-changing series of images, the principal actress of which is a lovely noblewoman who goes about every aspect of her life. If the hypnotic tableau is watched, the woman will eat, sleep, go to war, lead armies, grow old, and die, after which the cycle will repeat itself.
- 03 A huge, warty, bloated lizard, its warts filled with tiny young, is displayed under glass. There is no movement within the dome and it is hard to determine whether anything is alive without lifting the glass.
- 04 A simple tradesman’s knife, suited to the purpose of cloth cutting, butchery, or the humble duties of a huntsman, glows with natural magic, imbued not by spells but through constant and expert use.
- 05 A severed hand, elegant and long-fingered, with a handsome ring carved from a single large emerald. The wrist end appears as though just cut by some incredibly sharp instrument, but no blood flows from it.
- 06 A simple traveller’s writing kit is arrayed upon a nearby surface, a blank piece of parchment laid out, a quill cut, and ink ready to hand. There is a fine layer of dust on everything and the ink is long dry.
- 07 A copper sculpture of a rather canine-looking gargoyle, green with verdigris, except for a patch on the forehead, which is worn to a dark sheen from being touched by tens of thousands of fingers.
- 08 A spearhead, the pointed end of which has been eaten away as if by potent acid.
- 09 Four large, smooth, ovals of black-green, not matched but very similar. These were once ballast stones from a sizable aquatic lizard.
- 10 A small, padded purse, containing several small sachets of delicately-dried plants, tiny lizards, or portions of birds or animals.
- 11 Muffled scratching emanates from a nearby wall. The source of the scratching is either a nest of rats, an enemy of the Wizard bricked up behind the wall, or a restless spirit imprisoned in the stones of the tower.
- 12 A massive orrery takes up most of the chamber and a complex star chart is painted across the domed ceiling. The orrery perfectly reproduces the position of all the celestial bodies of the material plane and controls at the base allow the operator to alight the orrery with past and future celestial alignments. The orrery can also be used to fulfill the celestial prerequisites of any spell or supernatural ability dependant upon the movement of the spheres (e.g., spells that can only be cast during the summer solstice can be cast within the room if planets with the orrery are properly aligned, a lycanthrope will transform if the orrery is aligned with the position of the full moon).
- 13 An ornate candelabra resembling a seven-headed hydra, a candle protruding from each upturned head. When approached, the candles light of their own accord. When a candle burns down, the head spits out the stub of wax and then retrieves a fresh candle from a nearby cabinet.
- 14 A love letter from a succubus.
- 15 A small terrarium decorated with rocks and moss. Within the terrarium squats a bulbous toad covered in warts. There is an equal chance this is an ordinary toad, the wizard’s familiar, or an elder Wizard cursed into this form by a jealous student.



- 16 An ornate chessboard with pieces carved from onyx and moonstone and in their starting positions. If a move is made, one of the opposing side's pieces makes a countermove. If an illegal move is made, the piece animates, lecturing the player on the proper rules of the game in a condescending tone.
- 17 A fire crackling away merrily in a fireplace. The fire is actually a bound fire elemental. When the wood in the fireplace runs low, the elemental entreats the adventurers to give it something tastier to burn (e.g., antique furniture, rare tomes, sweet herbs).
- 18 An astrological chart hangs from the wall. If observed closely, the stars, planets, and moons on the chart slowly turn, keeping time with the motion of the spheres.
- 19 A fish tank, decorated with colorful pebbles, artificial plants, and a tiny replica of the Wizard's tower. It has everything except water. "Swimming" in this dry fish tank is a fiji mermaid (i.e., a creature that is a monkey from the waist up and a fish from the waist down).
- 20 An empty waste-paper basket. This receptacle follows the adventurers around the room when they are not looking. If anything is dropped into the basket, teeth sprout from the rim as the container greedily devours the tidbit.
- 21 A carpet made from living grass. This vegetation is soft and soothing under bare feet and smells sweetly of fertile meadows and pleasant summer days.
- 22 An orrery showing the various planes of existence and their intersections with the material plane, both geographically and in time. The rings of the orrery can be repositioned to show future and past intersections.
- 23 A sword hilt, recently polished and finished with silver runes embossed on the crosspiece and a pommel made from a single piece of amber in a silver lattice. It has no blade. If a spellcaster holds the hilt and casts an elemental spell into it, a blade of the same elemental type will project from the hilt for 1d6x minutes.
- 24 A collection of cut and uncut crystals and semi-precious gemstones in a small coffer. None of the stones are magical or particularly valuable, but they are all useful in the creation of potions and magic items.
- 25 A patch of bare earthen floor inhabited by an earth elemental. At the command of the master of the tower, the elemental can engulf anyone in this patch or attack anything adjacent it. However, the elemental is not inherently hostile and may offer a mud bath or foot massage if properly approached.
- 26 A rod composed of a celery stalk capped with a radish, both of which are transmuted into realistic stone. The rod allows the holder to animate and control cooking implements and foodstuffs.
- 27 A comfortable, overstuffed reading chair covered in creamy golden, buttery-soft unicorn hide. Under a small wooden accent panel in the arm of the chair rests a set of reading spectacles.
- 28 A terrifyingly realistic preserved great white shark hangs from the ceiling on nearly invisible adamantine wires. A subtle enchantment fools the mind into thinking the glassy, black eyes follow the movements of those in the room, that the mouth occasionally gapes wide, and that reflected light ripples off the dark grey hide as though it were swimming just beneath the surface of a sunlit sea.
- 29 A globe on a bronze stand. The world represented does not exist in this plane of the multiverse, but it is depicted and labeled with the incredible detail of a master cartographer.
- 30 A bookstand composed of a lattice of light, silvery metal. When a book is placed upon it, the stand levitates and follows the reader at a comfortable distance. As the book is read, an air elemental bound into the stand turns the pages with tiny puffs of air.
- 31 A footstool made from the shell of a snapping turtle, scuffed from long use and supported by heavy wooden feet carved to resemble the claws of said creature. If anyone other than the master of the tower rests their feet upon it or sits in a nearby chair, the footstool will transform into a large, hostile snapping turtle.



- 32 The simulacrum of a hermit crab made from verdigris-covered brass with blue and pink coral accents inside a fist-sized conch shell. Occasionally the little crab darts out of the shell to pick up a bit of litter or detritus, returning to its shelter with the prize. It will do this immediately if someone in the room drops something. Anything drawn fully into the shell is teleported immediately to a midden heap 100 yards downwind of the tower.
- 33 Within an unlit fireplace rests a set of cast-brass andirons with feet in the shape of straw brooms. Held in the andirons are dozens of wooden handles, each broken at one end.
- 34 An cast-iron oil lamp in the shape of a crouching gargoyle. The eyes at the top of its head are made so that light shines from them when the lamp is lit.
- 35 An old leather pouch containing four nearly-identical dragon teeth. The teeth radiate transmutation magic.
- 36 A small worktable of common craftsmanship. On the worktable rests an ornate, empty frame, a pile of mirror shards, and a pot of alchemical glue.
- 37 A full set of clothes in a crumpled pile on the floor. The clothes are stained with powdery ash, and a tiny pile of the same smolders beneath them.
- 38 A seemingly-dead homunculus pinned to the wall by a finely-crafted silver dagger.
- 39 A blue fire burning in a brazier. The fire radiates cold instead of heat, and is “unburning” the ash in the bottom of the brazier back into wood chips.
- 40 A fine pewter goblet filled with hot, spiced cider spiked with rum. If emptied, the goblet magically refills. If continually emptied, the goblet will ask, “Don’t you think you’ve had enough?” After one final refill of spiked cider, the goblet will refill only with water.
- 41 A storage trunk subtly radiating preservation magic. The trunk is filled with a dizzying variety of sweetmeats and treats from across the multiverse. Among them are such confections as candied widow’s tree bark, frog brittle, lady’s fingers, eldritch mints, and jellied unrecognizable things.
- 42 A table topped with a scale model of a gladiatorial arena covered by a glass observation bell. Next to the arena rests an elaborately-illustrated book titled *Monsters, Warriors, and Other Ferocious Things*.
- 43 A large pile of disarticulated rat skeletons, many displaying electrical burns.
- 44 An elegant marble washbasin decorated with carved seahorse, hippocampus, and dolphin spigots that spout water in gentle, tinkling arcs. Water in the basin currently runs backwards, up out of the drain and into the spigots.
- 45 A glass containing what appears to be ice cubes. These cubes, however, are room temperature, dry to the touch, and tinged blue. They are actually gelatinous cubes, dehydrated and rendered dormant by magic. Exposure to liquid will awaken the cubes and restore them to full size.
- 46 A chalkboard covered in complex occult formulae, which represent spells the master of the tower is currently researching. It is possible to learn or reconstruct spells from what is written on the board, accidentally cast a random spell by completing a formula, or sabotage the Wizard’s research.
- 47 The head of a red dragon mounted on the wall like a hunting trophy. Every hour on the hour the head puffs smoke from its nostrils, roars, and spouts harmless jets of flame from its toothy maw to mark the time.
- 48 A well-stocked liquor cabinet. Almost any fine libation imaginable is stored within. One unlabeled bottle contains a small humanoid pounding on the glass and attempting to get the adventurer’s attention.
- 49 A pair of pointy shoes of the type favored by well-to-do Wizards. The shoes are made from golden fabric and look quite comfortable. If worn, they prove to be the most comfortable thing the wearer has ever worn or ever will wear. They feel so good, in fact, that the wearer never wants to take them off, content to lightly walk around, feeling the pure pleasure of each step. It takes a supreme act of will to remove the shoes of one’s own volition.

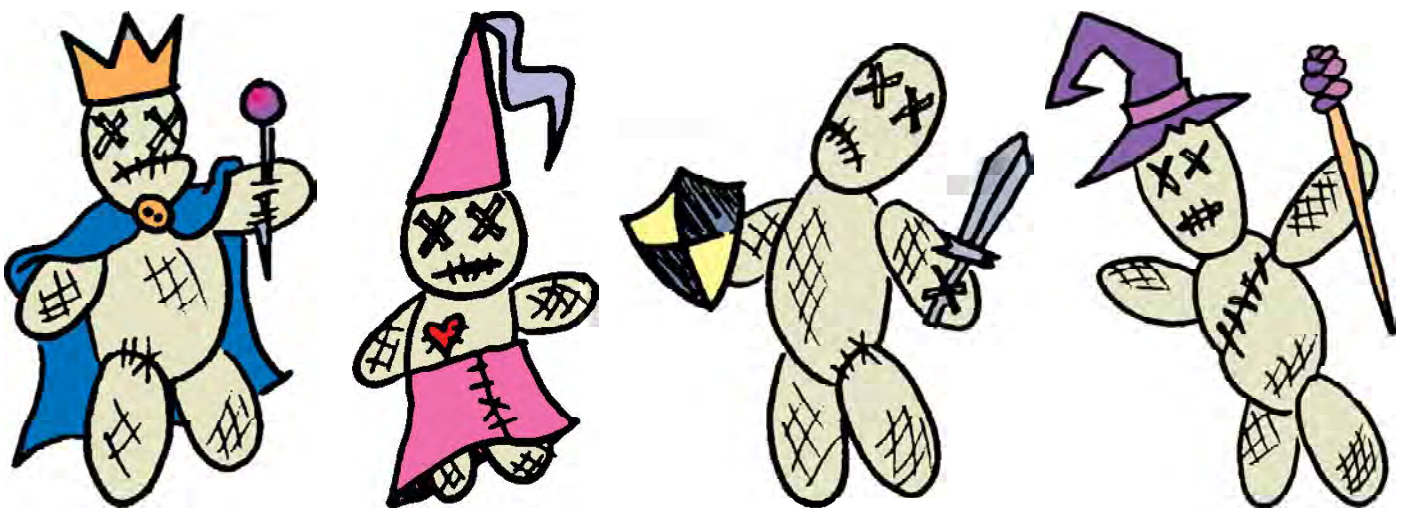




- 50 An imp sweeps the floor with a tiny broom. This creature is bound to its task and will stop at nothing short of being attacked to complete its chores.
- 51 A large shadowbox hangs from the wall. Behind the glass, numerous feathers are pinned to the fine velvet backing, no two of them alike. Labels identify each feather, which include angel, griffon, harpy, pegasus, polymorphed chicken, winged serpent, and horse.
- 52 An elaborate pipe organ. In addition to playing the full range of standard notes, the organ has keys and combination pistons for playing the sounds of several different instruments, animal calls, and sound effects. One specific setting allows the organ to play silences in several pitches.
- 53 The walls in this room spontaneously repaint themselves to suit the mood of the occupants.
- 54 A doorway with an arch made from bluestone and a door of rare metals and alchemically-treated elder wood. The door has no lock, and there is no room behind the door if opened normally, only a bare wall. The doorknob is surrounded by runes that faintly shimmer in every color of the rainbow and some colors off the human visual spectrum. There is a small black gem affixed to the doorknob. When the knob is turned so the gem aligns with a rune, the doorway links to another plane, and a portal to said plane opens the next time the door is opened. The door links to nine different planes.
- 55 A tropical bird preens itself on a golden perch. This creature has brightly-colored plumage that shimmers like crystal in the light, and it chirps, chuckles, and says the occasional simple phrase. There is nothing supernatural about the bird and it is merely an exotic pet. It has learned, however, the command words to all the Wizard's magic items and can be enticed to speak them if bribed with treats.
- 56 A small cloud floats about the room, drifting here and there on subtle currents of air. If agitated, the cloud rumbles with thunder and begins to rain. If attacked, the cloud defends itself with lightning and hail.



- 57 All of the floorboards in this room are made from treant wood. Under close inspection, the grain of the wood resembles tormented, wailing faces, reflecting the agonizing final moments of their lives.
- 58 A domestic golem made from tin vaguely resembling a maid or butler. The golem welcomes visitors and offers hospitality in the form of snacks and drinks. Once it has seen to the adventurers' needs, it leaves to inform its master that guests have arrived.
- 59 Fiddle music echoes throughout the tower. The source of the music is an animated fiddle playing away merrily in a nearby room.
- 60 A hat rack, hanging from which are a multitude of costume hats. Each hat confers knowledge needed to undertake the profession associated with it. Currently a fireman's helmet, jester's cap, crossbowman's helmet, knight's helm, and necromancer's cowl hang from the rack.
- 61 An easel with a set of pigments and brushes, set to regard a comfortable chair. Whenever someone sits in the chair, the brushes animate and paint a portrait of the sitter. If the sitting is during the day, the portrait is flattering, sunny, and filled with lively colors. At night, the painting is somber, dark, brooding, and the sitter is portrayed in a ghastly manner.
- 62 A full crystal decanter surrounded by glasses atop a side table. Whoever holds the decanter can pour any known beverage, hot or cold, as he or she chooses.
- 63 A locked hatch in the floor leads to a subterranean pit that houses a vitriolic slug. The alchemical creature consumes the output off all the tower's drains, which empty into the pit through a series of pipes. The pit is small, reeking of acid, rot, and human waste. There is an equal chance the slug is recently fed and docile, or hungry enough to attack.
- 64 A large silver cage hangs from the ceiling by a chain. Two adult humans can comfortably stand in the cage, which has no locks or latches. Within the cage is a small panel studded with gemstones, each one corresponding to a floor in the wizard's tower, including the roof. By pressing one of the stones, the cage and its occupants are teleported to the floor in question. A single gemstone set into a panel occupies the cage's space on each floor when the cage is not present, which can be pressed to summon the gage. The lowest gemstone within the cage sends it all the way down to hell.
- 65 A cabinet full of poppets resembling specific individuals from surrounding locales. Most of the poppets include strands of hair, nail clippings, or blood clots from the individual the poppet resembles. There is a 10% chance each member of the party also has a corresponding poppet.



- 66 A shallow pit containing one large treasure chest surrounded by 3d6 smaller chests, one of which is no larger than a matchbox. If observed, some of the smaller treasure chests shuffle around from time to time. The pit is a warren for breeding mimics, currently containing a broodmimic and her most recent litter. From this point forward, any chests found within the Wizard's tower have a 50% chance of being mimics.
- 67 A corkboard with stickpins, a stylus, and a writing pad lying on a side table. If one writes on the pad with the stylus, then pins the note to the cork board, the note teleports to the servant's quarters (see Wizardly Tower Rooms #19). If the note contains instructions, a servant made from invisible force is dispatched to perform the chore.
- 68 A set of polished humanoid skulls arrayed on a table. Each skull is painted with sigils denoting its race and runes associated with the mind and communication. When the skull is touched, and for 3d10x minutes afterward, the person who touched the skull can read and speak in the native tongue the skull knew in life.
- 69 The apprentice of the master of the tower, grumbling to himself while dusting. There is an equal chance the apprentice is good or evil, helpful or unhelpful, and competent or incompetent in the arcane arts.
- 70 A canine hide draped over a mannequin like a robe. This is the skin of a werewolf. When worn, the skin grants the wearer all the powers and abilities of a werewolf, with full control over its shape-shifting. However, the wearer also suffers the vulnerabilities of a lycanthrope.
- 71 An old carpet bag with arcane sigils stitched into the thick fabric with delicate gold thread. When opened in the middle of a room and the command word spoken, every object in the room shrinks down to infinitesimal size and floats into the bag. When opened in another room and the command word spoken, all objects within the bag emerge, return to their original sizes, and organize themselves appropriately in the available space.
- 72 A small printing press complete with a large blade attached for cutting pages and a long roll of fine, white paper. Rather than using movable type, the press prints from engraved orichalcum plates, which are stored in a cabinet in the base of the press along with rare alchemical inks. The press is used to quickly produce scrolls. Plates for printing most basic spells are found in the cabinet. At least one plate is sabotaged to print a cursed scroll to discourage unauthorized printers.
- 73 A large flower pot containing several rare magical herbs and one bulbous plant covered in ropy vines. This plant is carnivorous and, unless sated with a fresh cut of meat, it entangles and attempts to bite off the fingers off the hand of anyone who attempts to pick the herbs.
- 74 A satchel containing expired, broken, and useless spell components (e.g., deformed pearls, tarnished silver powder, cracked gems with negligible value, spoiled reagents).
- 75 An ordinary romantic novel. However, the reader's place is kept with a bookmark made from a dried, forked, devil's tongue.
- 76 A sealed glass bottle containing a thick liquid. The bottle is labeled, but the handwriting is atrocious. Only the first letter on the label, a "P," is legible. Whether it stands for potion, poison, perfume, or something else is anyone's guess.
- 77 A beautiful hand mirror with silver and gold filigree. The reflection never quite matches up with the poses or actions of anyone looking into the mirror.
- 78 A large brass telescope that can view the night sky and constellations regardless of time of day or intervening ceilings, walls, and floors. The telescope's view can, however, be blocked by a thin layer of lead.
- 79 A flying carpet, currently stuck to the ceiling.
- 80 A letter written by the Wizard's familiar explaining that it is running away and never returning.
- 81 A plump, old dog with shaggy fur and homely, sleepy eyes. The dog is in no way magical and is simply a cherished pet and longtime companion of the tower's master, who treats the animal well regardless of alignment. The dog is quick to trust but too old to put up with any shenanigans. It prefers to eat, sleep, and be petted.



- 82 A shrine to a divinity of magic and wisdom. Spell components and arcane substances are arranged at the foot of the shrine as offerings. Every time the shrine is left unobserved, one of the offerings vanishes.
- 83 A plate with a slice of pie topped with ice cream, with a bite missing and a fork sitting on the plate. The pie and ice cream have been transmuted into utterly realistic-looking stone.
- 84 A fireplace in which burn the remains of several drawings of peoples' faces, each corresponding to that of a recently-deceased individual. Some of these people died by mundane means and others by magic. On a nearby side table are a number of sheets not yet burned of people that are not yet dead. There is a 50% chance that one of the sheets bears the face of one of the adventurers.
- 85 A beautiful painting of a pastoral scene. However, the scene changes to depict the weather as it will be 24 hours in the future.
- 86 Crouched attentively on a wine rack is a tiny homunculus in the shape of a leering devil roughly 12 inches high, assembled from various animal parts. Its sole task appears to be fetching bottles and then removing their corks, which it will keep handy if commanded or eat noisily with gusto if not.
- 87 A tiny statue of an ancient dragon, seemingly in the midst of battle frenzy. It appears real in every respect, including the temperature of its body, the feel of its scales, and the hatred in its eyes.
- 88 An animated teapot surrounded by animated teacups riding atop an animated tea trolley. The teapot offers the adventurers tea in a cheerful voice and chastises the teacups like a mother hen. The tea set is always on the verge of breaking into song, and will do so at the slightest provocation.
- 89 An oak Wizard staff. Carved runes glow with eldritch energy along the staff's surface. This is not the true staff of the master of the tower but rather a sabotaged staff left out to discourage thieves. If anyone tries to use the staff, they are immediately struck by lightning.
- 90 A cabinet containing the mummified body of an ancient sorcerer. Necromantic powders stain the mummy, which the Wizard consults on matters of import.
- 91 The preserved head of a giant, with icy blue-white skin, long grey hair, and a forked beard, its eyes sewn open, and runes carved into the skin of its forehead. Occasionally the eyes shift, focusing on someone, or glaring into the distance, and the mouth writhes as though words should spill forth in a bellow, but no sound comes forth.
- 92 A rod of black porcelain with two rows of white and colored studs arrayed on its surface. Each stud has a different sigil, and is keyed to some door or trap within the tower. If the wielder of the rod holds down a stud, an image of the location keyed to the stud appears before him or her, showing it as it currently is. Releasing the stud dispels the image. Other combinations of stud pushing can open, close, and lock doors, and arm and disarm traps within the tower.
- 93 A set of stairs made of obsidian sharp enough to flay apart the footwear or feet of those who tread upon it that leads downward. By the time anyone reaches the surprise at the bottom of the stairs they will be unshod and bleeding profusely. There is nothing forcing anyone to descend, other than the gleam of riches coming from below.
- 94 A beautifully-crafted masterwork sword laid on a worktable, with a gilt-covered pommel, manticore hide grip wound with gold wire, and a gem-studded crosspiece. The weapon is not magical, but in its present state it is primed to be enchanted, awaiting the work of ensorcelment.
- 95 A length of rope 3d10x feet long, woven from Human hair.
- 96 A homely lump of metal, all that remains of a failed alchemical experiment. Every few moments the lump randomly transmutes into lead, copper, gold, silver, platinum, or orichalcum.



- 97 A crocodile hanging from the ceiling by short wires. This creature, however, is live, currently struggling to reach a pair of scissors on a table below and grumbling to itself about how it is tired of hanging around.
- 98 A sumptuous divan upholstered in lush violet material that possesses the best qualities of both leather and velvet. Reclining upon the divan is both restful and invigorating, although anyone who sleeps upon it becomes trapped in a pleasantly erotic dream. The divan is upholstered in soft leather made from the preternaturally soft membranes of a succubus's wings. Somewhere in the Nine Hells, a succubus plots to retrieve her stolen appendages.
- 99 A specimen jar sealed with lead elder sigils etched into the lid. Within, a wizened imp, eyes sewn shut and curled into a fetal position, flouts in perpetual flames. The jar is cool to the touch.
- 00 The entire tower shakes as a rumbling, roaring sound reverberates up from its foundation. The structure then lifts into the air on a jet of arcane fire, rapidly ascending into the ether!

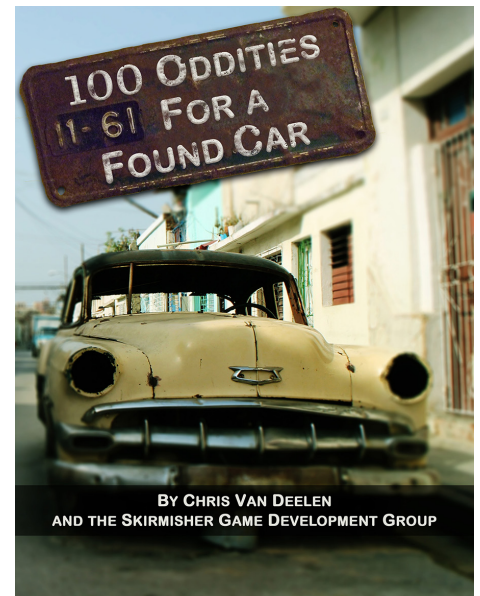
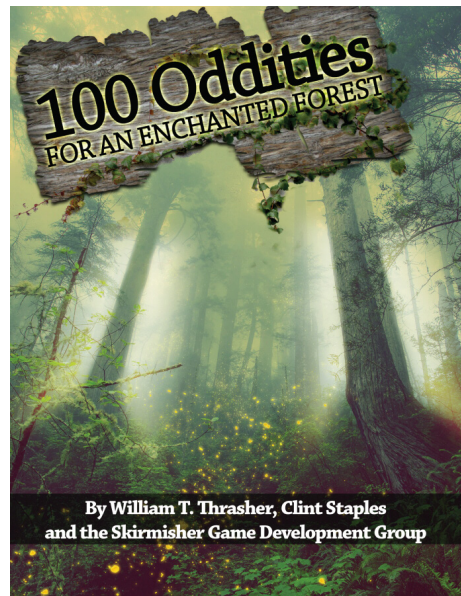
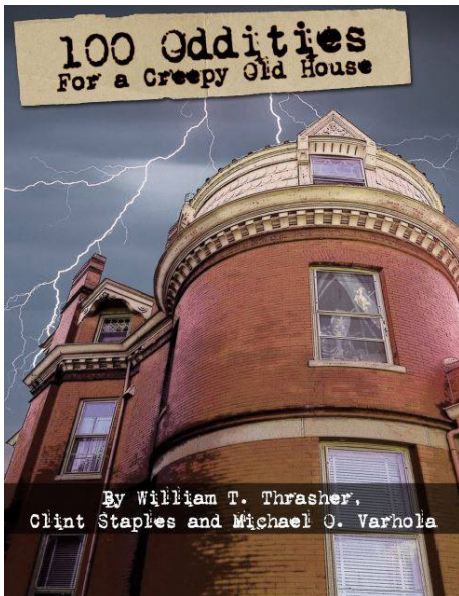




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