

TOWER OF THE ASTROMANCER



One of Dunstone's tallest buildings, the Tower of the Astromancer, stands on Selka Street on the north edge of town. From here, it commands unrestrained views of the Mottled Spire and the open sky.

Tuulitar is independently wealthy, having a diverse range of investments in far-off Languard. Thus, she has no need to earn money satisfying adventurers—answering their irritating questions, sating their constant need for magic scrolls and so on—but occasionally hires such folk. For this reason, adventurers are not always summarily turned away from her tower-home.

Tuulitar owns several powerful—eye-wateringly expensive—spyglasses and telescopes and is building an ornate and complicated orrery in her tower. She pours all her money into this project, and the rest of the tower, its furnishings and so on, while fine are dated as a result.

The tower has several notable locations.

1. **Portal of Stars:** Twin double doors provide the only easy access to the tower.
2. **The Orrery:** This double-height chamber holds Tuulitar's pride and joy—an orrery that she uses to track and recreate the positions of various astrological bodies.
3. **Hallway:** From here, explorers can access the tower's upper floors.
4. **Library:** High wooden shelves filled with books on astronomy, geography and other mundane but learned subjects line this chamber's walls.
5. **Study:** From this plushly appointed chamber, Tuulitar can gaze out at her orrery.
6. **Kitchen:** This chamber serves both as a kitchen and a food store.
7. **Hallway:** This hallway doubles as a seating area.
8. **Reima's Quarters:** Herein dwells Tuulitar's scheming apprentice Reima Itkonen.
9. **Tuulitar's Quarters:** Here dwells the astromancer, Tuulitar Vihas. Several powerful arcane protections ward this chamber.
10. **Tome Vault:** Tuulitar keeps her spellbooks and a few other rare and valuable esoteric volumes here.
11. **Treasure Vault:** This warded vault contains Tuulitar's treasures—her gold, silver and gems—along with a few magic items she does not regularly carry with her.
12. **Observatory:** Atop her tower, Tuulitar observes the passage of stars and other bodies across the heavens.

NOTABLE FOLK

Some folk are often encountered at the tower:

- **Tuulitar Vihas the Astromancer** (N old female half-elf wizard 9) believes great power lies in the stars and is determined to unlock that power for herself. To this aged half-elf, nothing else matters.

- **Reima Itkonen** (NE male human wizard 5) schemes against his mistress, although he professes great loyalty to, and admiration of, her. He serves her solely to steal her power and lore. Reima has a black heart and cares for no one but himself. He is a proficient deceiver, though, and appears to be a thoroughly pleasant and helpful, if a little obsequious, chap.

THE TOWER BY DAY

After long nights spent gazing at the night sky, the tower's two occupants often rise late, sleeping well into the mid-morning. They do not appreciate being disturbed before they awake. Within the tower, Tuulitar and her apprentice are employed constantly with their work, leaving little time for other pursuits. Often engaged with activities such as working on experiments, adjusting and taking readings from the orrery and pouring over ancient tomes from the tower's ever-growing library, they rarely pause.

THE TOWER BY NIGHT

On nights with clear skies and bright stars, the dark silhouettes of the astromancer and her apprentice can usually be seen against the moonlight sky, gazing at the heavens through a variety of astronomical instruments. On such nights, Tuulitar takes a dim view of visitors.

Tuulitar is a night owl and often conducts experiments and meetings with her trusted friends—most of whom are learned folk—when she is unable to gaze at the stars.

CREDIT

Words Creighton Broadhurst **Cartography** Dyson Logos **Compass** William McAusland.

The Tower of the Astromancer is location 13 on the Dunstone map. The Tower of the Astromancer appears in *Visiting the Tower of the Astromancer* (a patron-exclusive Mini-Eventure), the *Cursed Tower of the Astromancer* and works well with *Ruin of Bleak Hill*.

