

7TH LEVEL



THE DM TOOL CHEST

TOWER OF THE MAD WIZARD

LORDS OF MADNESS PART II

FIFTH EDITION ADVENTURE

An ancient wizard in an elemental tower has succumbed to madness

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LORDS OF MADNESS

This is the second adventure in a four part series that delves into the mystery of a tear in the veil between the material plane and the elemental plane of chaos. Each can be adapted into a single adventure if desired or left as a series.

Curse of the Dark Grove An evil force has seeped into the forest, corrupting all it touches with madness

Tower of the Mad Wizard An ancient wizard in an elemental tower has succumbed to madness

The Circle of Five A group of evil mages have banded together, ripping a hole into the plane of chaos

The Courts of Chaos Chaos has been unleashed and an army of demons are preparing to flood into the world

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CREDITS

This adventure module was created with the help of all of these talented people:

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Thank You! To all of the awesome patrons who supported this work!

RUNNING THIS ADVENTURE

In order to run this adventure, you will need the Fifth Edition core rulebooks.

Boxed text like this present descriptions meant to be read aloud or paraphrased for the players. These are just prompts and may be used or not at the DM's discretion.

In this adventure you will come across references that point to information that is presented outside of this module.

Magic Items, Spells, and Equipment will be italicized and will be found described in either the core DM guidebook or the core player's rulebook.

Monster names will be in bold and the appropriate stat block will be found in the core fifth edition monster guidebook if not already presented in an attached Appendix.

ABBREVIATIONS

Common abbreviations used in this adventure:

pp - Platinum Piece(s)	LG Lawful good
gp - Gold Piece(s)	CG Chaotic good
ep - Electrum Piece(s)	NG Neutral good
sp - Silver Piece(s)	LN Lawful neutral
cp - Copper Piece(s)	N Neutral
NPC - Nonplayer Character	CN Chaotic neutral
DC - Difficulty Class	LE Lawful evil
AC - Armor Class	NE Neutral evil
xp - Experience Points	CE - Chaotic evil
hp - Hit Points	



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ADVENTURE PRIMER

Tower of the Mad Wizard is an adventure made for a party of **three to five adventurers of 6th to 8th level**; it's optimized for **four adventurers with an average party level (APL) of 7**. It's been written using the Freelands campaign setting but is designed to fit into any setting with only minor changes.

Feel free to use the content as is or plug-and-play with it in your own campaign! You have ultimate control of how this story will be played out so, as always, have fun with it!

ADAPTING THIS ADVENTURE

To turn this story into a stand-alone adventure, simply remove the plotline of the Circle of Five and replace it with an experiment by Drazor gone wrong. He tapped into the elemental plane of chaos, causing a rift that corrupted him and his tower. Defeating him will cause the collapse of the tower and close the rift and end the threat.

STORY OVERVIEW

Something has been affecting the creatures and wildlife living in the countryside along the trade routes leading to the city of Port Ryker. People traveling through the Shimmering Forest and the Verdant Hills tell tales of twisted animals and plant life, attacking travelers as they journey to the city. More and more travellers are coming in with the same tale and fear is mounting among the citizens. Even the bandits who frequent the city seem to be shaken.

Legends tell of a mage that lives in a tower filled with mystical creatures near the Shimmering Forest. The stories say he has lived there for centuries conducting experiments and the people are worried that these creatures are the escaped results. The Council of Merchants from Port Ryker have sent parties to investigate but none have returned.

In truth, a band of evil mages calling themselves the Circle of Five have ripped a tear into the elemental plane of chaos. This chaotic energy is leaking out into the land, slowly corrupting everything it touches. Their former master, the legendary mage in the elemental tower, was once their master before they rebelled and formed their own group.

PORT RYKER

A large port city sitting on the shores of Luna Lake on the northern border of the Freelands, Port Ryker is known for the mischief and mayhem of its citizens. The Council of Merchants and their guards keep the peace for the most part but the pirates who prowl the massive lake and bandits who roam the nearby Verdant Hills are frequently causing trouble here.

The *Timid Jackal Pub* is a popular destination here for adventurers and other rough types. A great source of local news and information is the owner Sharamin One-eye (CN Halfling), a former thief who lost her left eye during a botched job. She retired and opened the Pub, keeping an ear out for any information she passes along for the odd coin from the local thieves guild.

As the only major port on the northern border of the Freelands, Port Ryker gets a lot of travel from merchants and travelers from all over the continent. There are many different ways to find information here and opportunities for adventures, seeking out ruins in the nearby verdant hills, or even a bit of banditry are not off the table.

THE VERDANT HILLS

Located to the south and west of Port Ryker, the Verdant Hills are named for the large deposits of Amazonite found here. This natural mineral gives the hills the appearance of being eternally green, even during winter.

The hills are a vast area of unclaimed and empty land. Dotted with small woodlands, swamps, and rocky ravines, they're home to many peoples and monsters hiding from the eyes of civilization. Ruins of ancient cities and structures are hidden in the folds of the land, filled with treasures and creatures. Most traders avoid going directly through the hills and skirt the edges in hopes of avoiding bandits and other dangers.

THE CIRCLE OF FIVE

A band of mages have come together seeking more power by tapping into the elemental plane of chaos. Disillusioned by their previous master, these mages ripped a tear into the veil separating the material plane and the plane of chaos, using the energy to become more and more powerful. That energy is now slowly leaking out into the land, corrupting and infecting everything it touches with madness.

This madness infected the Court of the Dryads and caused their Mother Tree and Queen to become corrupted in the previous adventure in this series, **Curse of the Dark Grove**. Even with the Dark Dryad Queen defeated and the corruption now being fought against, the chaos is still spreading.

THE ELEMENTAL WIZARD

Centuries ago, the Wizard Drazor secluded himself from civilization in his tower in the Shimmering Forest. Tired of the constant war between the two Empires, he buried himself in his research into the elemental planes to find some sort of peace and escape. Built on a nexus where the planar veils are slightly thinner, using artifacts he constructed himself, his tower holds small inter-planar rifts of each of the four core elemental planes.

Each of the floors of the tower is larger on the inside than on the outside, each holding a small slide of the elemental planes of earth, water, air, and fire. These floors were once beautiful locales but Drazor has succumbed to the madness caused by the chaos leak, causing him to lose control of the elementals and creatures within, now driven insane like him.

The tower became a perfect balance of the elements, living in balanced harmony until the chaos corruption spread and infected Drazor. The elementals, once peaceful and working in harmony with Drazor, are now wild and feral as they are driven mad by the chaos infection. Drazor's madness makes him completely blind to this, thinking everything is still in perfect balance while the battles rage below his protected study.

Drazor designed the tower and its various floors as a sort of test for anyone who wished to learn from him. The puzzles and riddles he devised were not meant to be harmful and those failing would normally be safely removed from the tower and locked out. Now that the denizens have lost their peaceful nature, the dangers are now far more deadly but Drazor's madness still has him believing that the adventurers are going through his normal tests, completely oblivious to what is actually going on.

ADVENTURE HOOKS

Here are a few ways you can get your adventurers headed towards the elemental tower

LORDS OF MADNESS

If continuing from the first of this series, **Curse of the Dark Grove**, the adventurers will already be on their way here after defeating the dark dryad queen.

A LEGEND FOR A PRICE

Sharamin One-eye has information on a possible cause of the problems that have been plaguing the area around Port Ryker lately. In exchange for a promise of any lucrative information they might come across in their search, she will tell them of an ancient wizard who lives in a strange tower not too far from here. It's said he conducts odd experiments with the elemental planes there.

THE TROUBLED COUNCIL

The Council of Merchants in Port Ryker is looking to expand their trade routes through the Shimmering Forest but reports of strange animals and plant life have been stopping traders from taking the new routes. Apparently the route runs near an ancient tower where people enter but do not return. They're offering a reward of 500 gp to anyone who can find out what is going on.

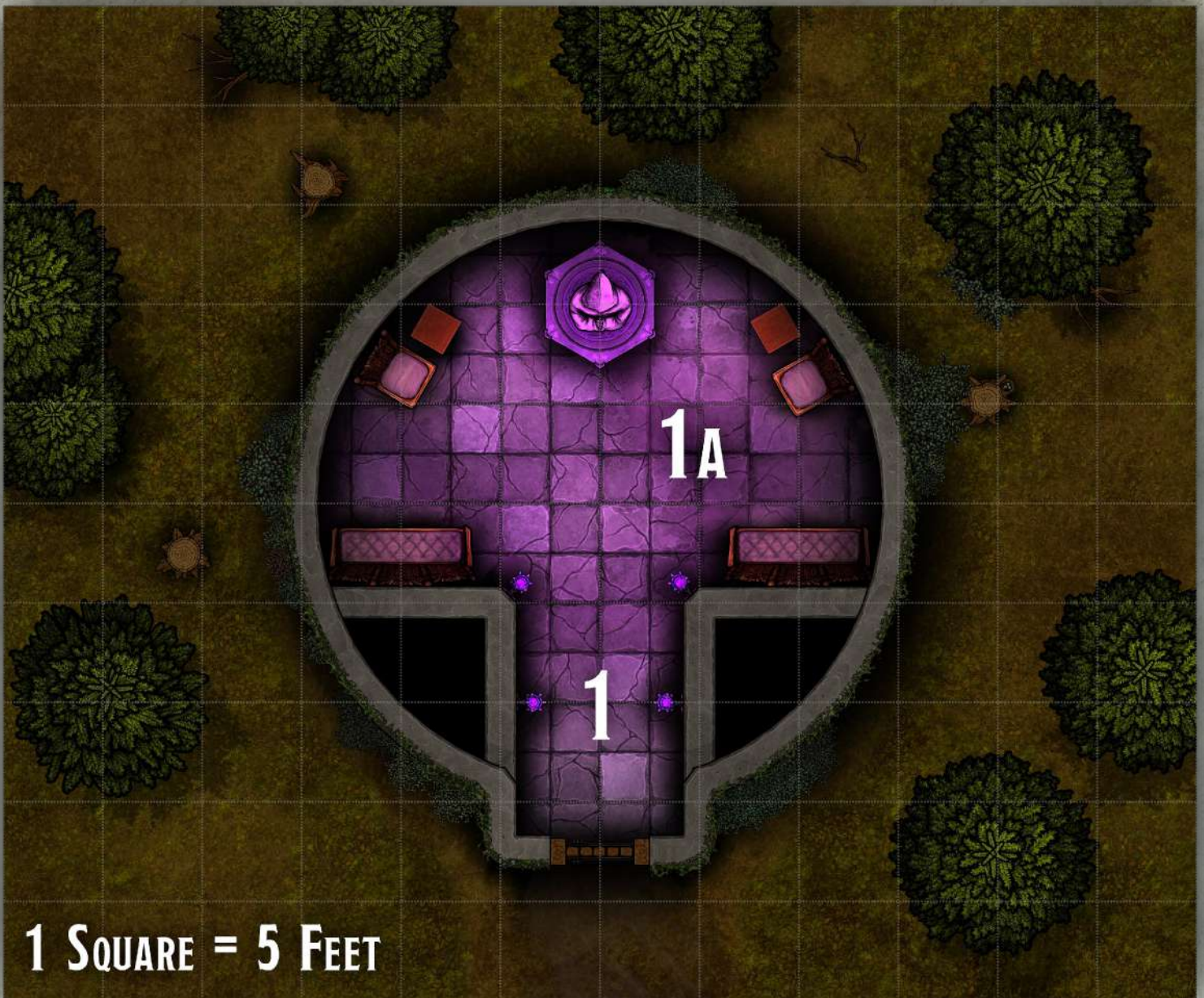
GETTING TO THE TOWER

Once the location has been determined, the journey to the tower takes the adventurers through the Shimmering Forest, leading to the northern edge where it eventually transitions into the Verdant Hills. The land is teeming with chaos corrupted creatures and the adventurers may encounter during their journey. The tower is roughly six hours of travel from either the Court of the Dryads (from the previous adventure in this series **Curse of the Dark Grove**) or through the Verdant Hills from the city of Port Ryker.

Because of the increasing frequency of corrupted creatures and the already dangerous areas, every other hour of travel will bring a chance of an encounter with a corrupted creature or roaming monster for a total of three possible encounters. Roll 1d20 and on a roll of 16 or higher, roll 1d6 to determine what encounter the adventurers come across according to the table below.

1	A pack of 3 wolves led by a werewolf
2	A pair of roaming owlbears
3	A trio of ine blights , a pair of twig blights , and three needle blights
4	A bugbear leading a band of five gnolls
5	A bandit camp of six bandits led by a veteran
6	A pair of shambling mounds





TOWER OF THE MAD WIZARD

The tower is a circular stone structure about 50 feet high and 30 feet in diameter. It's built of smooth dark grey granite that is encased with vines and growth from the forest. The top of the tower is obscured by the nearby trees. The entrance is a set of large wooden double doors bound in iron and the stone archway consists of carvings of different symbols and figures representing the four elements of earth, wind, water, and fire.

The doors are sealed shut until someone attempts to use the knocker. Once a single knock is made using the knocker, it will glow a bright blue while the elemental runes will begin to glow in a variety of colors. The doors will open outwards revealing the darkened tower entrance hall.

Once the adventurers have completed "Traveling to the Tower", read aloud the following to introduce them to the tower itself.

"The forest path ends in a small clearing in which a large stone tower sits. Driving up through the ground like a tooth, the smooth walls are covered in vines and forest growth, clinging to the small cracks as if to pull the tower back down into the earth.

The air is heavily ominous here and after a moment you notice the sounds of the forest have gone silent; no birds are singing, not even the sound of insects. In this clearing the forest seems to be holding its breath.

There are no windows in this tower and the top can barely be seen over the treetops. A set of double doors inset with an iron knocker is the only apparent way into the tower. Runes and symbols depicting the four elements of earth, wind, water, and fire are etched into the archway."

1 - THE ENTRANCE HALL

The hallway going into the tower is dark until all of the adventurers step inside the room. Once the last person steps through the doorway, the doors swing shut, blending into the wall as if they never existed.

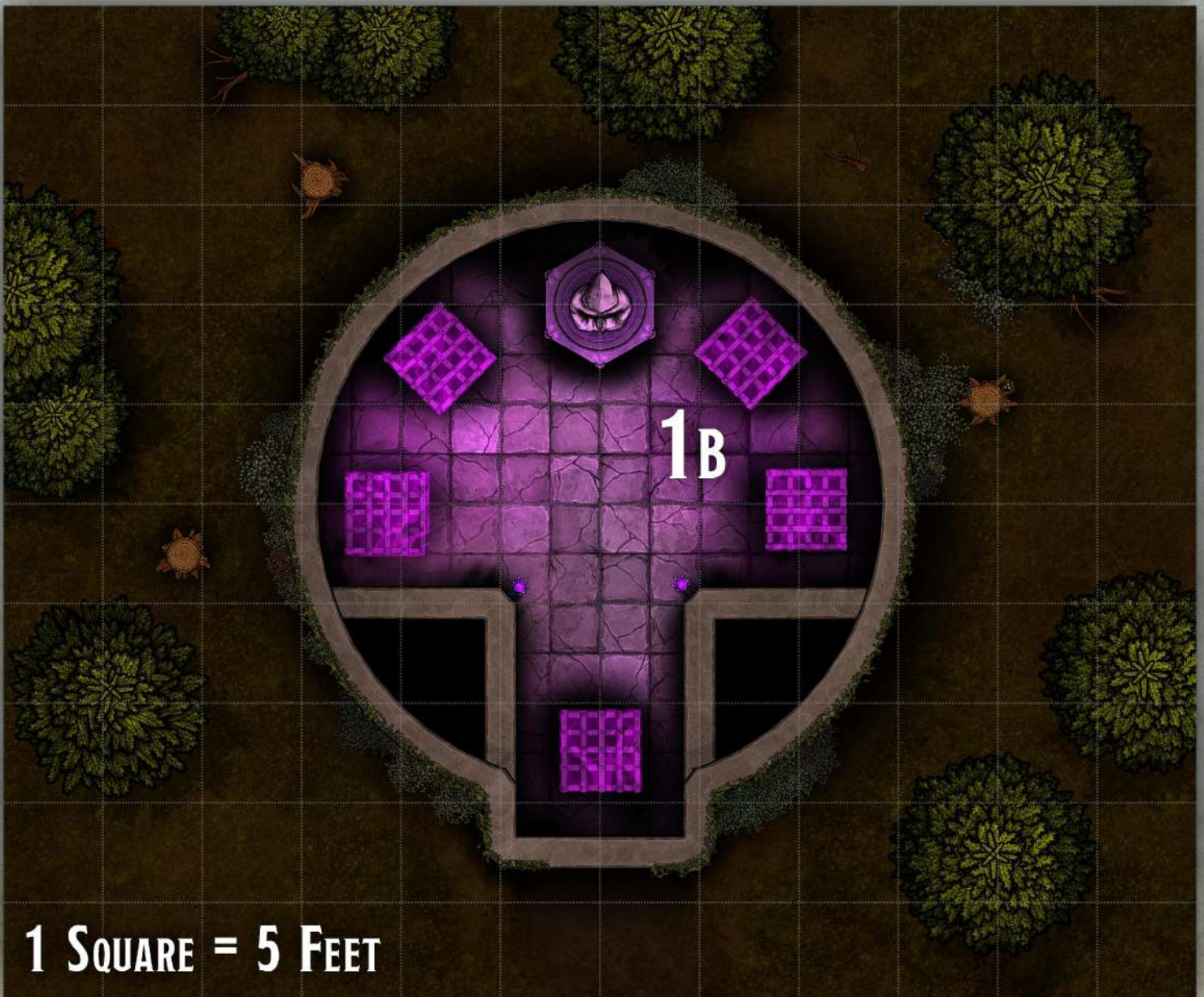
“As you step into the darkened hallway, the doors slam shut behind you, closing you in. The doors seem to disappear before your eyes, leaving a smooth stone wall in their place. As if on queue, torches lining the hallway spring to life with a mystical purple fire, shedding light down a short hallway leading into an open room.”

The hallway is simple unadorned stone with only the torch sconces on the walls. The entrance door is completely gone; it is now a blank wall of stone with no way out except to move forward into the next room.

1A - THE WELCOMING ROOM

This room is furnished with luxurious, if dusty, seating lining the walls with a 10 ft. tall statue of a hooded figure standing in the center. A brazier with the same mystical blue fire hangs above the statue, lighting the room completely. The statue is a conduit in which Drazor speaks directly with his guests; he greatly cherishes his solitude and will only appear to those he deems worthy of his attention. At the base of the statue is a gemstone that serves as a conduit for teleportation used to enter Drazor's Trials.

Once the crystal is touched by an adventurer, that individual will vanish in a flash of purple light and reappear in a Trial Prison Cell as described in the Trial Entrance Room (Area 1a).



"Cushioned benches covered in dust line the walls of this room, facing a large marble statue of a robed and hooded figure standing in the center of the far wall of the room. A brazier of purple flame hanging from the ceiling casts light into every corner of the room which does not seem to have any exit other than the hallway you just stepped out of. The eyes of the statue begin to glow a deep purple, matching the fire in the brazier and torches, and a voice cracking with age seems to come from the depths of the hood.

"Greetings visitors! Welcome to the tower of the great Wizard Drazor! For those wishing to attempt the Trials and join me on the path of the elemental planes, place your hands on the crystal. For those waiting, please enjoy the refreshments provided. Good luck!"

The light in the eyes dim and a crystal at the base of the statue starts to glow with the same light, pulsing slightly."

1B - TRIAL ENTRANCE ROOM

This room is an exact duplicate of the welcoming room (Area 1) minus the furnishings and adding in an **antimagic field** (PHB 213). The statue in the center will have its eyes already glowing and once all of the adventurers are in the room, Drazor's voice will say "Welcome to the Trial! To escape these cells, your weakness must become your strength. You may begin!". The eyes will continue to glow even after the voice falls silent.

When each of the adventurers are first teleported into the room, they will find themselves in an individual 3 ft. x 3 ft. cell composed of glowing bars of purple energy. Each cell's bars are tailored to the adventurer based on their lowest ability stat.

THE TEST AND PRICE OF FAILURE

The only way to escape the cell is to use each of the adventurer's individual worst stat as described below with each cell having a DC 15 for each check. Each failed ability check will result in a zap of 1d4 points of force damage being done to that adventurer. If an adventurer is knocked unconscious in this way, the voice coming from the statue in the center will chuckle and state "Oh well, too bad" and a beam of light will come from the crystal and envelop the adventurer, but nothing else will happen. The voice will mumble, "Well... that's strange..." and then fall silent again.

The beam of light is meant to teleport the failed adventurer to the tower entrance room but Drazor's control of the teleport system is being affected by the chaos corruption and doesn't work.

If an adventurer escapes, they may attempt to help other adventurers out of their cages but the bars will react to that adventurer in the same way their original cell bars worked. For example, if the lowest ability of the adventurer outside the cell is Strength, the bars will react to them using Strength, even if the lowest score of the adventurer inside the cell is Wisdom. The bars will still damage the adventurer on the outside on a failed check.

Strength - The bars can be pulled apart with enough effort

Dexterity - The bars are just far enough apart that an adventurer who slips into the cell from outside it will pass the test

Constitution - When held, the bars exude warmth and the adventurer can feel the bar's energy start to drain away into them. A successful check will drain the bars of their energy, making them disappear.

Intelligence - One of the bars is slightly lighter in color than the others. An adventurer who finds this can push this bar and it will vanish, leaving an opening.

Wisdom - The adventurer must believe the bars are a lie and do not actually stop them from walking through them

Charisma - The adventurer needs to convince Drazor, by communicating through the statue, to release them from their cell.

Once the adventurers have escaped their cells a fanfare of trumpets will briefly fill the room before Drazor says "Congratulations, pilgrims! Learning to accept and overcome your weaknesses is the first step to true knowledge of one's self. You are now ready to begin the path of the elements. Watch that first step!" With one last slightly maniacal chuckle, the eyes of the statue will stop glowing and the crystal at the base will begin to pulse with purple light.

2 - FIRE LEVEL

The fire level tunnels and rooms are dark igneous rock formed from hardened magma and are hot to the touch, causing 1d6 fire damage to anyone who touches them. The air is stifling and the entire area is considered to be under the effects of *extreme heat* (DMG 110). The floors of the level are also overly hot, causing anyone standing in one place for more than two rounds in combat to risk having their footgear damaged by the heat. At the end of an adventurer's second round of combat without moving, the floor has +2 to attack against Object AC (DMG 246) causing 1d4 fire damage on a successful roll. Magical footwear is immune by default and the adventurers can avoid this damage by constantly moving.

2A - ENTRANCE

The adventurers are teleported from the Trial Entrance to the dead end of a short tunnel leading down into a large cavern split down the center by a stream of flowing magma that is 20 ft. wide and 3 ft. deep. Three **Hell Hounds** are in this area as well as a mauled corpse that is mostly a skeleton with bits of charred leather and metal. Once domesticated and the pets of Barnaby, the keeper of the fire level, the chaos corruption has driven the hell hounds to revert back to their feral nature and they winded up eating Barnaby. The trial was originally meant to be passed by answering a riddle and those who answered correctly would then be ferried across the stream of magma on the backs of the hell hounds.

Once the hell hounds are defeated, the adventurers must figure out a way across the magma themselves. This can be done through their own equipment and ingenuity or by utilizing the corpses of the Hell Hounds which are immune to fire and will float on the magma's surface.

2B - EXIT TUNNEL

The tunnel separating the Fire and Water levels declines gently as the environment slowly changes. The air begins to cool and bring with it the briney scent of the ocean, the tunnel walls start to turn into smooth obsidian and then to brightly colored coral, and the floor starts to dampen with puddles of sea water until the tunnel opens up to the water filled cave of Area 3.

3 - WATER LEVEL

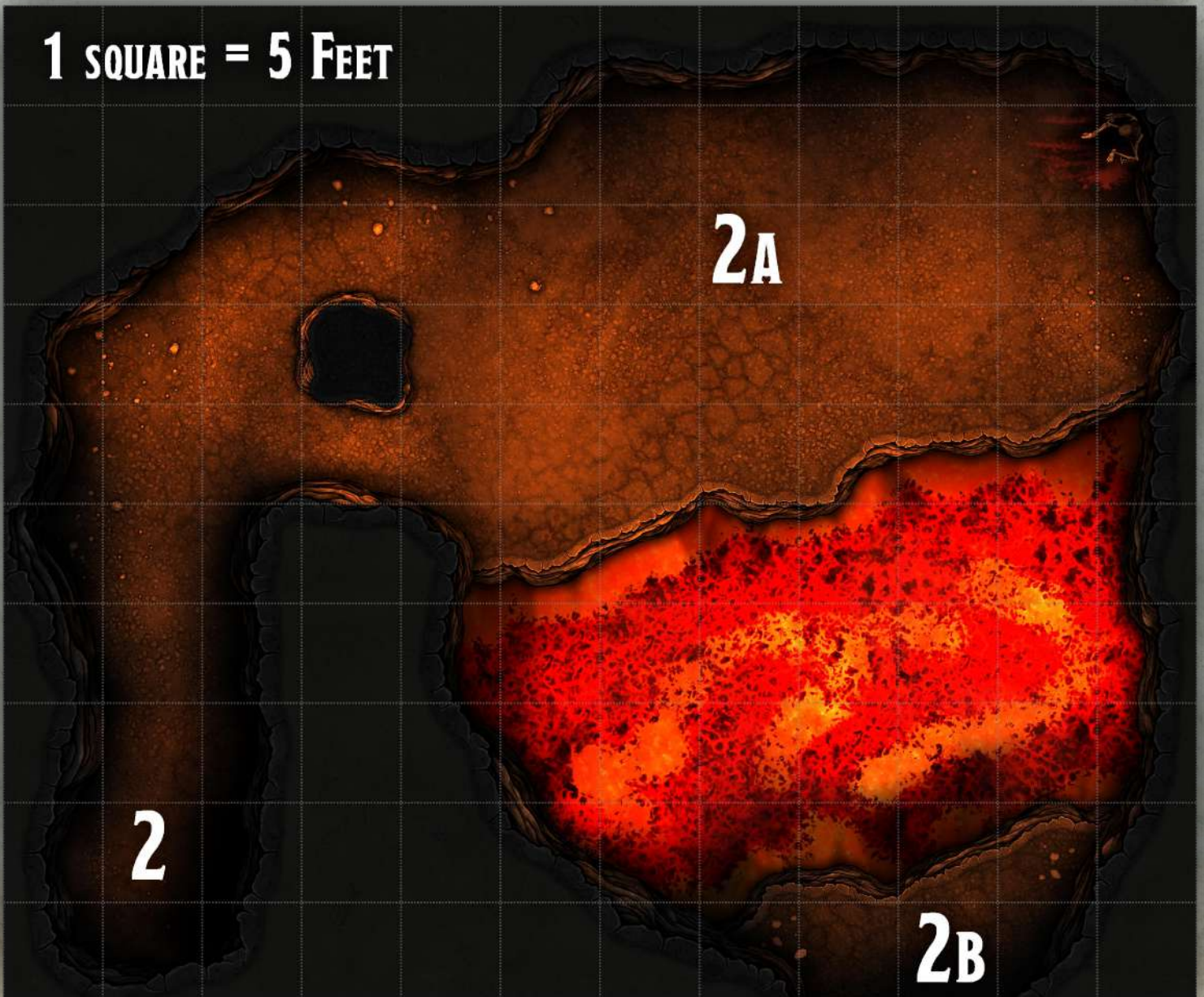
The walls of this room are made of living coral of all shades of bright colors, giving off a soft glow that illuminates the entire room. The floor is filled with about a foot of briney sea water with another 10 ft. tall hooded statue in the center.

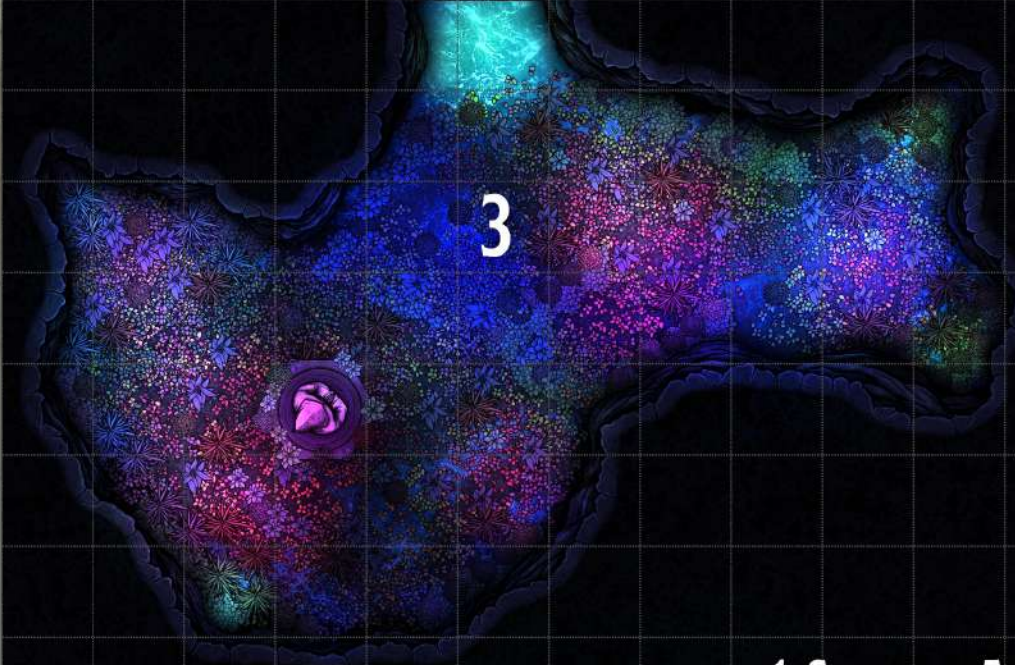
As the adventurers all enter the room, the coral will grow over the opening of the tunnel they just left and the eyes of the statue glow with purple light. Drazor's voice booms out "Congratulations on solving the riddles! I hope the puppies

didn't scare you too much, I know they can be a bit intimidating but Barnaby just loves those little rascals. Did Barnaby's riddle cause you too much trouble?" He will pause for a response and regardless of what the adventurers say or after enough silence has passed, he'll say "Well on to the next part of the trial! Shall we begin?"

As the statue's eyes stop glowing water will start to pour out of holes that appear in the ceiling. The room will continue to flood with water for a few minutes until it reaches the point of the statue's head, with only about 2 feet left of space before the water completely fills the room. Suddenly the purple glow will flash in the eyes once more and Drazor's voice will say, "Oh, I almost forgot you'll need this to continue." Beams of purple light will strike each adventurer before the glow disappears once more. The adventurers will have *Water Breathing* cast on each of them, just as the room finally fills with sea water.

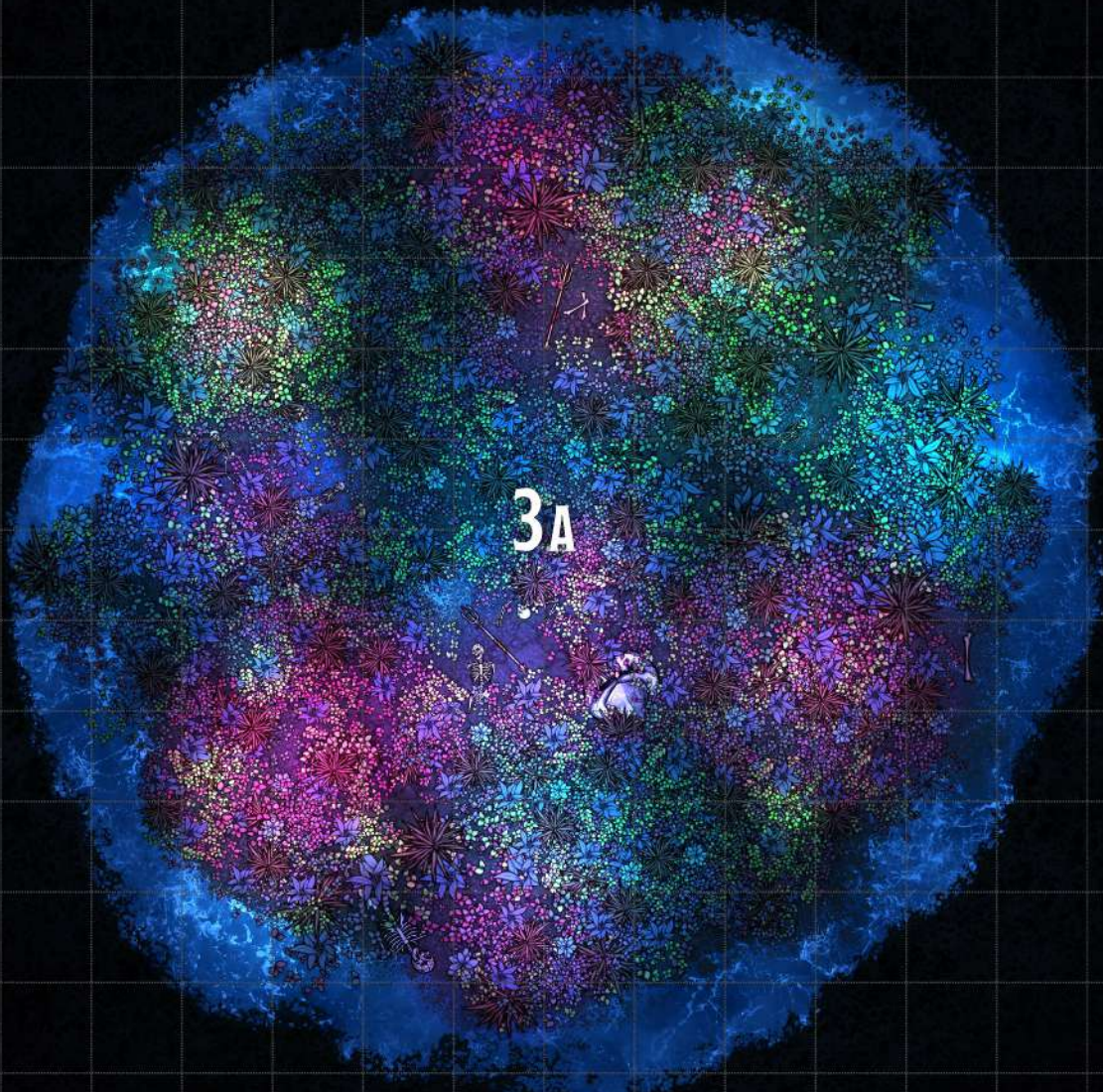
Once the room is completely submerged, the statue will slowly sink into the floor revealing an opening where it once stood leading down to Area 3a.





3

1 SQUARE = 5 FEET



3A

3A - ENTRANCE

Once the adventurers enter the water level, they will find themselves exactly in the center of the level with about 50 ft. of water above and below them; the tunnel they just swam through has disappeared without a trace. The water level consists of a single area of clear and calm waters surrounded by a swirling black vortex globe of dark waters. The floor of the water level is covered in bright coral and underwater plants that give off a phosphorus glow of various colors and strengths.

THE VERTEX

Any adventurer who gets within 15 ft. of the blackness will begin to feel a drop in temperature in the water as well as a pressure begin to build. At 10 ft. they will begin to take 2d8 cold damage and 1d10 bludgeoning damage every minute. At 5 ft. this damage will triple and be administered every thirty seconds. Any appendage or item that touches the blackness will be sheared off completely.

CORRUPTED MERFOLK

After the adventurers enter the water level, they will be confronted by a group of four **merrow**. These were once peaceful merfolk who lived happily in homes made from the coral of the ocean floor. When the chaos began to corrupt the tower, it created the vortex that slowly began to spin around this area. The merfolk began to fall victim to the corruption until finally a few were corrupted to the point they became merrow and killed the rest.

THE STATUE PUZZLE

The adventurers will find the skeletal remains of the killed merfolk littered across the floor of the level. In the center of a circle of broken skeletons is a statue of Drazor that has the following riddle etched into the base:

“When born into the water, I am black. When I am born into the air, I am red. What am I?”

An adventurer must smear fresh blood on the gemstone on the base in answer. Once this is done, the stone will flash the familiar purple glow and each of the players will hear the voice of drazor fill their minds. “Congratulations! You seem to be really good at these riddles. Most take weeks to get the answer. The merfolk are amazing hosts so I’m sure they’re sad to see you go so soon! Well, onwards and outwards!”

As the voice fades away, the statue slides away to reveal a tunnel beneath it. This tunnel is 20 ft. in length and leads to Area 4.

4 - EARTH LEVEL

As the adventurers swim through the tunnel, they will climb out of a pool of water and into the exact center of the Earth Level. Just as before, once all the adventurers have exited the pool, the stone floor will seal over the pool, completely closing over the entrance as if it never existed.

Solid stone encompasses the entirety of the earth level creating a large cavern in which a large floating rock about 20 ft. in diameter sits suspended in the center, just above the spot where they exited the pool. A statue of Drazor can be seen attached to the ceiling and is currently upside down from the adventurers’ perspective.

There are no natural light sources and the adventurers must use their own means of producing light or rely on darkvision to see. Stalactites and stalagmites litter the floor and ceiling of this cavern and the rocky and uneven spaces in between make any surface the adventurers are standing on difficult terrain. The cavern itself is a rough circle that is 100 ft. in diameter and 40 ft. in height.

REVERSED GRAVITY

The earth level is divided into sections where gravity is flipped throughout the cavern with the exact center of the room having an overlap where the equalized gravitational pulls suspend the large stone in the center. Whenever an adventurer steps into an area where the gravity is opposite of their current orientation, the affected adventure will fall towards the opposing “floor” of the cavern at a normal falling rate, taking 1d6 bludgeoning damage for every 10 ft. fallen and 1d4 piercing damage from the sharp rocks.

The areas marked 4a on the corresponding map have the gravitational pull towards Floor 1 while the areas marked 4b will have the pull towards Floor 2. The edges of the affected areas are shear and stepping across would be the same as if stepping off a cliff.

GUARDIANS

Two **bulettes** are all that remain of the former guardians of this cavern. They are adept at using the reverse gravity to their advantage, diving through the stone to come out through an opposing gravity well to fall towards an opponent. This tactic will activate the bulette’s deadly leap ability if it lands on an opponent. Before the chaos corruption reverted them from domesticity back to monstrosity, they would give rides to the statue for those who passed the test given by the former guardians.

GETTING TO THE STATUE

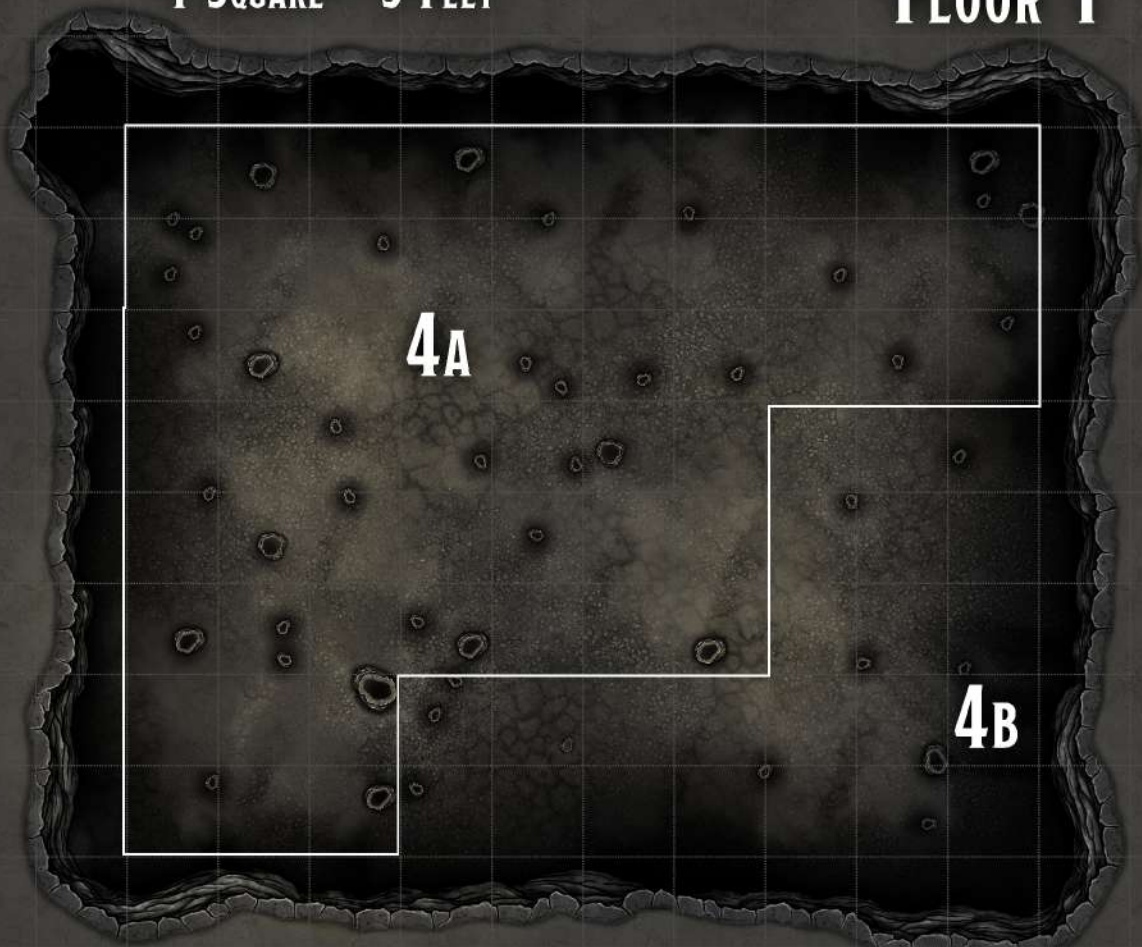
In order to reach the statue, the adventurers must determine a way to reach the statue and touch the gemstone at the base. Once this happens, the gemstone will flash with a purple light and the gravity will slowly correct itself with Floor 2 becoming the proper orientation. Any adventurer still on Floor 1 will begin to fall towards Floor 2 as if under the effects of a *featherfall* spell. Anyone who is under the large stone when this happens will need to make a successful DC 12 Dexterity check or suffer 3d6 bludgeoning damage when it falls on them.

Once the statue is lit up and the gravity settles, Drazor’s voice will boom forth “Congratulations! You’ve completed this challenge! And all it took was a little riddle and a bumpy ride through the rocks. Not so bad, right? Now we’ll see how well you *air* with this next problem!”

Drazor’s chuckle at his own joke turns into a strange maniacal laugh before fading away as the statue slides to the side, revealing a stone staircase leading down into a dark tunnel. Once all adventurers have entered, the statue will slide closed with a snap, sealing them in. As the adventurers make their way through the winding tunnel, they will notice that the floor gradually begins to slope downwards until it eventually turns into a smooth spiral slide. The adventurers must continue down the slide until it drops them into Area 5a.

1 SQUARE = 5 FEET

FLOOR 1



4A

4B

FLOOR 2



4A

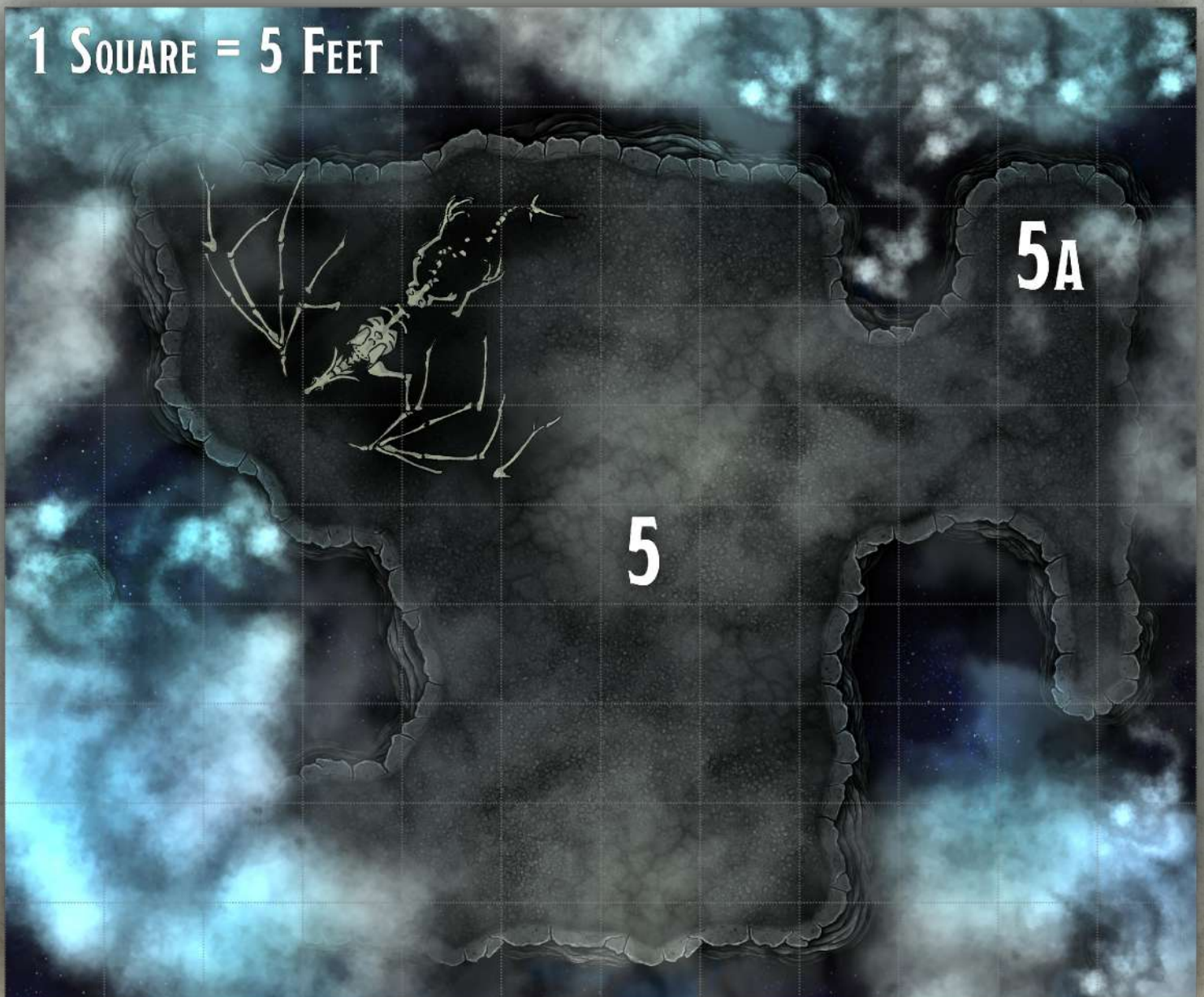
4B

5 - AIR LEVEL

Once all adventurers have exited the tunnel, the entrance disappears into empty sky as if it never existed. This level is comprised of an endless open sky with a large barren rock falling endlessly through the clouds. The tunnel slide will dump the adventurers a short 5 ft. drop to the rocky ground at Area 5a and each of them must roll a successful DC 15 Dexterity (Acrobatics) Check or else be knocked prone.

5A - ENTRANCE

At the far end of the falling rock is the corpse of a young silver dragon being eaten by a trio of chaos corrupted **silver dragon wyrmlings**. The wyrmlings became susceptible to the chaos corruption in the tower and went mad, eventually attacking their mother who could not bring herself to harm her children. They've eaten or frozen most of her corpse so there is not much left other than the bones. They are completely engrossed in the eating of their mother and can be taken by surprise if all of the adventurers manage to succeed on their Dexterity checks.



1 SQUARE = 5 FEET



THE LAST STATUE

The final statue is hidden underneath the corpse of the adult silver dragon. A successful DC 18 Strength check will allow an adventurer to lift the carcass enough to move it away to reveal the statue. Otherwise, the adventurers must carve out the remaining meat and make their way to the intestines where the statue is embedded into the side of the corpse, covering them in blood and gore.

The silver dragon was the final riddle master who can no longer guard the statue so it is free activated once it is reached and the gemstone is touched. Once activated, the usual purple glow will appear and the sound of trumpets fill the air along with Drazor's booming voice, "Congratulations, pupils! You have passed all challenges and are now ready to meet your new Master! Well done and...", the voice fades a bit and the adventurers can hear a bit of mumbling, "where is that blasted... ah here we go!".

A flash of purple light will burst from the statue and will teleport the adventurers to Drazor's Study.

6 - DRAZOR'S STUDY

"As the flash of light dissipates, and the glare recedes, you find yourselves in a large room filled with all sorts of mystical equipment crammed onto a multitude of work tables, benches, and strewn across the floor. The skeleton of a massive dragon hangs suspended over the room with wings fully extended and maw opened into an eternal roar. There is a library's worth of books and scrolls both ancient and new stacked in piles in every corner of the room.

A figure appears from behind a stack of papers and now a face goes with the voice that has boomed forth from the statues throughout the tower. A wizened elven wizard stands with disheveled hair and a wild look in his eyes; a smile bordering on the maniacal stretches across his face as he reaches out his hand in welcome."

THE MAD WIZARD

If the adventurers are covered in the gore of the silver dragon from the air level, Drazor will not even notice as he covers himself in it as well, shaking each of the adventurers hands in turn. The madness of the chaos corruption has not completely taken Drazor's sanity but it is on a razor's edge and will crumble shortly.

Once they finally confront him, his insanity will be completely on display with his disheveled appearance and the madness in his eyes. At first he will think that the adventurers have come to join as his new apprentices and he will be surprised at some of the non-magic users being a part of the group. He will completely ignore any mention of the corruption in the elemental levels and dismiss anything the adventurers say as impossible; he firmly believes he has kept the chaos corruption at bay.

Once he learns the truth of the adventurers' reasons for being here, he is not happy that they have interrupted his work but will answer their questions since they have completed all his challenges. He knows about the chaos corruption and will preen at how he has "kept his tower safe from those fools." He knows of the Circle of Five because they were once his apprentices. Not happy with his slow teachings, they rebelled and began their own experiments with chaos, seeking more power. He's aware that they have unleashed chaotic powers that they had no hope of controlling but believes they will burn themselves out long before they become a true danger to anyone.

Drazor will grow increasingly erratic as the conversation continues; his behaviour will grow more and more erratic until he finally snaps and accuses them of being assassins sent by the Circle of Five to kill their old master. Once this happens, he will initiate combat because he "must protect the sanctity of the tower!"

TACTICS

Drazor (**mage**) will call on his **smothering rug** to assist him in combat. He'll start with casting *mage armor* right away. His madness will come to play when he will make a big build up of a seemingly powerful spell but it's just *prestidigitation* and he seems confused when it doesn't create more of an effect. He has a *potion of healing* on his person that he will use if he gets too low in hp. Throughout the fight he will show more and more signs of his loss of sanity.

COLLAPSE OF THE ELEMENTAL TOWER

When defeated, Drazor will have a lucid interval in which he has full clarity of his actions and the situation. He will begin by thanking the adventurers for ending the horror of his madness before begging them to please seek out and close the chaos rift his former students have opened, giving them a simple bronze compass that will point the way to the rift. As his life begins to fade, the tower begins to shake and crumble without his magic to keep it together.

With one last burst of power and a flash of purple light, he will open a portal to the outside of the tower. The adventurers will have just a moment to grab a random item each from around the study before they must dive through the portal. Each adventurer must roll 1d10 to determine what they grabbed off the table below.

1	Arcane Scroll Chill Touch
2	Arcane Scroll Cure Light Wounds
3	Potion of Barkskin
4	Bag of Tricks (DMG 154)
5	Oil of Keen Edge
6	Wand of Detect Secret Doors (21 of 50 charges)
7	Ring of Climbing
8	Bag of Holding (DMG 153)
9	Potion of Fire Giant Strength (DMG 187)
10	Deck of Illusions (23 cards) (DMG 161)

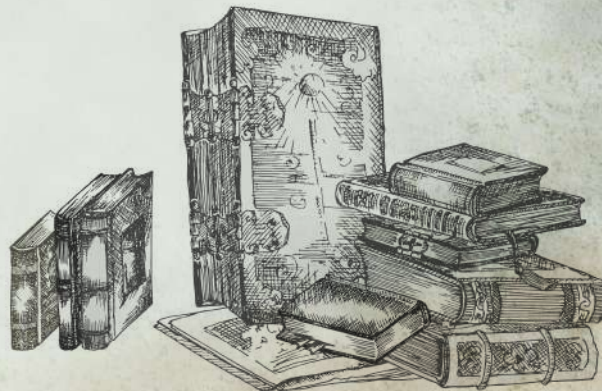
Once they dive through the portal they will find themselves outside the entrance of the tower where they watch as it collapses into a swirling ball of elements until finally disappearing; there is only a bare earthen circle remaining to show that it ever once existed.

CONCLUSION & WRAP-UP

Once the adventurers have completed the tower, they must decide to make their way to recover at a nearby city, collect any promised rewards, or to continue on towards the chaos rift. The compass given to them by Drazor will home in on the source of the chaos and guide them directly to the Circle of Five's lair hidden in the verdant hills, just to the south east of where the elemental tower once stood.

If this adventure was used as a one-shot or the series is ending here, the adventurers can make their way back to the city where they were promised their reward. They will be welcomed, plied with drink and food, and hailed as heroes.

Thank you so much for playing **Tower of the Mad Wizard!** If you want to check out more of our content, please visit [www.theDMToolChest.com!](http://www.theDMToolChest.com)



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