

THE PRISMATIC TOWER AT A GLANCE

Originally serving as the laboratory/fortress of a solitary wizard who built this complex for her own studies on light and light-based magic, the glasslike Prismatic Tower stands on Lonely Starreach Peak, far above the clouds where it can capture copious sunlight. After the original owner abruptly abandoned the tower, a small guild focused on colour-based magic reasoned the place would suit their needs after they discovered the structure stood at a point where the Prime Material and the Prismatic Planes touched one another.

Forty-four years after claiming the tower, the guild has grown from the founding five members to over twenty strong, with each master taking on at least one apprentice. Each masters a particular colour and assists with researching related colours. Despite their strong focus on favoured colours, the guild members get along well with each other.

DEMOGRAPHICS

Ruler Atramentous

Population 25 (7 humans, 2 dwarves, 3 elves, 5 gnomes, 4 half-elves, 2 half-orcs, 2 halflings)

Alignments LN, N, CN

Languages Common, Dwarven, Elven, Gnome

Resources & Industry Colour-based spellcasting

LORE

A PC making a Knowledge (arcana), Knowledge (geography) or Knowledge (local) may know some information about the Prismatic Tower. A successful check reveals all the information revealed by a lesser check.

DC 20: The Prismatic Tower houses a guild of spellcasters who study colour-based magic.

DC 25: The guild provides rare and expensive colour- and light-focused magic items for their patrons.

DC 30: The wizard who built the tower disappeared.

NOTABLE FOLK

Most of the population are nothing more than modest spellcasters apprenticing to the powerful guild leaders.

- **Dress** All residents wear multi-coloured robes or robes representing their preferred colour.
- **Nomenclature** All inhabitants take the name of a colour, typically reflecting their penchants.

Some of the inhabitants, however, are notable:

Atramentous (location 7; N female elf sorcerer [arcane] 13) Guildmaster Atramentous keeps the guild members in line.

Azure (location 2; CN male halfling wizard [illusionist] 9) Azure discovered the illusion-bolstering properties of blue light.

Jade (location 9; N male half-orc sorcerer [arcane] 5) Three weeks after his master disappeared, Jade has come to terms with taking on the mantle of master of green magic.

Mauve (location 10; LN female dwarf wizard [abjurer] 17) Mauve protects the Great Prism while designing protective prismatic magic (with a focus on violet light).

Umbur (location 1; CN female gnome wizard [evoker] 10) One of the few non-primary colour spellcasters in the tower, this gnome studies the ablative power of brown magic.

Uv (location 6; N male gnome wizard [illusionist] 9) The foremost proponent for the study of non-visible light has met with resistance from traditional guild members.

Vermilion (location 5; N female half-elf fighter 9/sorcerer [elemental {fire}] 3) This formidable warrior possesses comparatively slight magical might; she greets visitors and is a the tower's first-line of defence against invaders.

NOTABLE LOCATIONS

The following areas are of particular interest to adventurers:

1. **Library/Labs:** Research-rich books and scrolls share space with workspace used to study patterns and colour combinations.
2. **Colour Laboratories:** Single-colour research takes place here.
3. **Prismatic Veil:** Senior guild members can control a set of prismatic effects for defence and induction of new members.
4. **Starreach Entrance:** Here, the tower abuts the mountain.
5. **Main Entrance:** Vermilion guards the tower's only entrance and greets visitors and prospective guild members.
6. **Invisibility Laboratory:** Uv studies non-visible light, here.
7. **Atramentous's Office:** Atramentous spends most of her time here, leaving only to meet powerful dignitaries and visitors.
8. **Vault:** This cramped room contains sheaves of vellum with sensitive research developed by the guild members.
9. **Living Quarters:** With most space used for experimentation, the guild members must share this living space.
10. **The Great Prism:** The showcase of the tower, this enormous prism splits sunlight into its component colours.

MARKETPLACE

The following items are for sale, at the Prismatic Tower:

- **Consumables** *potion of invisibility* (300 gp), *scroll of prismatic spray* (2,275 gp), *wand of colour spray* (750 gp)
- **Miscellaneous** *gem of brightness* (13,000 gp)
- **Weapons & Armour** *prismatic plate* (160,650 gp)

Additionally, the following services are available:

- **Spellcasting** Arcane spellcasting (patterns, *prismatic* spells and other colour-related spells)
- **Crafting** Magic arms and armour, scrolls and wondrous items

EVENTS

While the PCs are at the Prismatic Tower, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	Due to a laboratory mishap, red light washes over the tower, and everyone within. After an hour, everything returns to its normal pigmentation.
2	A tremor shakes the tower, prompting Mauve to ask any able-bodied inhabitants to help steady the Great Prism; if asked, she indicates this has never happened before.
3	A wizard arrives at the tower with a device he claims can capture sunlight and radiate the captured light at night; Atramentous is cautiously optimistic about the prospect of continuous study, as laboratory time is at a premium.
4	A senior guild member is ready to test a new spell that generates a rainbow bridge and asks the PCs if they would like to use it to travel anywhere within 50 miles.
5	When the sun finally shines again after a 15-minute eclipse, the Great Prism no longer absorbs its light.
6	An explosion rocks one of the colour labs; the guild member at the centre of the blast lies unconscious, possibly dead, in the laboratory.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about the Prismatic Tower and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use this table to determine which rumour(s) the PC learns.

D6	RUMOUR
1	The storage room within Starreach Peak hides an entrance to the mountain's depths.
2*	A powerful chromatic dragon that can change its colour has taken an interest in the tower.
3	A schism brews as Uv and Ir have begun experimenting with wavelengths outside the visible spectrum. Many of their peers believe such tinkering is a foolish waste of time, but the two believe it will revolutionise invisibility, or counter invisibility, among other benefits.
4*	Atramentous is worried the prismatic veil will soon fail.
5	Vermillion claims she saw a cherubic creature coalesce from pure colour and then immediately disperse.
6	Jade's master disappeared after pointing out a bizarre coruscation of colour streaking across the heavens.

*False rumour

