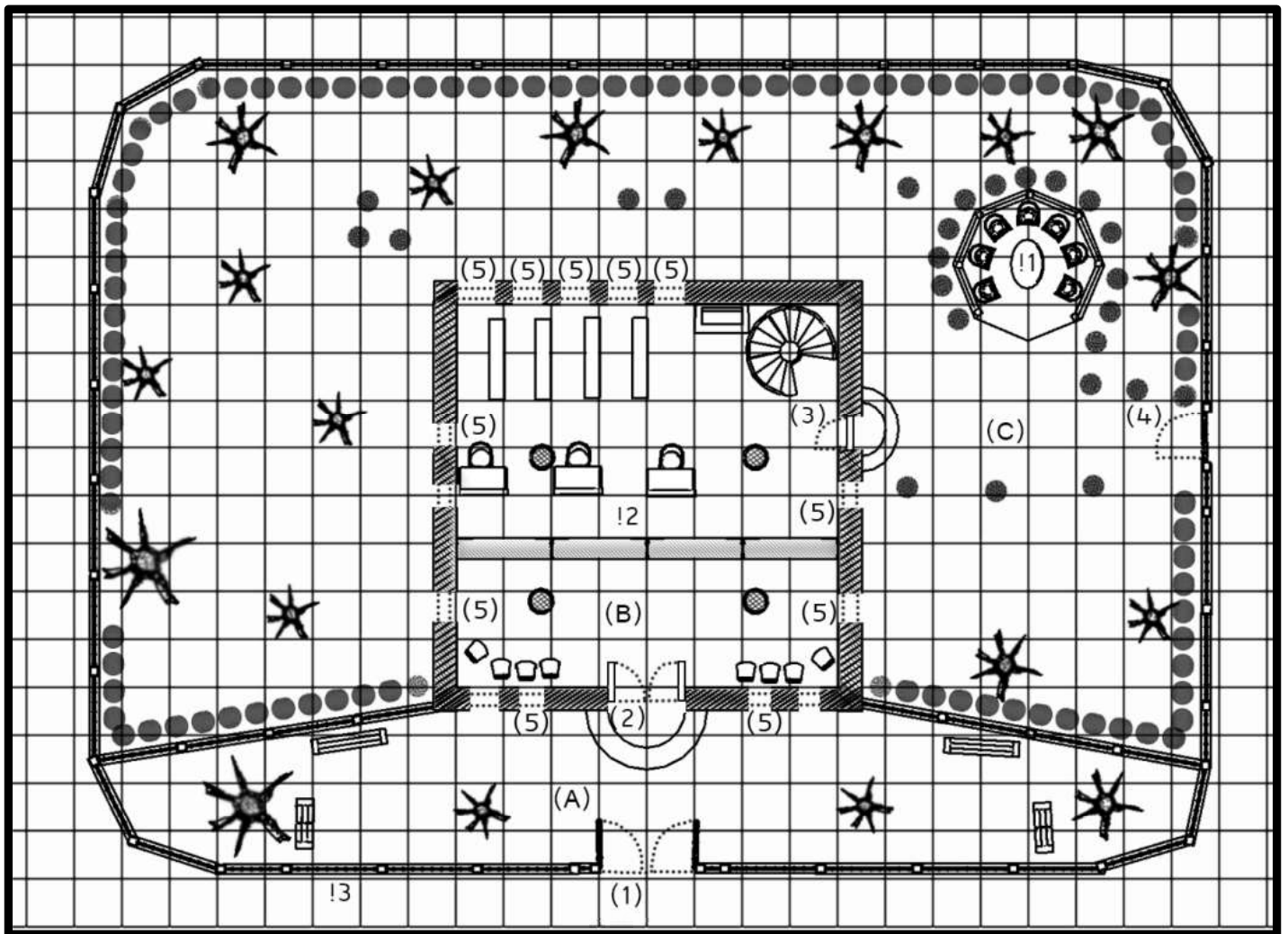


Old Bill Wiseman's Tower – Ground Level



## Old Bill Wiseman's Tower – Ground Level – Page 1 of 2

### Rooms:

#### **(A) Front yard** – No Ceiling – Open Air

There are a couple heavy marble benches under the shade of the large trees on each corner of the front yard. There is a 10ft fence around the whole area "I3". There might be adventurers waiting on the marble benches, or staff cleaning the area.

#### **(B) The Adventurers Guild Bureau** – Ceiling height 15ft

During the day, the clerks will be behind the wide marble counters that are cover the hall from wall to wall "I2". There are three writing desks with stamps, sealing wax, medals used to show the ranking of the guild and several other tolls. There are bookshelves with scrolls and books, which the clerks will use to get the information of the adventurers and to check available tasks. Near the north wall there is a large fireplace, which is lit on cold days, and a marble spiral staircase leading up. There is a large chandelier hanging about 10ft high in the center of the hall, which is lit in dark days. There are four marble pillars in the hall. During the night there is a faint magical light emanating from each one the pillars. During the night there will be one invisible hound guarding the hall.

#### **(C) Backyard** – No Ceiling – Open Air

During the night there will be an invisible hound guarding the backyard. There is a 10ft fence "I3" surrounding the backyard. It is lined with 5ft tall hedge shrubs that provide visual cover. There is a gazebo with chairs and a coffee table "I1". There are a few large trees in the backyard.

### Doors and Windows:

#### **(1) – Main Gates – Strong Steel Gates – AC20| HP60| DC to break 28| Lock DC 15 |**

A 10ft tall steel barred gate. During the day it will be wide open. During the night it will be locked. William Wise (NPC) has the keys.

#### **(2)– Main Doors – Reinforced large wooden door – AC16| HP40| DC to break 23| Lock DC 20 |**

During the day the doors are wide open. During the night they will be locked. William Wise (NPC) has the keys. There is a large sign above the door reading "*Old Bill Wiseman's Tower*" in common language.

#### **(3)– Side Door – Reinforced l wooden door – AC16| HP30| DC to break 23| Lock DC 20 |**

The door will be closed and unlocked during the day. It will be locked during the night. William Wise (NPC) has the keys. There is a large dog's hatch in the door. A creature of medium size can squeeze through the hatch if they are not carrying equipment.

#### **(4)– Backyard Gate – Strong Steel Gate – AC20| HP40| DC to break 28| Lock DC 15 |**

The gate is closed and unlocked during the day. It is locked during the night. William Wise (NPC) has the keys.

#### **(5)– Windows – Stained Glass – AC 1| HP 10| DC to break 5**

The windows are pivoting glass panes. During hot days they will be open, during the night they will be closed and locked with a latch from the inside.

## Old Bill Wiseman's Tower – Ground Level – Page 2 of 2

### Features:

**The Invisible Hounds** – Every night before going to bed William Wise (NPC) will cast “Mordenkainen’s Faithfull Hound” (Players Handbook Page 261) twice. Once inside the bureau main hall and once in the backyard. The hounds will guard the areas and will bark if anybody enters. William can hear the dogs from his room and will wake up if they bark. The dogs are not going to attack unless William orders them. If the trespassers climb the stairs, the dogs are going to follow and continue to bark until ordered to act differently by William.

**!1 – Gazebo**–There is a gazebo in the backyard, with comfortable chairs and a coffee table. William will invite adventurers to talk in the gazebo when he has matters to discuss. When using the “Orb of Truth” he will lay it in the coffee table, affecting all who are in the gazebo. There are 10ft tall hedge shrubs surrounding the gazebo, providing visual cover and some privacy.

**!2 - The Clerks** – There are going to be 1d4 humans attending the adventurers and the townsfolk. They take requests from the townsfolk, register new adventurers and offer quests to the Guild’s members. They do all the bureaucratic work efficiently. They are friendly but focused on their work. They might engage in quick conversation with the PCs, but will excuse themselves and go back to work if there is no more business to be discussed.

**!3- Steel Fence** – There is a 10ft tall steel fence around the whole perimeter of the tower. It can be jumped with an athletics or acrobatics test with DC 12.