The Great Stellarium
To be caught in the beam of the reflector causes horrific burns and, on a 6 on 1d6, great insight into a grave problem. All properly conducted astrology done here is as precise and accurate as you could fear.

Hall of the Orrery. The dragon has burst through the side of the tower, and uses it as a larder to protect and refrigerate her kills. Formerly the tower’s library. Full of scorched books, frozen elk, polar bears, vinteralfen, and a single mangled halfling in Thavir’s livery.

Altar of the Star Kings. Diamond-studded starmap.

Stores. Thavir’s quartermaster has barricaded herself in the high astrologer’s private kitchen. She is dead and ravaged by blue slime, though its progress has stopped now that it is too cold for it to grow.

Last Stand. Prince Thavir and his 7 surviving guards hibernate arm in arm, frozen and seemingly dead. Heavily armed, but Thavir’s blue jade scabbard is empty. If touched by warmth, they will awaken in d4 hours and resume their quest. They are angry, starving badasses, and the Stellarium is rightfully theirs.

Thavir finally breached the stellarium with a deep tunnel to the cavern.

Forge Room. The tower’s forge room is built into the bedrock, and the furnace is fed by pipes of high pressure magma heated steam from deep in the earth. Two ice golem, forge assistants, stand guard, but can be pacified with a word known by Vinteralf.

Interesting Finds (d8):
If you roll a previously discovered find, use the next one available.
1. The starsword Grugnir. The invisible rays it casts cause blindness d4 hours after first seeing the naked blade, lasting 3d6 hours.
2. Scintillating dragon scales. Strong as steel, clear as ice, they might be ground to make excellent lenses. Scraped walls.
4. Star Charts, aiding for navigation and divination.
5. Spell scrolls, d8, each of level d6.
7. Blue slime barely contaminating a valuable item (gem, weapon, jewellery).
8. The Wyrm Jokun. Thirty feet long with powerful wings, but slender enough for the tunnels. Ice-clear scales, tough as steel, and invisible when asleep. Breathes fire, likes her food cold.