

Quezzal Tower

High up on the southeastern side of Mount Blodwine in the Oracle Mountains of northeastern Peredur, is a corrie valley with a rounded lake in it, the Iron Pool, from which flows the start of Glue Stream, one of the minor tributaries of the River Arthec. On the lower mountain slopes overlooking the Pool stands Quezzal Tower, an old, partly ruined, stone tower with a form like a windmill, facing southeast down the valley, with what were once four, fixed, stone-lattice vanes. There are clefts and caves in the rocks nearby where lurk Wyverns and still more dangerous creatures, along with a clan of Ogre-sized, humanoid Badgerfolk, that sometimes use the more intact, ground-level, parts of the Tower as a lair.

The Tower overall is around 60 feet tall (18 metres), and tapers up its length in stages, as the map suggests. Through its heart runs a single, huge, stone-like pillar that once conducted magical energies extracted from the valley air by the vanes, down to the Summoning Chamber below ground. This is not currently functional. The vane-blades outside form an angled cruciform shape, like a broad saltire, each around 40 ft long (12 m), and were never designed to move. They are not solid stone, but form a latticework frame across which it is possible some other substance was once stretched to collect and channel the magical energy flow up the valley from the southeast through their great attachment rod in the uppermost Tower level (the 50-Foot Level on the map - 50 ft being 15 m), and thence into the central pillar. The upper right vane, as viewed from the valley, has broken off from its attachment point, fallen and smashed on the ground below, although the three other vanes remain more or less intact still. The Tower's Highest Level is partly ruined too, and commonly occupied by roosting or nesting birds in season, as is the 40-Foot Level below it, for all it is more intact. None of the Tower windows have glass in them now, so are simple openings to the outside. Some of the stone doors are closed within, others open. The stairwells are generally intact at least.

Below the 40-Foot Level, the 30-Foot one is rarely occupied, except by occasional birds flitting through, although the next floor down, the 20-Foot Level, does see some use by the Badgerfolk from time to time. They are more often to be found in the 10-Foot Level and especially in the Surface Level. Badgerfolk are humanoids of Ogre size and form, with furred skins, striped black-and-white over their faces, with heavy, claw-like hands and forearms that are better for digging through soil and rock than fine manipulation, although they are able to open and close the doors here. They have short facial snouts and sharp teeth, suitable to their omnivorous diet. Heather and straw bedding is brought in from outside to their current lair-rooms in the Tower, and is changed regularly, so is generally fairly fresh. They sometimes use the great central pillar, and its attached, stonelike, semi-cylindrical, closed, energy-storing cabinets at its base in the Surface Level, for sharpening their claws, as the stone-like substance is very strong, and hardly shows any scratch marks at all.

Their explorations discovered the deep stairwell leading to the Below-Ground Level some time ago, but their efforts to pass through the door at its foot were stymied because, despite the Tower's long disuse and great age, the door remains magically locked shut. Undeterred, and naturally sure something interesting must lie beyond it, they dug a tunnel down from the surface, eventually through the southwestern stone wall of the Old Summoning Chamber. Although that Chamber proved empty, they scented-out the concealed door in the northeastern wall, and unable to open it, simply smashed through it into the Caverns beyond. The whole Below-Ground Level is detailed by the separate Spidermage Caverns map in the Atlas.

Quezzal Tower was designed as an overground structure to match an Inkwell Ideas Dungeonmorph Dice design from the Lairs set, from which the Below-Ground Level here was taken and adapted. The general wizard's tower concept, and that of the Ogre-sized Badgerfolk, derived similarly from the accompanying Inkwell Ideas book for this dice set, "Dungeonmorph: Delves and Descriptions - Crypts, Lairs & Sewers Edition".