

# WINDY TOWER LEVEL THIRTEEN

Although this map covers part of the Windy Tower complex, it is clearly not the same as the other Levels in the Tower itself, being much larger and less regular in form, and also because it requires the use of a magical golden Talisman (to be found on Level Seven of the Tower) to access or leave it. The magical silver Amulet (from Level Two) is also required to open the door to and from this Level's Entrance Chamber into the rest of this Level.

In general, the passageways are all around 10 feet high (3 metres) on this Level, so are lower than those elsewhere in the Tower, along with many of the chambers. Exceptions are noted below. As elsewhere in the Tower, there are no windows or external doorways, but this Level has a distinctly subterranean atmosphere to it, with hints of cool dampness in many locations, unless noted.

Areas are dealt with in order of their letter-labels below, with the few named chambers on the map inserted and discussed at the appropriate point in that sequence. The initial areas, from Chamber A to the dogleg passageway north out of the Golem Creation Chamber (although not the lower passageway leading to Chamber J, beneath the Golem Creation Chamber), all have curious, often very large, possibly magical symbols set into the floors, walls and ceilings, all of which have a darkly metallic lustre. Sometimes, individual symbols may span the angle between floor and wall, or ceiling and wall, as the markings on the map attempt to indicate. Some of these designs have been set deliberately into the floors, and have, or seem to have, a definite magical purpose or significance. Many of the individual signs and symbols though appear to be quite randomly placed.

Part of the contents here were derived from ideas generated using The Story Engine's prompt cards in their "Loremaster's Deck", "Worlds of Myth & Magic", "Enchanted Items & Cursed Curios", "Written in Dragonfire" and "World & Lore Bridge Expansion" sets. To assist GMs, reference has been made to creature abilities using the Shadowdark RPG as well.

**A. Portal Entrance Chamber:** A small room containing the Portal to and from that on Level Nine. The golden Talisman (from Level Seven) must be touched to this Portal to activate it. An identically-shaped panel on its left side indicates where this must be done. The Talisman must be carried through the Portal once it is activated to keep it functioning. It must be used similarly on the connecting Portal on Level Nine to return here. Note too that the silver Amulet is needed to open the door into the rest of the complex on this Level, from either side. It must be touched to the door, which automatically unlocks and opens when this is done, closing and locking again once the bearer of the Amulet has passed through it. Other than the Portal, this room is empty.

**B. Small Book Store:** A similarly-sized room to Chamber A, it contains a substantial book and scroll case, reaching almost to the ceiling, on the north wall. The nature of the texts here is appropriate for what activities have been carried out on this Level, although there is nothing of especially great value or significance in it, at least not regarding those activities.

**C. Protective Circle Chamber:** This is a huge, circular room with a domed ceiling 30 ft high in its centre (9 m), and a patterned, tiled floor, like some elsewhere in the main Tower. A lectern and a candelabrum stand towards the southeastern wall, and a large, magical, metallic design is inlaid into the floor. Those familiar with such things may be able to tell that the design can be activated to mean the central circle and whatever is in it, is safe from virtually any sort of magical assault. It is only about 4 ft in diameter, however (1.2 m). Other than the stone doors to Chambers A and B, a narrow, open passageway, around 3 ft wide (1 m), leads out of the northern side of this Chamber, and up some stairs, before turning west into a similarly narrow corridor which opens out a little just before the door into Hall D. Quite how the numerous substantial items, furniture and gear found elsewhere in the complex was able to traverse this narrow passage is naturally a complete mystery.

**D. Angel Statue Hall:** Another large, rounded chamber with a tile-patterned floor, and a partly domed ceiling 30 ft high (9 m) extending over the southern stairwell, this has a triangular, apparently simply decorative, metallic, linear interlace design inlaid in the centre of the floor, aside from some of the random symbols elsewhere. A very broad set of steps leads down from the southern third of the room into Hall G, while a heavily-curtained alcove is set into the northern wall opposite the steps, which narrows to a tiny gap, just 1.5 ft wide (45 centimetres), into Room E. A secret door to the corridor leading past the hidden Treasury (I) is behind the angelic statue near the central western wall. Much like the statuary found throughout the main Tower, this one too can be activated and become a living creature to defend the complex against harm, but most especially should the creature in the Great Holding Chamber, northeast of this Hall, somehow escape. Other creatures simply passing through this room, even if carrying items from elsewhere in the Windy Tower complex, or making examinations of the room and the statue, including passing through the secret door behind it, will not ordinarily activate it. Only attempting to cause harm to the complex itself will do so, aside from the thing in the Holding Chamber getting free. Treat it as a Shadowdark RPG Archangel if it does become active.

**E. Pentagon Room:** This rectangular area has a 15 ft high ceiling (4.5 m), with a walled-off, broad, flight of stairs leading down in its northwestern corner to the Robe Store (F). Other than the tiny entrance from the Angel Statue Hall (D) in the south wall, there is a further narrow (3 ft, 1 m, wide) passageway in the east wall, in which is a further set of steps down into the Great Holding Chamber. The floor is similarly pattern-tiled to that in the Angel Statue Hall. Along with a partial, large symbol on the southwestern floor, which continues on up the adjoining wall, there is another metallic linear inlay in the centre of the squarer part of the chamber's floor, in the form of a simple pentagram, one of whose points aligns with the entranceway from the Hall, while another aligns less precisely with the narrow eastern exit. There is a moderately strong scent of incense in the air, although there seems no obvious source for this, as the only furniture in the room is a single wooden lectern stand towards the northeast corner.

**F. Robe Store:** A small, square chamber behind the stone door at the foot of the broad stairs north from the Pentagon Room (E), and with a tiled floor, patterned much like the room above, where it can be seen, given there is either one very large, or several merely large inlaid metallic symbols here, extending onto the western and northern walls, and the ceiling. This incense-scented room contains just a large chest by the north wall that holds a number of carefully-folded, clean, robes in different colours and with various fancy, embroidered designs over them. The interior of the chest is lined with aromatic cedar wood, which has also scented the clothing. All would fit an average-tall Human, or a creature of comparable proportions. One of the robes may be recognisable to those with knowledge enough as a legendary Robe of Warding, said to be capable of preserving the bearer against almost every possible inimical magical or demonic attack, and when in complete darkness with its hood covering the wearer's face, enabling them to scry events happening hundreds of miles away. It was said to have been mislaid many generations ago, if it ever existed at all.

**Great Holding Chamber:** Accessible only by the very narrow stairway down from the Pentagon Room (E), this is a vast, circular Chamber with an 80 ft high domed ceiling (25 m). It has an identical tile-patterned floor to those in areas D, E and F, but has none of the random, often huge, inlaid metallic symbols commonly found elsewhere in the chambers and corridors nearby. Instead, it has an enormous inlaid floor design of a great, leafless tree, surrounded by a circle of large runic letters, as mapped. The tree's roots lie closest to the entryway. The Chamber feels unusually cold, and there is a very strong sense that something huge, highly inimical and invisible is penned here, trapped within the magical, warded circle. It is not possible for anyone to ordinarily enter this Chamber at all, because the outer line of the circle runs exactly along the foot of the steps, and an invisible, strongly magical, barrier prevents such access. Should anyone somehow manage to circumvent this, they can only enter the outermost part of the Chamber, between the outer magical circle ring and the circular wall, a space a little over 3 ft wide (1 m). Trapped within is the gigantic, invisible, Devourer of Deserts, a boneless creature that is always hungry. It glows palely when injured (the only time it becomes visible ordinarily), and makes a terrifying sound. Luckily, the magical wards holding it here keep it in stasis, preventing sounds from passing in or out of the circle, as well as any physical items, so it is currently powerless, stable, and cannot leave the Chamber. A Shadowdark RPG description for this creature follows.  
**The Devourer of Deserts.** *A vast, invisible, bonelessly-amorphous creature, it is always hungry, and can quickly absorb organic matter it comes into contact with. It glows with a pale light when wounded, allowing it to become partially visible to those nearby. Aside from physical attacks, it can make a terrifying sound attack as well. It is of roughly animal intelligence, and seems to act primarily on instinct.* **AC 16, HP 77, ATK 4** slam (near) +10 (3d8 + crush) and 1 bite (near) +10 (4d8 + engulf), **MV** double near, **S** +6, **D** +1, **C** +5, **I** -4, **W** +0, **Ch** -3, **AL** N, **LV** 16. **Legendary.** Only damaged by magical sources. Hostile spells targeting The Devourer of Deserts are DC 18 to cast. **Impervious.** Immune to damage from acid, cold, or fire. **Invisible.** Naturally invisible. **Terrifying Sound.** In place of attacks, all creatures who can hear within far DC 18 CHA or paralyzed 1d6 rounds. **Crush.** DC 15 STR or target takes an additional 2d8 damage. **Engulf.** Target is pulled into The Devourer's body and is absorbed in 2d4 rounds. DC 15 STR on turn to escape. Inorganic matter is expelled and flung double near away from the Devourer in a random direction after absorption is complete.

**G. Storage Hall:** A 15 ft high (4.5 m) area with a plain-sandstone flagged floor at the foot of the very broad steps down from Angel Statue Hall (D). It angles west into a southern alcove extension, from whose northern tip is a narrow, open exit, nearly 3 ft wide (about 85 cm) into the long, circular corridor, much of which is considerably wider, that connects areas G, H, I, D and the Golem Creation Chamber. A closed stone door blocks the passage north just beyond the stairs up into the Golem Creation Chamber, and there are some further steps up north of this door, before the passage turns south and narrows sharply (to a similar width to the northwestern exit from the Storage Hall), on its way to the secret door into area D. In this Hall, and in two parts of the broader passageway to the northwest, are segments of a magically protective circle inlaid in metallic form into the floors. The runes in these seem very similar to those in the outer ring of the Great Holding Chamber. There are also more of the random inlaid symbols in floors, walls and ceilings, although the circle segments do not extend beyond the floors. In this Hall area are two large crates, a large chest, several sacks and a large, rectangular, wooden table. The containers hold primarily dry goods that preserve well without needing special containers, although the chest has tableware and utensils suitable for dining, along

with tablecloths, napkins and similar items. Note that the western wall of the Hall is composed of red stones cut into the form of bricks, apparently identical to those that comprise the rest of Windy Tower except most of this Level. This walling continues along the south wall of the first section of the passage west of the Storage Hall, with another such stretch of walling where room I (the Treasury) links with the passage further north.

**H. Outer Study:** Just west of the exit from Hall G is a wooden door on the south wall into this square room, whose floor, ceiling and walls are made from the same red, brick-shaped stones as the passage wall outside. The temperature inside is pleasantly temperate for Humans, not as cool as the corridor outside, and the room is well-appointed as a comfortable study area, with tables, chairs, shelves of books and small magical and alchemical equipment, rugs and a bed. The materials here can be of whatever nature best suits the purposes of the GM, including both magical and mundane items. In one place are some small-notebook-sized sheets of a glass-like substance, Gem Glass, a rigid, magical material created from dirt recycled especially for the purpose in a major, non-magical, conflagration. The Glass has unusual reflective and scrying properties, and its reflective surface seems to constantly ripple and shimmer. Each sheet is carefully wrapped in a piece of thin, flexible, soft leather, and is about quarter of an inch (5 millimetres) thick. Note there are none of the inlaid, random, metallic symbols anywhere in here.

**I. Treasury:** Although its door is a well-concealed secret one, the presence of the room here along this part of the passageway is obvious enough, because like the Outer Study, its walls, floor and ceiling are made from the same red, brick-cut stones. Like the Outer Study too, it has a pleasantly ambient temperature, and there are none of the inlaid metallic symbols in it. The room is crammed with shelves, boxes, crates, barrels and bags, and may hold whatever items the GM sees fit to include by way of interest and treasure. Standing against the north wall is what appears to be a full suit of plate armour. This, however, is really another of the Tower's guardians, held in stasis unless someone tries to take anything from this room without using the password. It is a special type of Iron Golem made from a substance known by various names, including The Gift of the Rock, a magical mixture of quartz and iron, which makes it unusually flexible, and gives the creature levitation and teleporting powers. Once activated, this can be treated as a normal Shadowdark Iron Golem, with the following variant properties and additional abilities: **HP 59, C +5, LV 12. Levitate.** Instead of attacking, may rise or lower vertically up to a near distance. **Teleport.** Instead of attacking, may teleport instantly to any other location on this Level. When all intruders have left this room, and any items taken restored to it, the creature returns to its place, fully restored, in stasis again. This also occurs if it is destroyed, again once any intruders have left the room.

**Golem Creation Chamber:** Largest room on this Level, though not the highest, its ceiling rises in sloping panels from 30 ft (9 m) at the top of the walls, to a central octagon over the middle of the floor, around 50 ft above it (15 m) in a loosely gem-cut shape. The room has a generally octagonal plan, with a rectangular southern extension, and open passageways leading in through its eastern and northern walls. Both these corridors have stairs leading down away from this Chamber. The east passage connects with areas D, G, H and I, while the northern one doglegs around to a stone door into the circular corridor linking the northern parts of this Level. The Chamber has a patterned-tile floor like those in areas D, E, F and the Great Holding Chamber, and like much of the southern parts of this Level, there are random, metallic inlaid symbols in its floor, walls and ceiling panels, as well as in the northern corridor. However, there are also three circular-spiral inlay features only on the floor, on each of which stands a bulky Golem. That by the northeast wall, and the one in the angle between the west and southwest walls, are Stone Golems, while that in the southeast corner of the southern rectangular alcove is a Clay Golem (treat as normal Shadowdark Golems of appropriate type). Each is in stasis unless intruders try to take any items from here out of the Chamber, when they will activate to defend the room and its contents. Their bulk means they cannot pursue beyond the broader, immediately connecting passageways, or beyond any doorways. As usual, if destroyed, or if they successfully retrieve any stolen items, once all intruders leave the Chamber, they return, fully restored, in stasis in their indicated starting places. There are workbenches with materials and texts appropriate to the creation of golems by the northwest wall, a bulky, sophisticated-looking piece of machinery attached to a tubular apparatus tall enough for a golem to stand beneath easily in the south-central part of the room, with an enormous, pivoting operating table to its east, which is more than 15 ft long (4.5 m). In the southern alcove is a large, tiled pool, full of an orange-brown semi-liquid mud, roughly 4 ft deep (1.2 m), whose colouring seems very similar to that of the nearby Clay Golem. Near the northwest-centre of the Chamber is a winch just west of a floor trapdoor that leads down about 5 ft (1.5 m) through the ceiling of the Lower Golem Chamber (J). The winch has rope enough to easily move large, heavy items down to the floor of that Lower Chamber, 25 ft (7.5 m) below.

**J. Lower Golem Chamber:** This is a square, 20 ft high (6 m) room beneath the northwestern part of the Golem Creation Chamber, and which is tiled similarly to that upper room. It can be reached either using the winch mechanism in the upper Chamber, or by a narrow passageway southwest from the Alchemy Lab, that has a gentle downslope towards this Chamber. It is similarly appointed to the Golem Creation Chamber, in having a smaller operating table like that above, and another table with items pertaining here to Flesh Golem

creation. On the pivoting table is a Flesh Golem, in stasis, much like the Golems in the upper Chamber, and like them, able to activate to retrieve items taken from here, and to preserve the room from damage. This Golem though, being less bulky, can pursue intruders to any part of this Level, except along the narrowest passageways. As normal, if destroyed, or once any items taken are restored and all intruders have left its Chamber, it returns to stasis here, fully restored.

**Alchemy Lab:** At the southeastern end of the circuit of connected rooms and corridors in the northern part of this Level, this is the largest fully-enclosed room here, whose walls are constructed from red, brick-shaped stones, like areas H and I, but whose floor and ceiling are made from paler, red sandstone, flat, irregular slabs. There is a lot of alchemical equipment here, on tables ready for use, and stored beneath them in crates and boxes. Subject-relevant papers and books are on shelves and scattered over the various tables in places, along with other magical texts. The floor is stained in spots from spilt experimental fluids, and there is a distinctly acrid, somewhat unpleasant, chemical tang to the air. It does not seem that any of the equipment is currently in use, although there are vessels of various forms containing substances that look to have been prepared not long before. Wooden doors are on the western and southern walls. The southwest door leads into the main connecting corridor for this part of the Level, while the southeastern door leads to a narrowing passageway that gently slopes down a little towards the Lower Golem Chamber (J). A secret door in the north wall provides access into the cavernous crossway, with the Pool of Wonder (N) at its centre.

The passage clockwise west from the Alchemy Lab passes the stone door south to the Golem Creation Chamber, then turns north past a secret door to the inner caves on its east wall, before doglegging around to the wooden door into the Inner Study, whose red, brick-cut stone walls form part of the western wall along here. Just after turning east, another secret door to the inner caves is on the south wall, and then the passage opens directly into the Automaton Lab (K). At the southeastern corner of this area, the passage turns south, past the stone door to the Light Store (L) on the east wall, then another hidden entrance to the caverns on the west, ending by a second stone door in the east wall to the Heavy Store (M).

**Inner Study:** A square chamber, comfortably-appointed in a more cluttered fashion than the Outer Study (H), and with similar red, brick-shaped stones making its walls to that chamber, although both floor and ceiling here are made of the same kind of paler, irregular, sandstone slabs to those in the Alchemy Lab. A large, soft rug (whose patterning some may recognise as similar to those in the main Tower) covers much of the floor, with tables, a long workbench, chairs, a desk, shelves, a large chest and a bed. Items awaiting discovery here can be whatever the GM prefers, although there are definitely more potently magical pieces here, including a copy of the near-legendary Reagent Atlas, said to contain some of alchemy's greatest secrets. This has the form of a large book, whose text is etched into pages made from thin sheets of copper, and whose title page indicates it was prepared for the mysterious Winged League of ancient alchemists. The temperature here is Human-comfortable, more so than the passageway outside.

**K. Automaton Lab:** This is a large, open area at the northeastern corner of the circular corridor linking the various northern parts of this Level. A work table, chair and shelves with items relevant to the creation and construction of various kinds of automata are here, with more concerning the making of Iron Golems. Four such Golems (all with identical powers and properties to that in the Treasury, I) stand here as guardians, and who will react to intruders carrying items belonging to this Level, but who cannot provide the correct password. As normal, these Golems are in stasis until activated, and return to that state, fully restored, once they have recovered any items taken, after being destroyed, once all intruders have left the area. A large piece of machinery, almost identical to that in the Golem Creation Chamber, occupies much of the southern part of this area, with a huge, empty, cauldron suspended from a wooden frame, in the northern alcove. Despite its open nature, the area has a distinctive scent of machine oils about it. Its ceiling is 20 ft high (6 m).

**L. Light Store:** Set behind a stone door, its location makes it seem more like a closet off the Automaton Lab (K) than a separate small room in its own right, and in some respects it is, as it contains boxes, a crate, a basket, buckets, barrels and sacks, with relatively small mechanical and inorganic materials and components suitable for alchemical and golem-construction use. The room feels rather cluttered, with items stacked almost to the ceiling in parts. The room's construction is the same as that of the Inner Study and Alchemy Lab.

**M. Heavy Store:** An identical small room to the Light Store (L), this one is cluttered with bulkier crates containing chiefly spare alchemical equipment. There is also a wooden wheelbarrow here, probably thanks to the room's oddly isolated location, a long way around from the Alchemy Lab, for all that Lab's northeast wall forms part of the passage end's west wall opposite the Store's stone door. It may even feel as if there is a door to the Lab missing here, or perhaps a secret door that refuses to be found.

**N. Pool of Wonder:** Four roughly 8 ft high (2.4 m), twisting cave passages run from secret doors around the inside wall of the outer circuit of passages and rooms in the northern part of this Level, to a central nexus cave

with a 12 ft ceiling (3.6 m), where lies this magical Pool. The Pool has no obvious source, but its level remains constant, regardless of how much liquid may be removed from it. Nearby are a few buckets, an empty barrel, and a table with bottles on it. In the broad cave extending southwest from the Pool, is a small magical circle design carefully built into the floor, which floor has been specially levelled and flattened around it. The Pool contains what seems to be clear, fresh water. When collected using different kinds of vessels though, it displays a range of variant properties. In some cases, this allows it to transmute substances with ease. In others, whatever it is mixed with becomes capable of creating a permanent dye or stain. A further retrieval method allows the gradual petrification of living flesh using just the water. Metal when dipped in it reacts, becoming very slippery, but also very lightweight, when collected in a different way. Other collection methods make the water especially potent in creating potions and magical items (including portals). Inorganic objects can become alive, as guardians, mimicking their inorganic forms until they attack, by a separate method. Essentially, the Pool can be used to help create whatever the GM may desire, although the mechanics of how to achieve this should always be unique and variable for each item.