

# WINDY TOWER

Windy Tower is located near the east bank of Summer River in the northwestern part of Kara's Vale on Ethra in Dorian. The site is surrounded by tropical jungle, and the Tower is fabulously ancient, said to be a Wonder of the Ancient World, and still wholly remarkable now. It is especially notable for its unusual red stone, quite different to any building stone found in the Vale today. This stone has been carefully cut into small, brick-sized blocks that make up the whole structure. How they are held together is not clear, as while the outlines of individual bricks are obvious enough close-to, there is no sign of mortaring, and the structure gives every impression of having grown as it is, rather than having been constructed manually. It has a flat roof which has no accessway to the interior, nor are there any windows or external decorations on the walls, which, with the roof, are all completely free from vegetation. There are not even any lichen patches on the surface anywhere. The only external entrance is on Level Five, a double doorway, and it is this Level that player characters will always first encounter on approaching the Tower to try to gain entry. The Tower's structure should be considered effectively indestructible and impregnable for RPG purposes.

The Tower consists of twelve Levels in all, and each can be considered to have an internal height of approximately 20 feet (6 metres), with the whole Tower being roughly 250 ft (75 m) tall. There are no physical connections between any of the internal Levels, just magical Portals located in various places, and which connect each with a single, different, Level. Most of these only operate in one direction (six operate in both), so traversing the interior can be thought of as a three-dimensional maze. Hyperlinks in the FCW file allow direct navigation between Levels. A separate Atlas map, the Windy Tower GM's Guide, provides a schematic diagram to assist GMs wishing to use the Tower as presented here, which shows the manner in which the various Portals connect with different Levels. Individual room and passageway areas on each Level are frequently separated from one another by simple wooden doors, each of which is about 10 ft tall (3 m). None are locked, unless noted.

Each Level is described separately below, and each has one or more guardian creatures. These are all in stasis as statues or two-dimensional artworks until intruders enter their Level, specifically the area in which they are initially located, or within sight. Once they become active, they act to defend their Level from harm, and to protect any valuable contents, endeavouring to prevent their removal from that Level. The statues become three-dimensional, living creatures. However, the two-dimensional artworks retain that form throughout an encounter. If killed or destroyed, they return fully restored in their starting location, and back in stasis, as soon as all intruders leave their Level. They cannot pass through any Portals within the Tower, nor can they leave it using the Exterior Doors on Level Five. These guardians are all figures or mythological creatures known from 3rd and 2nd millennium BCE artworks in the ancient Earth region of Mesopotamia, modernly Iraq and adjoining parts of Syria, sometimes condensing elements found in more than one artwork.

The overall layouts for the Tower's Levels, the general concepts of how each links to the next, some of the main treasures, and the various strengths and loose general types of guardians were derived and adapted from a skirmish wargame from 1976 called "Citadel: A Quest Within A Wizard's Tower" published by Fantasy Games Unlimited.

## THE TOWER'S GUARDIANS

These are of three general kinds, Humans, Demi-Humans and Non-Humans. Most are mythological creatures, about which we know often very little, beyond how they were shown in artworks, and thus have had abilities and magical powers assigned them here purely for game purposes. The creature markers on the maps are for positional and rough sizing information only, and are not representational. The Guardians have been allocated statistics and features derived from the Shadowdark RPG rules, for clarity. Note that these have not been play-tested, and are primarily for guidance only, so GMs may need to adjust them in actual games.

### HUMANS



**Kish Warrior:** *Lightly-armoured elite fighters. Each appears in a large, Human-life-sized, free-standing inlay panel, as imaged to the left, before activating. Once active, they retain a two-dimensional form. AC 13, HP 14, ATK 2 crescent axe +2 (1d6), MV near, S +2, D +1, C +1, I +1, W +0, Ch +0, AL N, LV 3. Charge.* In place of attacks, move up to double near in a straight line and make 1 attack. If hit, x2 damage. **Fearless.** Immune to morale checks. **Two-dimensional.** When seen side-on, the Kish Warrior effectively vanishes. One in three successful attacks automatically misses.

**Lahmu Hero:** *Sword-armed light elite fighters, with distinctive shoulder-length, curled hair, typically either naked or in a simple loincloth. They have magical control over water and serpents. Each appears as a pale stone statue before activation. AC 12, HP 15, ATK 2 shortsword +3 (1d6) or 1 spell +3, MV near, S +2, D +2, C +2, I +2, W +1, Ch +2, AL N, LV 3.*

**Dodge.** 1/day, an attack that would hit misses instead. **Fearless.** Immune to morale checks. **Summon Cobra (INT Spell).** DC 13. Summon 1d4 loyal cobras that appear within near. They leave in 1d4 rounds. **Water Jet (INT Spell).** DC 13. A powerful freshwater jet shoots from their cupped hands, hitting all creatures in a straight line out to a far distance. Creatures struck by the water jet take 2d6 damage, and are pushed 2d10 feet away from the caster.



**Mari Warrior:** *Medium-armoured fighters. Each appears in a large, Human-life-sized, free-standing inlay panel, as imaged at right, before activating. Once active, they retain a two-dimensional form.* **AC** 13, **HP** 14, **ATK** 2 axe +2 (1d6), **MV** near, **S** +2, **D** +1, **C** +1, **I** +1, **W** +0, **Ch** +0, **AL** N, **LV** 3. **Two-dimensional.** When seen side-on, the Mari Warrior effectively vanishes. One in three successful attacks automatically misses.

## DEMI-HUMANS

**Bird Man:** *Trickster demi-gods. Human upper body, head and arms, feathered bird's tail, lower body, raptor legs and clawed feet. Each appears as a red stone statue until activated.* **AC** 12, **HP** 14, **ATK** 2 claw +2 (1d6) or 2 spells +3, **MV** near, **S** +2, **D** +3, **C** +1, **I** +1, **W** +1, **Ch** +3, **AL** N, **LV** 3. **Dodge.** 1/day, an attack that would hit misses instead. **Fly.** Instead of attacking, may fly at double near. **Stealthy.** ADV on checks to sneak and hide. **Tricksy.** Hostile spells targeting the bird man are DC 15 to cast. **Enervate (CHA Spell).** DC 14. Focus. One target within near is stupefied for the duration. **Feather Bolt (CHA Spell).** DC 11. 1d4 damage to one target within far. **Illusion (CHA Spell).** DC 11. Create a convincing visual and/or auditory illusion within near. Lasts until dismissed. **Snuff (CHA Spell).** DC 12. Extinguish all light sources (even magical) within near.

**Bull Man:** *Humanoid fighters with a Human upper body, head and arms, bull's head horns and ears, bull's lower body, tail and legs. Each appears as a brown stone statue until activated.* **AC** 12, **HP** 15, **ATK** 2 shortsword +3 (1d6) or 1 kick +3 (1d6 + knock), **MV** near, **S** +3, **D** +2, **C** +3, **I** +0, **W** +1, **Ch** +0, **AL** N, **LV** 3. **Charge.** In place of attacks, move up to double near in a straight line and make 1 attack. If hit, x2 damage. **Keen Senses.** Can't be surprised. **Knock.** DC 9 STR or pushed a close distance and fall down.

**Lion Demon:** *Strong, disease-bringing, lion-headed humanoids with raptor-clawed feet and legs, and upright donkey ears. Each appears as a grey stone statue until activated.* **AC** 12, **HP** 21, **ATK** 3 shortsword +3 (1d6) or 2 claw +3 (1d6 + disease), **MV** near, **S** +3, **D** +2, **C** +3, **I** +0, **W** +2, **Ch** +1, **AL** N, **LV** 4. **Alert.** Can't be surprised. **Disease.** DC 9 CON or 1d4 CON damage (can't heal while ill). Repeat check once per day; ends on success. Die at 0 CON. **Fearless.** Immune to morale checks.

**Scorpion Man:** *Bow or spear-armed humanoids with Human torsos, arms and head, chitinous scorpion lower body, legs and stinging tail. Each appears as a yellow stone statue until activated.* **AC** 14, **HP** 16, **ATK** 2 spear (close/near) +3 (1d6) or 3 shortbow +3 (1d4) or 1 sting +3 (1d6 + poison), **MV** near, **S** +3, **D** +2, **C** +3, **I** +0, **W** +1, **Ch** -1, **AL** N, **LV** 4. **Poison.** DC 12 CON or go to 0 HP.

## NON-HUMANS

**Lion-Headed Eagle:** *Demi-gods in the form of giant eagles with heavy claws, a lion's head, and shining, multicoloured feathers. Each appears as a large, brown stone statue until activated.* **AC** 15, **HP** 22, **ATK** 3 claw +4 (1d8 + grab) or 3 feather shot (far) +3 (1d8), **MV** double near (fly), **S** +4, **D** +2, **C** +4, **I** +3, **W** +2, **Ch** +2, **AL** N, **LV** 4. **Grab.** DC 15 STR or held. DC 15 STR on turn to break free. **Impervious.** Can only be harmed by magical sources. **Shining feathers.** Hostile spells targeting the lion-headed eagle are DC 15 to cast. **Whirlwind.** In place of attacks, may flap wings creating a whirlwind. All within close DC 15 DEX or flung 2d20 feet in random direction.

**Serpent-Necked Lion:** *Lions with long, serpentine necks. Each appears as a large, purple stone statue until activated.* **AC** 13, **HP** 22, **ATK** 3 rend (close/near) +4 (1d8), **MV** near, **S** +4, **D** +2, **C** +4, **I** -3, **W** +1, **Ch** -4, **AL** N, **LV** 4. **Alert.** Cannot be surprised.

**Seven-Headed Mushmahhu:** *An imposing, hydra-sized creature with a huge lion's body, and seven, writhing, giant serpent necks and heads. Appears as a very large, pink stone statue until activated.* **AC** 15, **HP** 66, **ATK** 1 bite (near) +6 (1d8), **MV** near, **S** +6, **D** +2, **C** +3, **I** +0, **W** +1, **Ch** -3, **AL** N, **LV** 14. **Fearless.** Immune to morale checks. **Heads.** Each head is LV 2, AC 15, and can make 1 attack. **Fiery Aura.** Creatures within near of mushmahhu at start of turn DC 15 CON or 2d6 damage. **Impervious.** Fire immune. **Legendary.** Only damaged by magical sources. Hostile spells targeting the Mushmahhu are DC 18 to cast.

**Sphinx:** Human-headed, winged, giant lions. Each appears as a large, golden-yellow stone statue until activated. **AC** 14, **HP** 21, **ATK** 3 claw +4 (1d8), **MV** double near (fly), **S** +4, **D** +1, **C** +3, **I** +2, **W** +2, **Ch** +1, **AL** N, **LV** 4. **Fearless.** Immune to morale checks.

**Winged Lion-Dragon:** Feather-winged lions with feathered giant raptor back legs and tail. Each appears as a large, pink stone statue until activated. **AC** 14, **HP** 26, **ATK** 3 rend +4 (1d8) or 1 lightning breath, **MV** double near (fly), **S** +4, **D** +2, **C** +4, **I** +0, **W** +2, **Ch** +0, **AL** N, **LV** 5. **Fearless.** Immune to morale checks.

**Impervious.** Electricity immune. **Lightning Breath.** A straight line (5 ft wide) extending double near from dragon. DC 15 DEX or 3d8 damage (DISADV on check if wearing metal armour). **Whirlwind.** In place of attacks, may flap wings creating a whirlwind. All within close DC 12 DEX or flung 2d10 feet in random direction. **Roar.** In place of attacks, all creatures who can hear within far DC 18 CHA or paralyzed 1d4 rounds.

## LEVEL ONE

**Circle Room:** Largest chamber on this Level, with four large free-standing candelabra towards the room's corners. A large magic circle design is in the middle of the floor, in the centre of which is a large, free standing inlay panel showing a Kish Warrior. This design is visible on both sides of the panel.

**Pillar Room:** Medium-sized, rectangular room with three ornate, red stone pillars reached from floor to ceiling. Much like the walls, these appear to have grown in place. They have foliate and floral designs across their surfaces. In the northwest corner is a Portal from Level Four, and in the northeast, another Portal which leads to the exterior of the Tower. Those using it arrive in the centre of the standing stone circle shown just west of the Tower on the Level Five floorplan.

**Sitting Room:** A long, rectangular room with three, padded, throne-like seats arranged on each of the longer sides. A Portal to Level Six is in the northwest corner, and a Lion Demon statue is in the southwest one.

**Store Room:** A small rectangular room with a Portal from Level Two, and a wooden table on the south wall.

## LEVEL TWO

**Pillar Hall:** A narrow, rectangular chamber, entered between a pair of ornate, red stone pillar-columns in the middle of its east wall, very similar in form to those in the Pillar Room of Level One. The chamber is ringed by a corridor, in which is a Bull Man statue to the southwest, a Portal to Level Six in the northwest corner, and a Portal from Level Five in the northeast one. In the Pillar Hall itself is another Bull Man statue, and a large wooden chest containing, among whatever other treasures the GM may prefer, a silver Amulet. This **Amulet** is needed to open the door into Level Thirteen (see that separate Atlas map), and either it or the Talisman (see Level Seven) may be also required to regain access to the Tower for anyone expelled from it using the Portal to the exterior on Level One. Two smaller, rectangular rooms are behind doors in the eastern part of this level. The more westerly contains a Portal to Level One, the more easterly, a Bird Man statue.

**Portal Chamber:** The square chamber in the southeastern corner of this Level has a marble floor with slightly indented rectangular strips cut into it for decorative purposes only. In the northeastern corner is a large, free-standing inlay panel showing a Kish Warrior, while towards the south is a Portal to Level Twelve, and another allowing travel to and from Level Four.

## LEVEL THREE

**Ring Chamber:** Occupying much of this Level is a large, central, square chamber, which has an unbroken broad circle inlaid with gold set into its floor, in the centre of which stands a Bird Man statue, with a larger statue of a Sphinx in the southeast corner. Surrounding this Chamber is a corridor with a Portal in each corner. Clockwise from the northeast corner, these Portals go to and from Level Five, from Level Six, to and from Level Four and to and from Level Six.

## LEVEL FOUR

**Bench Room:** A square room in this Level's southeast corner contains three long, wooden benches, set again its walls, with a large Serpent-Necked Lion statue in the southeast corner. Doors in its west wall lead into a pair of small, cupboard-like rooms, each with a woven rug on the floor. The southern room has a Portal to and from Level Three, and the northern one, a Portal to Level One.

**Blue Circle Room:** The Level's southwest corner room is similar in shape and plan to the Bench Room, although here, the only furniture is a pair of free-standing candelabra in the southern corners. In the centre is a large, blue, decorative, circular floor design, in the middle of which stands a Portal to and from Level Ten.

**Cross Hall:** A long, rectangular chamber in the northeastern corner has a large, decorative cross design inlaid into its northern floor, with a broad, lightly indented area outlining it. A pair of golden-upholstered comfortable chairs are in the northern corners, flanking a Portal to Level Seven by the north wall. Three simple, wooden chairs stand in a row by the south wall.

**Grand Carpet Chamber:** This chamber is dominated by a huge woven floor carpet, with an intricate design across it. A large Sphinx statue stands partly upon its southern edge. A small wooden table is in the northwest corner. The Carpet can be a magical flying one, should GMs require.

**Granite Hall:** As the name suggests, a narrow chamber with a dark grey, granite floor, at the western end of which is a Portal to and from Level Two.

## LEVEL FIVE

This is the Level visitors will always first encounter when approaching the Tower from the Kara's Vale jungle outside it. While the plants sometimes crowd fairly near the Tower's outer walls, no vegetation grows on the Tower itself, and there is a reddened, rocky nature to the land immediately around the Tower's base, which seems identical to the outer walls themselves, without an obvious break at the base of the walls, again suggesting the Tower has been grown in place here from the landscape, rather than being built. There is the remains of an old dirt path leading to the foot of the rough stone steps up to the Exterior Doors from the northeast, although this path does not continue far into the jungle beyond. On the western side of the Tower, hidden completely for anyone approaching the Tower from the east, is a circle of standing stones, each having a similarly tall, pillar-like form, albeit as if the stones had been naturally found in those shapes, with no sign of their having been carved to look this way. They are very old. Anyone using the exit Portal from Level One will appear in the centre of this circle.

**Blue Chamber:** A large square chamber with a blue and white tiled floor is in the southwest corner. A large round table is in its northwest corner, along with a simple wooden chair and a fancier, blue-upholstered one, and a small wooden cupboard stands in the southeast corner (containing whatever items the GM may prefer). In the southwest corner is a Portal from Level Eleven.

**Check Hall:** Another square chamber in the northwestern corner has a reddish-brown check-tiled floor, in the centre of which is a round-armed cross, outlined by a slight indentation in the floor, with a palely-colourful circular floral or sunburst design in its middle. A door into a small room in the northeastern wall conceals a Portal to and from Level Three.

**Entrance Hall:** The Exterior Doors are closed, as a double, square-topped doorway, and magically shut themselves when opened either once one or several people together have passed through them, or if no one tries to pass through them over a time interval of GM's choosing. Opening them the first time to enter the Tower requires someone with magical abilities who knows how to cast the Knock spell (or similar door-opening magic for RPG systems that don't call the spell this). The person does not need to cast the spell, but they must know it, and be able to cast it at the time they wish to pass through the doors. The doors can be easily opened from inside by anyone, unless they are attempting to carry items found in the Tower out of it (except the Amulet from Level Two or the Talisman from Level Seven), in which case again, a caster with access to the Knock spell needs to open the doors first. On any subsequent use of the doors, only the successful casting of a Knock spell will open them, or the person must be carrying either the Amulet or the Talisman, and touch it to the doors to open them. GMs wishing to be especially annoying may have the Amulet or Talisman vanish back into their respective chests on Levels Two or Seven after so using it.

**Long Hall:** Running the width of the Tower is this corridor, with three doors off to the south and one (from Check Hall) to the north. At the western end stands a large Winged Lion-Dragon statue.

**Red Room:** Made from the same red brick-like forms as the Tower itself, this square chamber in the southeast corner has four simple wooden chairs in it, and a Portal to Level Two in its northwest corner. Lightly-incised linear designs form the corners of a decorative square shape in the middle of the floor.

**Store:** A small, rectangular room with four wooden barrels and an empty wooden basket in its southern part. The barrels may contain whatever seems most appropriate for GMs.

## LEVEL SIX

Most of the rooms on this Level are small in floorplan, only two of which smaller chambers do not contain a Portal. Excluding that in Marble Hall, clockwise from the northwest corner, these Portals are from Levels One and Two, to and from Level Three, to Level Nine, from Level Twelve, and to Level Three, making this the most

important nexus Level in the Tower. Other than the connecting small square hallway by the centre of the north wall, the only empty chamber of these smaller rooms on the south wall could indeed simply be empty, or could contain something of interest GMs may wish to add.

**Marble Hall:** A square chamber with a narrower extension to the south, this area is paved with pale marble, with an inset outline cross-shape in its main northern square part. As usual, this outlining is shallow, and merely for decorative effect. The form and size of this cross is identical to that in Cross Hall on Level Four, although it does not have a similar tiled central area, which may or may not be significant. In the northeastern corner is the Level's seventh Portal, from Level Eight.

**Summoning Chamber:** Largest chamber on this Level, this one is paved with identical brick-like red stones to the walls, with a huge summoning circle in its centre that seems to be identical to that in the Circle Room of Level One. On the west side of this is a large Winged Lion-Dragon statue, and to the east, a smaller one of a Lahmu Hero figure. There is a faint scent of burning, and possibly sulphur, in the air here.

## LEVEL SEVEN

This Level is curiously designed, with 10 ft wide (3 m) strips of cobblestoned floor running between the north and south walls next to the east and west ones, which only partly align with where the walls are here, making it seem as if perhaps the wall design does not fit to the flooring. Or perhaps this is merely to distract and disturb visitors, unless it has some unknown significance for the Tower's builder. Two segments of this cobble flooring are walled-off into elongated closets, each of which contains a Portal. That in the northwest corner is from Level Four, while that in the southeast corner is from Level Twelve.

**Study:** Smaller of the two larger chambers on this Level, this occupies much of the southern third of it, with two desks and chairs, the desks strewn and filled with magical papers, books and paraphernalia, along with a pair of storage shelves containing more such items. A portal to Level Ten is a little west of the more southerly desk, and a Lion-Headed Eagle statue stands by the north wall, west of the door from the Table Room. On the cobblestone strip at the west side of this chamber is a large chest that contains the golden Talisman, along with whatever other items of treasure the GM may see fit to include. The **Talisman** is required to activate the Portal to access Level Thirteen (on Level Nine - Level Thirteen is detailed by a separate Atlas map), and either it or the Amulet (see Level Two) may be also required to regain access to the Tower for anyone expelled from it using the Portal to the exterior on Level One.

**Table Room:** The larger, northern chamber on this Level has three large tables, a rectangular one flanked by two circular ones, in the middle of its wood-planked floor area. A Portal to Level Eight stands by the north wall north of these, with two separate inlay panels showing Mari Warriors, one in the southwest corner, the other in the northeast (on the cobblestone floor area there). In the southeast corner of the wood-floored section of the room is the statue of a Scorpion Man.

## LEVEL EIGHT

An inverted, angular "Y"-shaped passageway connects the three main chambers of this Level. In the corner of the southwestern "Y" branch is a Portal to and from Level Eleven, and the statue of a Bird Man is by the wall at the turning of the southeastern branch.

**Library:** The wood-planked northeastern corner chamber has a desk and chair with papers and books on it, along with three sets of tall, filled bookshelves, a pair of freestanding candelabra and a padded chair. An empty square table is in the centre of the floor, where there is an angled area of planking using a darker wood than the rest of the floor. A Portal to Level Six is in the northeast corner.

**Stone Table Room:** This room is paved with grey cobblestones, and has a Portal from Level Seven in its northwestern corner. The southern part of the chamber is dominated by a large, red-stone, table-like altar, with magical designs carefully incised into its top and sides.

**Treasure Room:** Largest of this Level's rooms, in its southern half, this is paved with red, brick-shaped stones like the walls. A Bird Man statue is in its northwest corner, and a row of five large wooden chests stands towards the south wall. These may be empty, or contain whatever items and treasures GMs may prefer. The eastern and western chests have a concealed 10 ft deep (3 m) pit trap directly in front of each.

## LEVEL NINE

This Level has two smaller enclosed chambers within it, the majority of its area being given over to an encircling passageway, with a more open section in its northeast, where stands the huge statue of the Seven-Headed Mushmahhu. A pair of Kish Warrior inlay panels are in the northwest and southeast corners of the

narrower passageway section. The elongated cupboard area in the Level's northwest corner contains the Portal providing access to and from Level Thirteen (detailed by a separate Atlas map). 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 in Level Thirteen to return here.

**Portal Cupboard:** A door on this area's southern side opens on a wood-planked passageway, off which are four identically-tiled alcoves, each accessible between a pair of floor-to-ceiling red stone pillars, ornately carved with flowers and foliate designs, much like the others encountered elsewhere in the Tower, on Levels One, Two, Ten and Eleven. The western alcoves contain one active Portal each, to Levels Ten (southern) and Eleven (northern). The eastern alcoves each also contain a Portal, although only that in the northern area still works, from Level Six. The southern alcove's Portal simply does not function, no matter what may be tried to activate it.

## LEVEL TEN

This Level gives the impression it is, or has been, one of the more recently-used of any in the Tower. It certainly has more items in it than many of the others, and the air smells a little fresher throughout it as well. Other than one short alcove-like hallway linking Ceremony Hall, the Cage and Pool Rooms, everywhere else is neatly divided up into specific areas.

**Cage Room:** The northeastern corner square room has a large Winged Lion-Dragon statue in its northeast corner, and a 10-ft tall (3 m), blackened-iron, freestanding cage in its northwestern one. The cage has a locked door forming most of its eastern side, and is empty. There is no key in the lock.

**Ceremony Hall:** Largest and most open of the chambers on this Level, with floor-to-ceiling red stone pillars carved with ornate foliate and floral designs, much like those on Levels One, Two, Nine and Eleven, flanking the openings to the small east-connecting hallway, and the Loom Room to the south. In it are two huge, unlit braziers towards the north wall, one to either side of a wooden lectern stand large enough to hold a substantial open book. In the southeastern part of the Hall are four freestanding candelabra, and a large stone altar, laid out with items as if prepared for a ceremony of some kind, is by the middle of the west wall.

**Loom Room:** The southwestern corner square room indeed contains a loom and items pertaining to its use, by the east wall, complete with a short wooden bench for the weaver to sit on. A large rectangular table is in the southeast corner, and a still-larger stone statue of a Serpent-Necked Lion is in the southwestern one.

**Pool Room:** The enclosed southern room has a large, stone-tiled pool in its southern half, containing always-fresh, clear, cool water. It has no obvious drain or entry pipe. The water is almost 4 ft deep (1.2 m). In the northwestern corner is a Portal from Level Nine.

**Northwestern Stores:** One of two long, narrow chambers with cobbled floors, used mainly for storage. This area contains four simple, wooden chairs, a wooden table with drawers underneath the top (any contents are left for GMs to adjudicate), and a suit of full-plate metal armour of average Human size, on a stand (again, its nature is left for GMs to decide). In the northern end of the area is a Portal to and from Level Four.

**Southeastern Stores:** This Store room feels very cluttered, by contrast to most other places in the Tower, with tall sets of shelves set along both its longer walls. These contain a great many items, the nature of which is, once more, largely up to GMs. There are scrolls and rolled papers, some books, boxes and an assortment of other containers, along with smaller items simply lying on the shelves in places, with little apparent order to anything, however. At the south end is a Portal from Level Seven.

## LEVEL ELEVEN

Five nearly-identical narrow chambers lie north of the **Hall of Doors**, each behind its own closed door. The western- and eastern-most of these chambers both contain a Portal, the western one to and from Level Eight, the eastern from Level Nine. Two ornately-carved red stone pillar-pairs, like those found elsewhere in the Tower, flank two openings southwards, at the western and eastern ends of this Hallway, into the Council Chamber.

**Council Chamber:** Here, a row of six red-upholstered chairs have been placed along the central part of its northern wall, with four more, though more elaborate, throne-like, seats, set by the south wall, two pairs to either side of the central Portal to Level Five on the same wall. A huge, soft, heavily-patterned, woven carpet occupies the central swathe of floor between the two lines of seats. In the southwestern corner is a Lion-Headed Eagle statue, and another statue, of a Lahmu Hero, is in the southeastern corner.

**1. Dressing Room:** The more westerly of the three central, northern chambers off the Hall of Doors, has a dressing table with a mirror on it, and a chair, as well as a wardrobe of clothes and other wearable items, by the middle of the west wall. There is a faint scent of perfume, face-powder, and camphor (the latter strongest in and near the wardrobe) in this room.

**2. Lost Books:** A large wooden table at the north end of this room has three bound books and a loose sheet of written-upon parchment lying on its top. Whether these are genuinely "lost" is uncertain, although as unshelved items that appear unrelated to one another, on a Level where there are no other books or papers, they certainly seem out of place here.

**3. Armoury:** This room contains a full suit of metal plate mail, a broadsword and a shield with a red, rampant dragon design on it. These items have all clearly seen combat in the past, yet remain sound and fully usable still. All are lying on the floor towards the northern wall.

## LEVEL TWELVE

**Barrow Hall:** A long, narrow chamber in the Level's northeast, this has a Portal from Level Two at its east end, and a wooden wheelbarrow by the middle of its northern wall.

**Cushion Room:** This square, tiled-floor chamber in the south of the Level has four shallow, curving, decorative indented lines cut into it, with a scatter of four, long, comfortable cushions lying inside the central area formed by these designs. A Portal to Level Seven is in the southwest corner.

**Lone Chest:** The southeastern corner area, a longer, narrow room, has a red wooden chest with iron banding next to its south wall, in front of which is a hidden, 10 ft deep (3 m) pit trap. The chest's contents are left for GMs to determine.

**Lone Plant:** A similarly-shaped room to the adjacent Lone Chest chamber, this has a large, healthy, plant in a wooden container standing in the middle of the floor towards the room's southern end. There is no light in here, and the room when first opened has a dangerously high level of carbon dioxide in it. This will cause air-breathing creatures entering it to lose consciousness within seconds of entering the chamber, for no apparent cause. Once the door has been opened for a few minutes, this effect will dissipate, and any strong light sources brought in here will have a similarly beneficial effect over a comparable interval.

**Round Table:** Another square room with a tiled floor that has had incised, linear decorations cut shallowly into it, a little like the Cushion Room. The furniture here comprises a circular wooden table in the centre of the floor, and a Portal to Level Six in the southwest corner.

**Rug Room:** Largest of the chambers on this Level, this has a red-brick floor, identical to the Tower's walls, a colouring that contrasts uncomfortably with the predominantly green designs on the large, central, floor carpet. A Winged Lion-Dragon statue in the northeast corner stands partly on that corner of the carpet too.

**Wall-Hangings Hall:** An "L"-shaped corridor west of Rug and Cushion Rooms, this is notable for its colourful, patterned wall-hangings, depicting whatever the GM finds to be most appropriate. Each is a different size, and shows a different scene (or person/people, or objects/events, as best befits).