

The Floating Tower from Atlantis
An Adventure for Characters Levels 1-3
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When Atlantis began to sink, the wizard Oulvert invoked powerful magics to teleport his tower to a place of safety elsewhere on Earth. However, inaccuracies in the spellcasting combined with the destructive energies of the cataclysm resulted in an unforeseeable conjuncture. The three topmost levels of the tower were swept away on the tides of Chaos, and Oulvert found his home floating on the desolate seas of another dimension. As the years went by, the hands of Fate continued to pluck the tower from one world and deposit it in another, always placing it on a large body of water far from land.

Now Oulvert's tower has appeared in your campaign world...

Background

All of the worlds which the tower has previously traversed have been primitive and sparsely populated, so Oulvert and his daughter Vylissa have never had any means of escape. In one of these worlds, a limitless barren swamp, Vylissa fell dreadfully ill. She continually weakened while her father desperately sought a cure. As a last resort, Oulvert devised a spell to encase her in ice, thus placing her in temporal stasis. He continued to research a cure in the ensuing years, but to no avail. Eventually he grew infirm and succumbed to the ravages of time. In a cruel twist of fate, shortly thereafter the tower was taken to another, cleaner world, and Vylissa's health gradually recovered. Yet still she remains slumbering in ice.

The tower can appear on any body of water in your campaign world as long as it is at least several miles from land. Your PCs might discover it while on a sea voyage for an unrelated purpose, or they might hear rumors of it from mariners and decide to investigate.

The Tower

The tower was built of marble and porphyry and what remains of it stands 45' high (each of the three remaining levels being 15'). It was made buoyant by Oulvert's spell, and floats upon the surface of the seas. Too much weight on one side on the upper level (say, five moderately encumbered characters) will cause it to tilt and possibly capsize. Should the weight be shifted closer to the center, the tower will immediately right itself. The PCs might be able to use this to their advantage (for example, to open the secret door in area 1).

The most likely place the PCs would enter the tower is through the windows in area 1. It would not be difficult to scale the tower, but the windows on the middle and upper levels are

locked. Daring PCs could also swim beneath the tower and enter through area 2, or the staircase in area 1.

Random Encounters

Due to the remoteness of the tower, encounters only have a 1 in 10 chance of occurring when checked for.

1-2. 1d4+1 ornery lizardmen: AC 5[15], HD 2, AT 1 (bite), Dmg 1d8, AL Chaotic

3. 2d4 inquisitive locathah: AC 6[14], HD 2, AT 1 (spear), Dmg 1d6, AL Neutral

4. 1d3 demented harpies: AC 7[13], HD 3, AT 3 (claw/claw/club), Dmg 1d3/1d3/1d6, AL Chaotic, SA charm

5. 1 frustrated screaming devilkin: AC 2[18], HD 3, AT 1 (tail), Dmg 1d6, AL Chaotic, SA scream (all within 60' must save vs. magic each round or lose their action)

6. Special

Special (1d6)

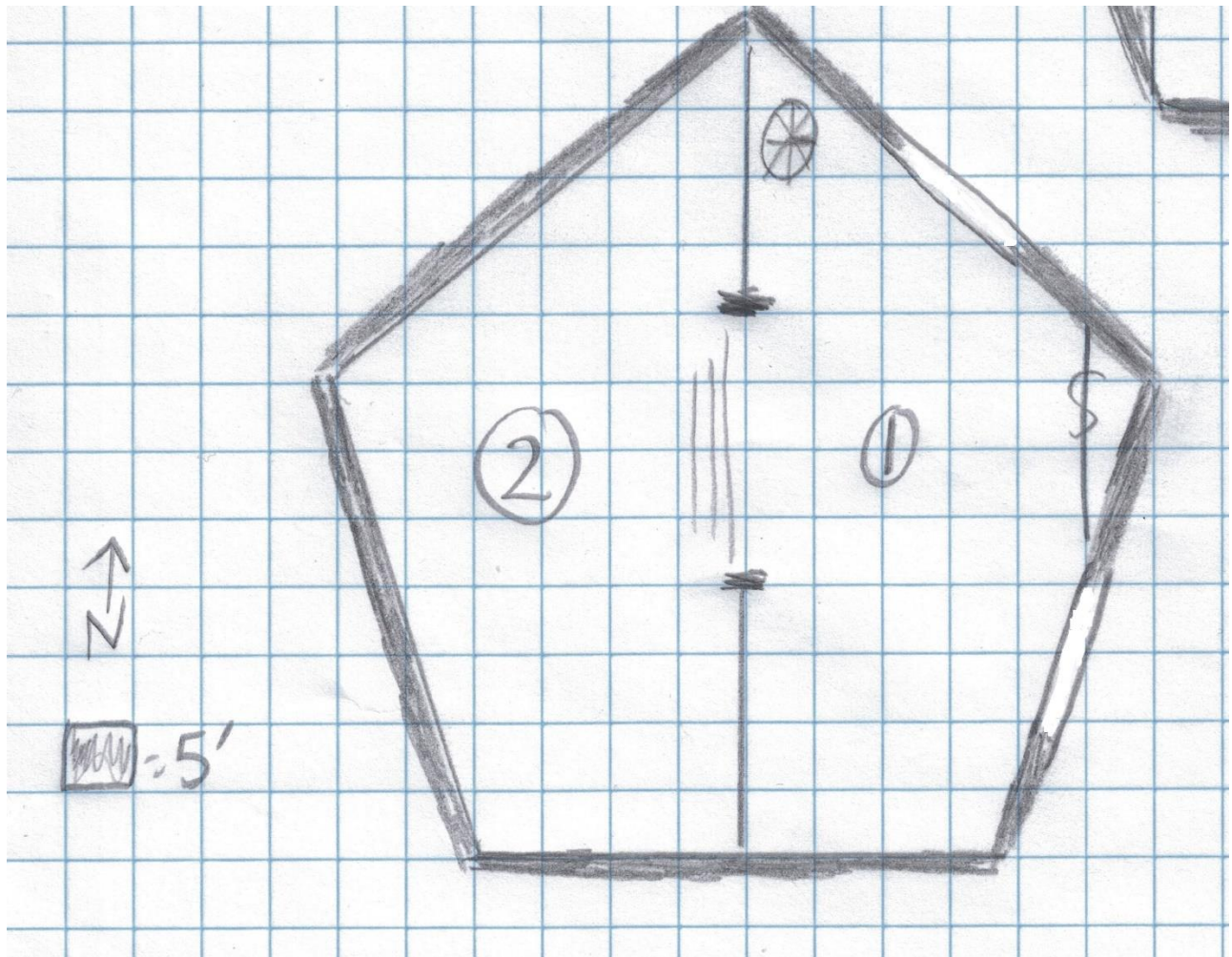
1-3. Pirate ship captained by a barbarian named Drogar (level 3 fighting man). Drogar is an opportunist. He'll work with the party if he thinks he can't overpower them, otherwise he'll try to capture them and find some way to profit (hold them for ransom, sell them into slavery, etc.).

Drogar: AC 6[14] (studded leather armor & shield), HD 3 (hp 19), AT 1 (long sword), Dmg 1d8, AL Chaotic

Drogar's crew (5 level 1 fighting men): AC 8[12] (leather armor), HD 1 (hp 10, 7, 6, 5, 5) AT 1 (short sword), Dmg 1d6, AL Chaotic

4-5. A lovestruck ghost who was obsessed with Vylissa in life (and now death). It appears in area 9, yet its tortured wails can be heard throughout the tower. If any of the PCs attack it, it will curse them (save vs. magic or suffer -1 to all rolls for 1 day) and vanish.

6. The fates have decided the tower has lingered long enough in this world. The tower and all within it are teleported to another dimension!



The Lower Level

1. Ruined Library

* The glass of the windows is gone, allowing the PCs easy entry.

* This room is flooded with sea water (4' deep). During the upheaval Oulvert's shelves of grimoires were knocked over, and the contents are now completely ruined. It would require powerful magic to restore them, but if the PCs find a way to do it, they will recover 1d8+1 random spells (any level up to 5th).

* Murals were painted on the walls, but are now covered in so much reeking mold as to be illegible.

* A pair of large eels are lurking by the south wall and will attack anyone who comes near. **Eels:** AC 9[11], HD 2 (hp 13, 12), AT 1 (bite), Dmg 1d8, AL Neutral

* There is a secret door 2' high at the bottom of the east wall. Discovering and opening the door will be quite difficult unless the water level of the room is lowered somehow. Inside is a locked trunk which contains 312 gp, 428 sp, and a bronze statuette of a two-headed lion worth 175 gp.

* The spiral staircase in the north corner goes both up and down. However, after

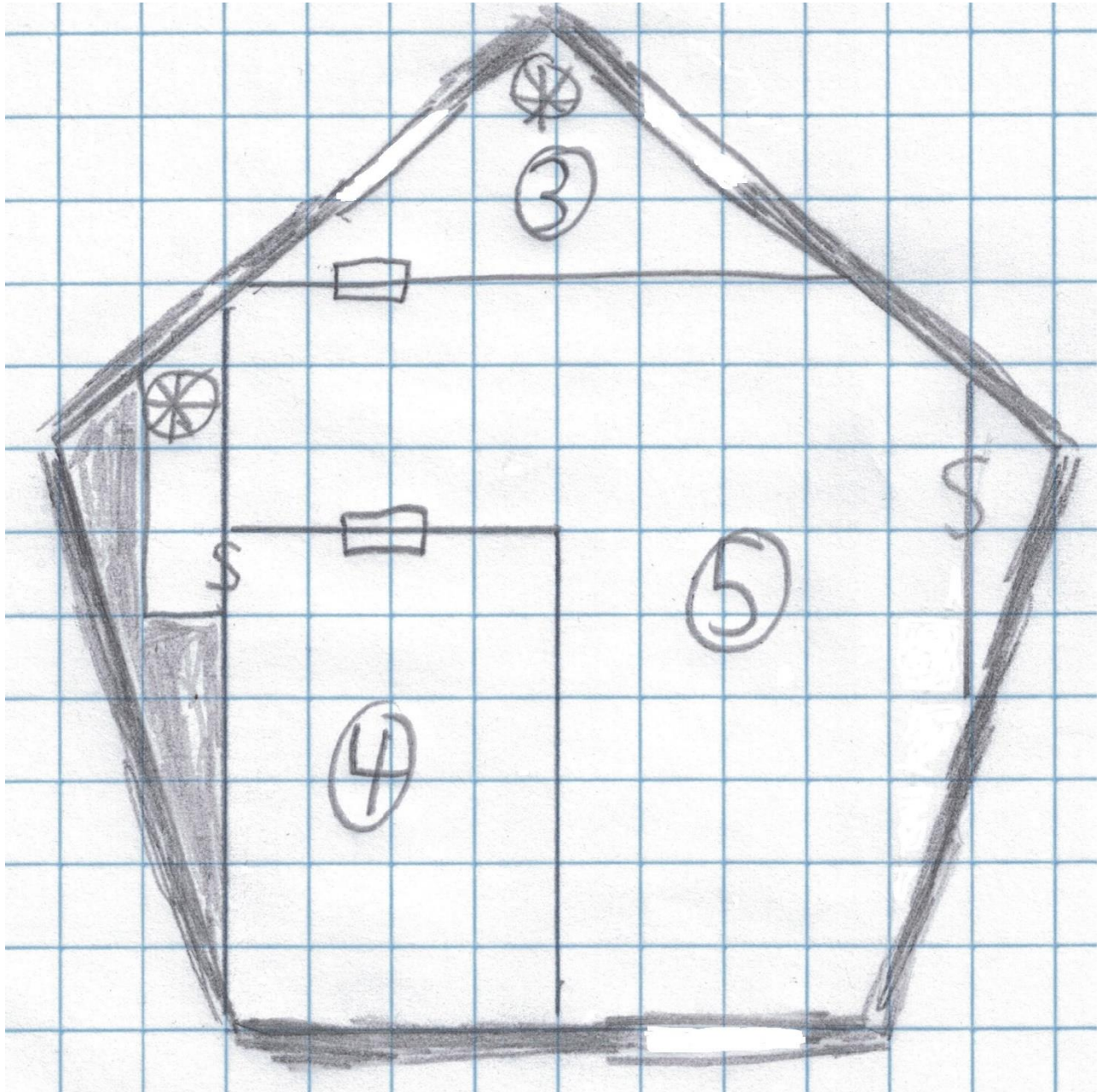
only a few steps, the stairs come to an abrupt end, and anyone descending them

2. Bottomless Chamber

* This room, like area 1, is flooded. Beyond the wide archway are stairs which descend

will stumble and fall into the sea unless a successful Dex check is made.

into the room. Only 4 steps remain, similar to the staircase in the previous room. Unwary characters who traverse them will fall into the sea unless a successful Dex check is made.



The Middle Level

3. Atlantean Fruit Tree

* Here stands a wide-boled tree, its roots embedded in the floor. Numerous fruits dangle from its branches. They have the appearance and texture of peaches, except for their coloration: most are purple, others are turquoise or crimson.

* Oulvert's pet chameleo-snake lairs here, and will attack any who reach for a fruit. (+1 to its chance of surprising the party due to its camouflage ability.)

Chameleo-snake: AC 6[14], HD 2 (hp 9), AT 1 (bite) Dmg 1d4, AL Neutral, SA poison (save or suffer 1d6 additional damage)

* When consumed by Atlanteans, the fruits function as *potions of healing*, with the purple ones being doubly effective. The fruits have random effects on others, as shown on the table below.

1d6 (add 1 to the roll for purple fruits, subtract 1 for crimson)

0-1. Save vs. poison or lose a point of Constitution permanently

2. The character's tongue becomes hirsute. The hair will fall out after 1 week.

3. No effect

4. Character's food and water requirements for the next two days are satisfied

5. Character becomes resistant to poison (+4 to saves) for a duration of 2 hours

6-7. Character heals 1d6+2 hp

There are 17 fruits on the tree: 11 turquoise, 4 purple, and 2 crimson. If removed from the tower, they will rot within an hour.

4. Scrying Chamber

* In the center of the room is a tripod, upon which rests an eyeball 1' in diameter. The eye allows one who knows the command word to cast *clairvoyance* once per day (7

round duration). Whoever gazes into the eye without knowing the command word must make a save vs. magic. If they fail, they become *feeble-minded* for one turn, mesmerized by visions of the destruction of Atlantis. If the eye is removed from the tower, it will decay within a day's time. Applying 40 drops of fresh blood will prevent the decay and rejuvenize it, but it must be done every day.

* On each wall of the chamber is a socket holding a torch. Beneath each torch hangs a circular mirror with a silver frame of ornately carved geometrical patterns. The mirrors are not magical, but are worth 25 gp each.

* Behind the secret door in the west wall is a stairway, dusty with disuse. The door is locked.

5. Alchemical Laboratory

* Shelves line the walls of this chamber. They are filled with vials, flasks, and jars, but most are empty. Those that are not contain various ingredients (herbs and such) intended for the brewing of potions, but are long past their time of usefulness.

* In the center of southern portion of the room is a table cluttered with apparatus such as alembics, beakers, etc. Next to it is a rune-inscribed iron cauldron large enough to contain a man, although currently it is empty.

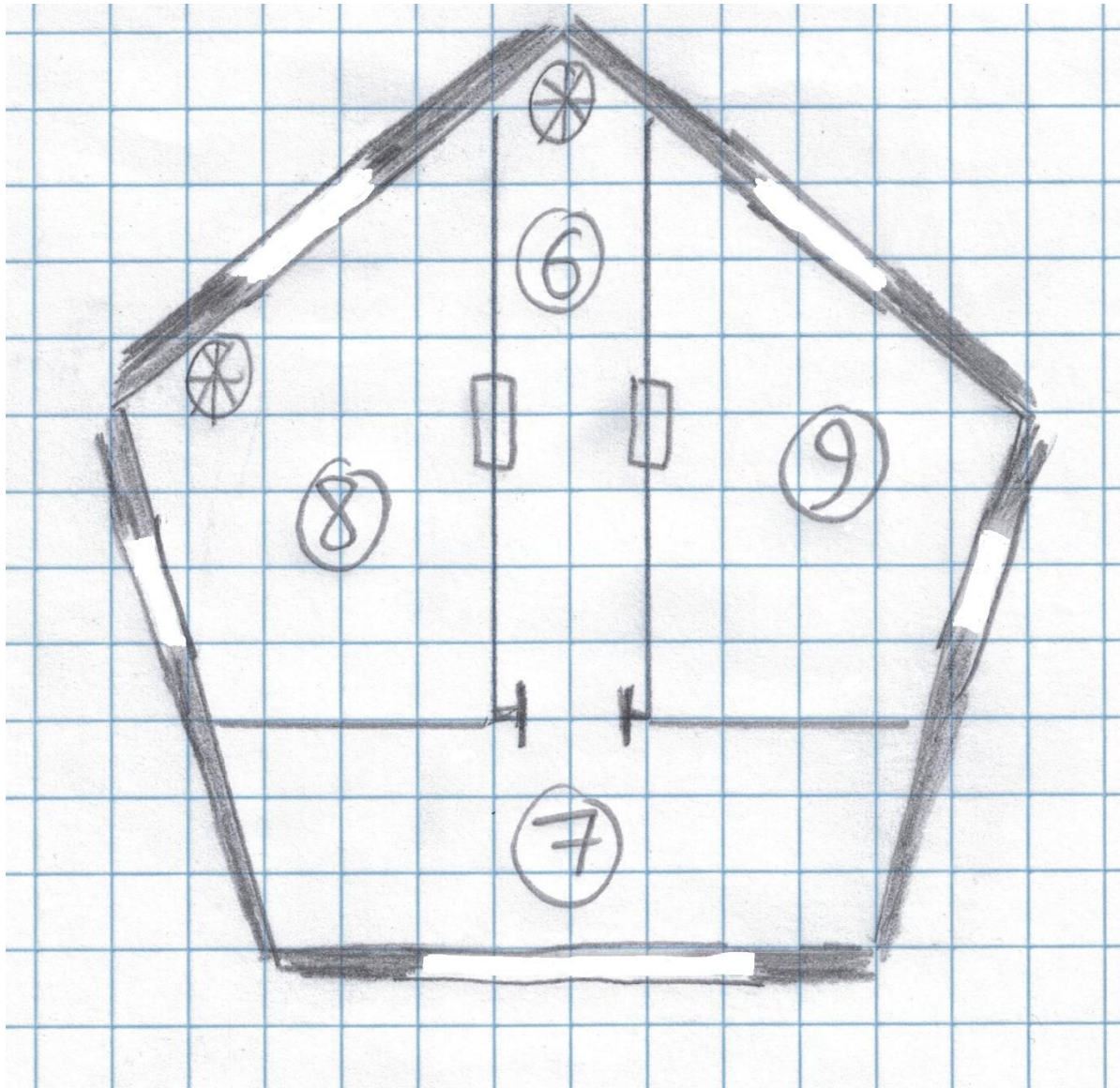
* On the table is a stoppered glass cylinder which looks to contain about a pint of a thick, ochre-colored syrup. Applying it to the block of ice in area 9 will cause the ice to melt. Any PC who dares consume the syrup will fall ill and retch for 1 turn, but

afterward will suffer no further consequences.

* Behind the secret door in the east wall is a chest. The chest's lock is weak, and the lid could be pried off without too great an effort. However, if opened without the use of a key, it will fire a poison dart from under the lid (save or die). It contains 3 bars of gold (valued at 100 gp each), 2 bars of silver (25 gp each), 4 bars of electrum (10 gp each), 2 small crystal vials of amethyst liquid (*potions of healing*), and a large glass

beaker filled with a nearly transparent ooze. This is a miniature gelatinous cube (6" per side.) If anyone is foolish enough to attempt to consume it, the ooze will force itself down their throat. The victim will suffer 2d4 damage per round as long as it remains in their digestive system.

Miniature gelatinous ooze: AC 8[12], HD 1 (hp 6), AT 1 (acidic touch), Dmg 2d4, AL Neutral, SA paralyzation, SD immune to electricity, fear, paralysis, sleep



The Upper Level

6. Hall

* Standing in front of either door is a statue of a spear-wielding warrior with a raven's head. When intruders enter the hall, they will become fleshly and state (in Atlantean) that trespassers must flee or suffer the consequences. They will then attack without giving the party a chance to turn back. The spirits animating the guardians will fight recklessly (don't check morale), hoping to be destroyed so their service to Oulvert will be terminated.

Guardians: AC 6[14], HD 3 (hp 15, 13), AT 1 (spear), Dmg 1d6+1, AL Neutral, SD immune to charm

7. Cromlech

* In the center of the room is a 10' tall cromlech with mystic runes painted upon it. If someone walks through it from the north side and has a specific area in the tower in mind, they will be teleported to that room. Otherwise, they will be teleported to a random area (roll 1d6). They will appear in the center of the room—woe to those who roll a 2! Walking through the cromlech from the south will have no effect.

8. Oulvert's Chamber

* The desiccated remains of Oulvert lie upon his bed. His clothes have deteriorated into rags, but the golden torc about his neck (75 gp) is still intact. Around the bed are half a dozen bottles of Atlantean wine, now empty.

* Before the bed is a rug made from the skin of a two-headed, red-furred lion. Stashed in

one mouth is a key which opens the secret door in area 4. In the other is a key which opens the hidden trunk in area 1 and nullifies the trap in the chest in area 5. The rug is worth 50 gp.

9. Vylissa's Chamber

* Oulvert's beautiful daughter Vylissa rests here, encased in a block of ice. The ice cannot be damaged by mundane means. The simplest way to melt it would be to apply the ochre concoction found in area 5, but magical fire is also effective. The miniature gelatinous ooze in area 5 can erode the ice as well, although the process would take several hours. Once freed from the ice, Vylissa will be disoriented, but in good health, her illness having passed.

* Vylissa will be extremely grateful to whoever releases her from her frozen confinement. Although she only speaks Atlantean, she wears a magical filet which allows intelligent beings to understand her speech. However, the filet does not grant her the power to understand others, so the PCs will have to find non-verbal ways to communicate with her. If they make it clear that they would like her to join the party, she will gladly do so. If the PCs are dicks, they could sell her into slavery (300-500 gp, depending on market conditions).

Vylissa (1st level magic-user): STR 9, DEX 11, CON 8, INT 16, WIS 13, CHA 18, AC 10, HD 1 (hp 3), AT 1, Dmg by weapon, AL N. Her spellbooks were in the flooded library, so her primary goal will be to replace them.