

THE SEA TOWER – An Adventure Site in the Galaxy of Seeded Space

Location: the Sea Tower stands in deep water, on a planet with an ocean capable of sustaining life and powered transport. It can be placed over the horizon from a land or island colony, of any tech/culture level, or as the key site of interest on an unexplored planet. Geothermal activity is required, and may include severe atmospheric disturbance. The tower is not on any known portal network, and must be reached via air, sea, or space.

Origin: tens of thousands of years ago, an elder culture built the Sea Tower. It might have been the crowning glory in a now-vanished colony. Perhaps it was the beachhead for an invasion. A seeding ship could have established it in passing as part of an automated refuelling depot. However it came to be, the Sea Tower is now a giant, mysterious relic.

Accessibility: the upper deck of the Sea Tower functions as an automated spaceport, and a few shuttles or other small aerospace craft may land upon it. There are no quays or similar facilities at sea level. Airlocks of varying sizes can be found underwater, at varying depths, as can a few dive pools capable of accommodating a mini-sub. Access to separate decks within the tower is via several elevator networks, set into the basic frame; no single elevator connects the entire structure. Access between sublevels is via ramps.

Layout: the basic frame consists of six major supports, in hexagonal formation. For much of its kilometres-long height, the Sea Tower is a narrow, thick-walled, hollow cylinder in cross-section. The numerous habitable levels, or decks, are heavily reinforced; the interior floor space is roughly one hundred metres across (if maps are required, adapt dungeon geomorphs at a scale of three to five metres per square). Each deck is thirty metres thick, sandwiched between inaccessible buffer zones, and divided into three to nine (usually six) sublevels of varying heights (three to twelve metres, usually four). The hundred or so decks fall into six basic types: docking stations, habitation levels, transport hubs, engineering levels, control sections, and storage space. The upper deck extends out over the edge quite some distance, and is buttressed; one sublevel is a sub-ether relay station. On the sea bed, the tower appears to end in a massive block known as the anchor point; in fact it extends further underground, radiating mining tunnels out from power nodes.

Six Scenario Suggestions: 1) Several of the subsurface decks are damaged, and over the centuries the maintenance drones have degenerated into savage tribes; some areas are partially flooded or cut off from working elevators. 2) A sea prospector claims to have encountered an unknown submarine, matching the description of a shipwreck on another planet, at one of the lower docks. 3) Researchers fail to make contact with a resupply shuttle, after activating an unknown installation in a control section. 4) Unusual marine life gathers near certain levels on a long-term cycle, and anyone in the tower at the time contracts a mutagenic virus. 5) An off-world company seeks to exploit the tower as the power source for an expensive secret project. 6) A notorious extremist group, fleeing a high reward placed at the nearest Hunter's Guild outpost, disappears into the tower.

Random Tables: Roll 1d6 on some or all of the following tables, as desired.
Inhabitants – 1, mutant plant folk; 2, decadent elders; 3, shipwreck survivor descendants; 4, researchers gone mad; 5, inbred service drones; 6, psychic refugees and exiles.
Encounters – 1, mutant cuttlefish; 2, giant crabs; 3, parasitic weeds; 4, sleep spores; 5, abandoned robots performing meaningless tasks; 6, genetic experiments gone awry.
Curios – 1, hypnotic meditation shrines; 2, floating beds; 3, glowing crystalline growth; 4, contaminated cryo-stasis chamber; 5, iris valve doors; 6, strange fluctuating energy field.
Complications – 1, sublevel ramps damaged or blocked; 2, lighting out on one whole level; 3, service drones with faulty conditioning; 4, scrawled messages and discarded items from previous expeditions; 5, automatic lockdown on several sublevels; 6, no power to doors.
Decor – 1, abstract geometric; 2, jagged backlit; 3, glowing curlicue; 4, metallic arches and statuary; 5, furniture slides in and out of walls and floors; 6, scrolling artwork panels.
Tech Items – 1, energy blade; 2, personal force field; 3, reanimation serum; 4, stun ray; 5, deep sea diving suit; 6, hover lamp; all are of weird elder origin and design.