

TWISTED TOWER OF WISHES

Ages past, a Master of Magic called forth a tower out of pools of primal magic to become the foremost laboratory and research center on wishes. Over time the mighty experiments within unleashed powerful, wish magic that caused the tower and it's occupants to twist and become distorted. Due to these instabilities the tower was eventually shut down and abandoned by those still able to leave. Now it sits, filled with numerous long forgotten remnants of items related to wish magic, unstable and unused. The only way in or out of this legendary place is by a wish, or through a long lost transportation ring tied to the tower, or possibly a miss-cast teleportation or plane travel spell. With-in the tower all rooms and halls are twisted, nothing is straight or level. Some halls even curve completely upside down placing doors high in the air. For visitors gravity is always down, but for denizens, gravity remains on the "floor" even if they twist 180 degrees. Inert copper lightning conduits, water, and steam pipes line the halls. Doors are 50% locked, requiring power turned on and a unique star-shaped colored access medallion for each level, 25% are jammed by the twisting. Each lab is full of test equipment, benches, books, notes, etc. covered over by dusty sheets. There are wishes to be gained, but can these unstable miracles be used correctly or will more wishes be wasted to undo things run afoul? Can one truly come out ahead?

- Wandering Monsters:**
- 1-8 Patrolling keeper
 - 9 Greedy demon type 1 or 2
 - 10 Lost fire mephit,
 - 11 Escaped lesser genie
 - 12 Questing undead knight
 - 13 Unstable wizard's familiar
 - 14 Random wild magic spell
 - 15-20 1d4 twisted apprentices

Steam room for heating systems. When turned on random steam leaks generate 4 steam mephitis and blasts for 4d6.

Pump room for water systems. STR SR to turn valve on

Generator. A large generator requires power crystals of unknown origin to start. When on, crackling, lightning arcs between conduits in the halls that go to the various labs and rooms. The lightning provides flickering light through out the tower. Switches can turn power on or off for each lab.

White horse in magic cage offers a ride and wish to anyone who would free it. Turns into nightmare. The ride is a one-way ethereal journey to the abyss and a demon prince who will grant the wish only after the PC acts as his servant during a big party tonight. During the party the PC may have an opportunity to steal a gem that temporarily controls the nightmare.

Crystal growth hall. Magical energies feed crystals in this area growing them to massive proportions. Living creatures cause the crystals to randomly sprout from the floor, walls, and ceiling filling the passages cause 4d6 dmg unless dodged (DEX SR). Breaking the crystal creates an enormous racket that has a 50% chance to attract the keeper.

More wishes. A single gold ring with three spent wish rubies, sits on a pedestal engraved with the words "wish for more wishes" a crude line is chiseled through the words. 3 ravens fly about the rafters. Any one wishing for more wishes is turned into a raven. Ravens caw "Nevermore"

4 twisted apprentices. Twisted and driven insane by exposure to powerful wish magic, their bodies are now malformed. They are undead-like yet not undead; they are evil, un-living zombie like monsters powered by magic (AC 16, HD 6, Dmg 1d10, cast a random low level spell 1/day, 50% MR, magic wands & armor have opposite effect on them i.e. +2 sword is -2, +2 armor is -2. Each has 25% chance of random colored level access medallion or spell scroll.

Reception & security. Guests teleporting in or accidentally arriving at the tower appear here. Written in blood on wall "Be careful what you wish for". A crystal ball viewing station shows other rooms at random. Green access medallion for middle labs on table. South door jammed open.

1. Generators & Prison
Power crystals for several days are stored in pad locked brass container. A stressed out flesh golem sits and turns a heavy hour glass device over every hour. The golem desperately seeks replacement as turner, only knowing something really bad will happen if not turned. The glass is linked to a device that allows built up power of stored power crystals to bleed off. If not turned, several crystals explode sending a surge of power down the conduits destroying 1d6 random hall way sections and rooms.

Six prison cells. Any touched by the keeper are teleported to random cell. 1 has missing door, 1 has bent bars. 3 locked shut (1 w/ wight). 1 unlocked. Keys located in keeper's lair.

The keeper's Lair. 6' diameter floating, amorphous black sphere (AC 22, HD 16, MV 20, 50% MR, Dim Door 3/day, Stinking Cloud 3/day, Teleport to any level 5/day. Dmg 2d10 elect & paralyzing, & teleport victim to a random prison cell). It will ignore anyone displaying proper level access medallions. 50% chance out patrolling. If destroyed it will reform in 1 hour in the lair. Key to cells.

2. Basement Labs
Random Scroll: "It will bite you in the end"

On wall is stone mural that shows the PCs actions just past, current, or clues to successful events in the near future (1d3). Changes every hour.

Temporal status room. A purple light shimmer in the door way. There are 3 apprentices (Wiz 3) frozen in time conducting an experiment with time stop magic. PCs entering the room get stuck in time also. STR SR will pull them back out. Dispel magic or a limited wish will unfreeze room. Indigo access medallion for Upper Labs on table. The apprentices think that they moved forward in time and seek to return to their time. Scroll of time stop.

3. Lesser Apprentice Halls
Kitchen filled w/ illusionary purple fire. +2 flaming knife

Melted stone. Magical energy has melted the stone walls here causing them to flow and almost block the hallway. Exposure to this magical radiation causes 1d6 dmg per round.

Effect reversal room. Damage to monster affects PC. Damage to PC affects monster. 1 wandering monster.

Malfunctioning teleporter. Each PC teleported to random lab. Needs power switch turned on

Genie in lamp. "Yes I can grant 3 wishes, however you have none left, you just used the 3rd one to make the first 2 as if they never were" He is lying and will twist any use of the word wish while debating PCs.

4. Lower Labs
Broken brass equipment

Hall. Lightning energy conduit broken here. If power on, 3d8 dmg every 1-3 rds. Must be repaired with metal magic item to power levels above.

Magical darkness, in secret compartment w/ explosive runes is 3-skulled pendant which is also lich's phylactery of protection +3

Gold ring foundry. Molding a gold ring and setting it with rubies using the ample supplies and equipment in this room will charge it with some minor power. Making ten rings (10 WIS SRs) and wearing them all will grant one wish using up all the magic in the room. Requires power on.

If power on, telescope looks into the stars, a shooting star passes by until wished upon. Wishing PC is pulled into space, dragged behind the shooting star. A door opens in the meteor and a man with an expressionless blue face appears and throws a rope. Inside are 3 weak and sickly blue men (AC 10, HD 3, Dmg 1d6). They do not speak but gesture to 4 tables. They lay down on 3 of them and look at the empty table. Lying on the table slowly drains life force (3hp permanent & ability to speak) and heals the blue men and their ability to grant wishes. Each blue man will reward the PC. First with the ability to regenerate hit points; 2nd use telepathy, 3rd send the PC back. Attacking the blue men will leave the PC stranded on the comet. Ring of shooting stars

5. Middle Labs
Invisibility arch. Passing through this doorway turns beings invisible E-W and back visible W-E. 1 invisible wandering monster with ring of healing

Massive fungi fed by magic, blocks the halls and fills the room. 7 paranoid schizophrenic fungus men live here

Rainbow room. Activate switch to turn on water sprinkler and crystal lights to create rainbow that ends in a black pot in center of room. Skeleton of leprechaun near pot. A ring of 3 wishes and contrariness teleports to hand of any reaching in. PC cannot speak until spoken too. Magic mouth on pot states "Your companion has a ring of three wishes on his hand, what do you wish him to do?"

Flooded room. The water valves in this room have been left open filling it with water. 2 wet twisted apprentices attack as door is opened.

6. Apprentice Halls
Security station: Electrified (if power on) portcullis bars the Hall. Will open for keeper or level medallion. Blue Access medallion inside on desk

Failed experiment. Gibbering mauler lives in a cage that it can easily break out of. Loudly voices: "heed these 3 words, Do - Not - Wish" Remains of other failed experiment creatures litter the floor.

Three gold statues. Double power twisted apprentice wielding mace of midas +3 (nat 20 turns true opponent to 1d12x100gp).

Pool of water with giant gar, 13 gold fish, and chest at the bottom w/ scroll containing the following sayings: If wishes were fishes we would: all cast nets, never go hungry, all have wings. Caught gold fish can grant an item on scroll. All of entangling; horn of plenty; wings of flying. As soon as one is caught the others begin eating each other cutting their numbers in 1/2 each rd.

Stone wishing well with red roof. If coin thrown in and wish made the PC is pulled into the "room of all wishing wells" on the plane of water. Numerous well openings above light the under water room. PC can breathe water. Old wizard is happy to see his replacement arrive. But booming voice of Sea god demands PC pass test first - grab the huge black pearl out of the giant clam (DEX SR and (STR SR to get arm out if fail)). Success means PC will replace wizard as interpreter of wishes for eternity. Failure and PC is returned to tower (possibly with pearl hand) and ability to grant another's limited wish quickly fading.

Floating Dandelion seeds completely fill the room. Skeleton with potion of gaseous form

Time alignment. This room contains a huge ancient sundial device on one wall. Studying it will indicate that it's counting time-it is on the 1111 year, 11, month, 11 day, 11 hour, 11 minute and about 10 seconds from the 11 second. Count down from 10. A wish is granted on the 11th second if spoken aloud. A hastily worded wish will be appropriately twisted.

Enemy wishing well. Runes proclaim "I would not wish this upon my enemy". Drinking from the well grants a wish once per 100 years. The PC will know that whatever he wishes for himself, his greatest enemy will be granted double.

Wishbone room. Jars with turkey wishbones & brass equipment made of for pulling apart turkey wish bones. Breaking one transports party to a plain w/ raging giant turkey with bite that breaks bones (AC 14, HD 12, Dmg 3-18, breaks bone on 17-20). Defeating the turkey will return the party. Healed broken bones can break again.

Magic oil lamp. If rubbed sucks PC inside and lamp transported to City of Brass. Inside is adventurer skeleton on pillowed couch, through trap door in floor is dying fire elemental almost out of fuel. If dies, lamp will no longer exist. Pillows will burn as will PC's equipment. Eventually Lamp is rubbed by effreet and PC comes out. It demands 3 wishes, which PC feels compelled to grant to others. He uses 2 wishes right away on success of his armies and doom for his enemy. He will think about his 3rd wish for 1 day. Mean while the PC is free to roam the palace. A harem girl will approach the PC with a scheme for her to use the last wish to get them both back to the tower of wishes. She will offer a ring of fire resistance. Harem guards and loyal harem girls may interfere.

Chiseled message: "impossible to speak it correctly"

Truth & lies. "Tell a lie once and all your truths become questionable" written on door. First lie spoken by anyone becomes true and next truth spoken becomes a lie. A magic mouth asks "tell me about yourself"

7. Upper Labs
Random whisper in head: "the wish is a lie"

Intersection. Random damage causing spell every time entered. Unfinished magic containing pentagram on floor. A magic item placed to complete it will stop the spells while in place.

Birthday room. Shelves filled with rotten cakes and broken candles. One decent cake and 50 good candles can be found. If the cake is set with the proper number of candles and happy birthday is sung and the PC blows out all the candles (CON SR), he is transported to a room with hundreds of large candles and bright canvas wrapped packages all around. The heat causes 1-2hp/rd. If he can find the package (3-30 rds) with his name on it he gets a minor magic item appropriate for his class and is returned. Figuring out that the packages are alphabetical saves 10rds.

8. Greater Apprentice Halls
3 permanent unseen servants have become malevolent invisible stalkers

Glowing writing on wall: "wishes = death"

Planet alignment. A huge Orrery fills the room, it's orbs out of alignment. Providing power to the room and aligning the orbs correctly will grant a wish. Proper alignment requires 3 INT SR in a row, each failure causes 1d12 bashing damage from orbs

Bunk room w/no gravity. Wandering monster.

Monkey's paw: A horribly decayed 10HD zombie woman is outside knocking at the locked door of this room. It has been brought back to "life" by the macabre power of the monkey's paw. Inside, the captain of the guard lies dead clasping the monkey's paw. He has a scribbled note in his other hand. "Those who interfere with fate, do so to their sorrow. I wish myself to death" The zombie and the captain have matching heart shaped lockets. The monkey's paw will grant up to 3 wishes a year but the wishes are always full filled in a way that causes death to friend of the wisher.

To top of the tower. The tower itself is twisted and stretched to illogical proportions and exists in the eye of the ethereal cyclone. Chance of being sucked in (STR SR). There is no way out here.

9. Wizard's Room & Study
Lich: 3-headed, burning, winged, spell-twisted, lich (cast 3/spells rd, immolation, with 2 tentacles dmg 1d10). Victim of twisted wishes (i.e. i wish to be 3x as smart). He covets and fears his ring of 3 wishes too much to use it. 1 extra large ruby is double powered wish. 1 ruby is cracked and can only be used to un-wish something. He will not attack PC w/ phylactery until last.

Two wandering monsters repeatedly speak "evil is the wish"

Half man. Has the apprentice used a wish to survive a sphere on annihilation. The left half of his body was annihilated but healed over. Now he is an immortal, half-man creature (AC 15, HD 9, Dmg 1d6, + push 5 feet, Str 19, Dex 19) To pass, the party must dual him. He agilely tries to shove them into the sphere of annihilation in the back of the room. 1/2 ring of wish grants 1/2 a wish.

Room of 3s. Number 3 written all over the walls. Only 3 beings can be in the room at a time. Only 3 word phrases can be spoken every 30 seconds. All actions, etc. tied to number 3 as much as possible. Camouflaged inside are 3 tattooed twisted apprentices w/ 3 arms. 3 potions of healing.

Stairway. Illusion going up looks like going down, down looks like up.

Turning on the switch provides access to the remains of a deck of many things on pedestal separated into two piles of three cards. One pile are good affect cards (Fates, Vizer, Moon) the other bad (Idiot, Ruin, and Eurycle). Scribbled note indicates "I have been able to separate good from bad however I do not know which is which". Remaining cards reset in new location after each PC draws.

2 animated armor (AC 20, HD 10, Dmg 1d12, with raised +1 luck blades (no remaining wish) attack any without black medallion

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