

# The Tower of Words Lost

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The endless sands of the Numehara Desert whisper of a lost civilization that discovered a great power. With a word they called upon the power, and with their power they flourished. But as time passed, they forgot how to summon their power. And so the civilization faded away. Fools have wandered the deserts for lifetimes, searching for the lost power of the ancients. But if the power could be lost so easily, was it ever really theirs to begin with?

## Floor 1

**1A.** The stone door entrance is covered by sand. Disturbing the sand rouses a colony of desert piranhas, who hunt by leaping from the sands and latching onto prey. When the weight of these creatures overcomes their prey, they drag their prey down and burrow into the sand.

**1B.** The statue holds a gem in one fist; the other is empty. Along the wall spirals a staircase of blue light leading to the 4<sup>th</sup> floor hundreds of feet above and passing by an entrance to the 2<sup>nd</sup> floor blocked by rubble. If the gem is removed, the staircase begins to wink out of existence at random. If the gem is placed in the other hand, the staircase shifts to pass by an entrance to the 3<sup>rd</sup> floor.

**1C.** Filled knee-high with sand. A stone fragment is visible near the back of the room. Dog-sized scorpions attack any who enter. The fragment depicts a man kneeling, hands reaching up and out.

**2C.** A fallen part of the Floor 2 library, only accessible from outside. Upon entering, a wraith forms yelling *I must find the lost word!* and attacks. Upon defeat it whispers: *The word never mattered, we forgot its meaning...* On the ground is a piece of paper with **the word** written and circled. There is also what appears to be a picture dictionary. None of the entries match the word on the paper, but one page is missing.

## Floor 2

**2A.** An open-air sitting area littered with bones and broken weapons. The first time players enter the area, wind swirls and sand fills the room, mixing with bones to form 1d6 sand wraiths. The wraiths scream a cacophony of similar sounding words as they attack. As long as bones remain in this area, any time players pass through roll 1d6. On a 5 or 6, summon 1d6 sand wraiths.

**2B.** The sitting area transitions to an enclosed library. Shelves line the walls filled with scrolls and stone tablets. Many are missing. Beyond where hallway 4C rests in the library, a stone fragment lays on the ground near a shelf. The fragment shows a crystal descending from the sky.

**4C.** Crash-landed into library 2B, 4C rests level with the rest of 2B, rotated 45 degrees. Looking out over 4C reveals a doorway, and beyond it the rest of the library. 2C can be seen below. Inside, a skeleton clings to a pedestal that holds an unpowered crystal. The skeleton reaches out to a corner of the room with one hand. In that corner is a powered crystal hidden under rubble. If a powered crystal is placed in the pedestal, the room lifts up to floor 4. If players find a way to communicate with the skeleton, it will try for 1 minute to communicate the words 'thank you' without using synonyms or 'gift,' 'you're welcome,' 'give,' or 'receive.'

### Key Concepts

The lost **word** is written in an indecipherable language. Its meaning is an expression of gratitude; if one says 'thank you' while holding a crystal, the crystal becomes fully powered.

Sand **wraiths** form when large amounts of sand meet skeletal remains.

Floating rooms are powered by a crystal inserted into its pedestal. Without a powered crystal, the room will fall.

## Floor 3

**3A.** A floating room with large windows. The room's pedestal holds a flickering crystal. The room wobbles with movement and will eventually fall. The room contains two skeletons, one of which holds a staff with an unpowered crystal as its tip. Attempting to take the staff causes sand to swirl into the room forming two wraiths. When powered, the staff knocks back anyone hit with it.

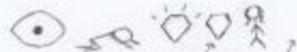
**3B.** This room protrudes from the tower. 3A is visible from a window. On the ceiling inverted pyramids emit beams of force at anyone touching the floor, harmlessly pushing them towards the door. The room contains furniture spaced 5-20 feet apart. On the farthest table surrounded by tools is a broken stone tablet depicting a speech bubble containing **the word**.

## Floor 4

**4A.** On the floor is a circle with a symbol inscribed in it. Around the circle are 5 slots, two holding cracked crystals that cannot be charged. Behind the circle stands a statue with a powered crystal core that attacks anyone who attacks it or touches the circle. If someone wearing the ring in 4B is on the circle, the statue will not attack. With 5 powered crystal, a platform of blue light will appear and lift to the next floor. With anything less, depending on number of crystals/people on the circle, the platform lifts a certain distance into the air before flickering out of existence.

**4B.** A floating room containing different sized hourglasses. A pedestal in the room holds a powered crystal. On one side is a desk with a skeleton sitting behind it. On the desk is a sheet covered with lines of writing followed by pictograms, ripped from the dictionary in 2C. The sheet contains **the word** circled on the page found in 2C, followed by a series of symbols. If anyone touches the page, the hourglasses in the room break as sand swirls around the skeleton to form a wraith who yells: *I will be the one to restore our glory!* Searching the desk reveals a sigil ring in a box matching the symbol on the circle in 4A.

Symbols:



## Floor 5

**5.** The top of the tower, covered in inches of sand and open to the air above. The moment one reaches this floor, sand forms into a large wraith and a voice asks for the word. Saying 'thank you' or giving a definition causes the sand to disappear. Otherwise, the wraith attacks. The wraith can shape and reshape a weapon out of sand, and at the wraith's will excess sand changes freely between a raging sandstorm and ally wraiths to help in battle.

