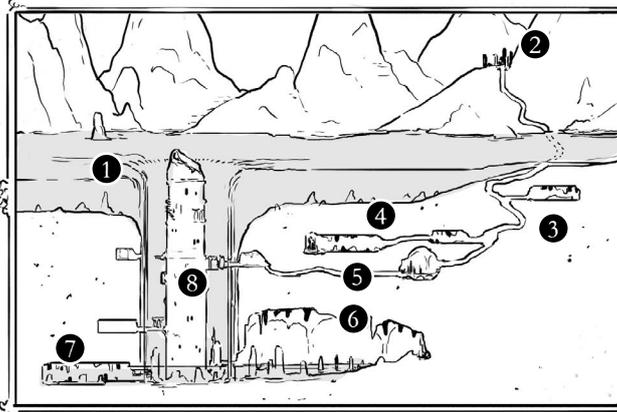


THE TOWER OF THE SILENT GOD

by Daniel Comerici

THE COVE

1. When the stars align a giant hole approx 60m in diameter appears in the waters and seabed of the cove, and what usually seems a **buried ruin** reveals itself as an ancient tower made of a **solid piece of black carved stone**. A waterfall surrounds it. Access the tower from the hole in the top of it if you find a way.
2. A second hidden entrance to the tower is present. An **old circle of stones**, perfect pillars covered in strange precious carvings. A hole in the ground lies in the middle of the circle. The ruin is placed in a **wet and muddy** terrain high in the mountains.
3. A **dark and wet** hall. Green **moss and fungi** on the walls, **old wall paintings** depicting forgotten gods and sacrifices. **Crawling horrors** wait here for new flash to consume. Precious **manufacts** wait on stone altars.

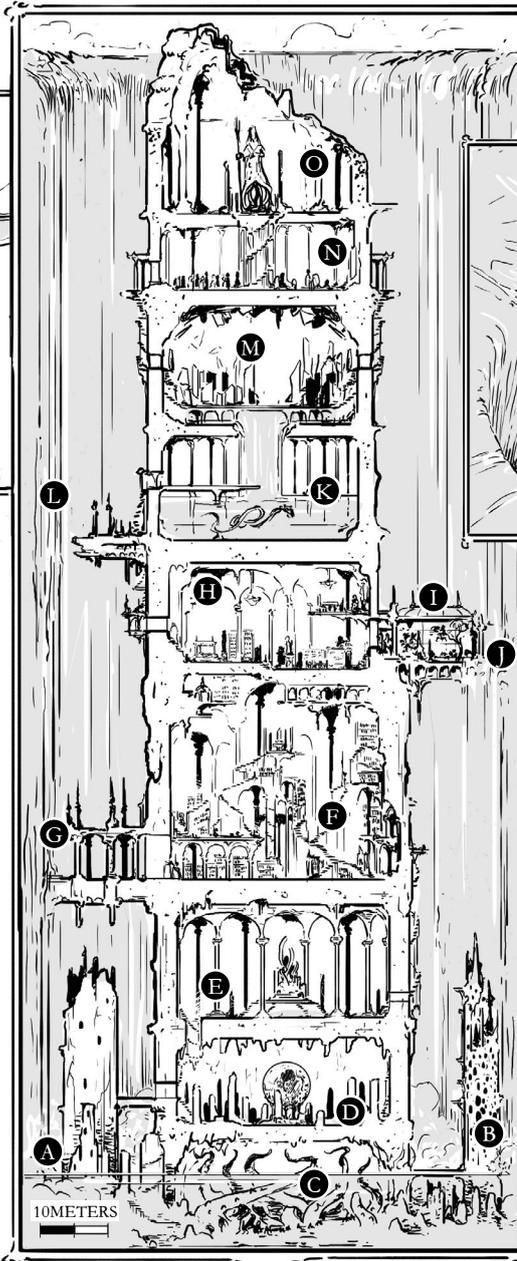


4. A **flooded room** and after that a finely **carved** underground hall, with a small **turquoise lake** where lies a **big statue** of a bearded man, whose beard is made of water snakes. His eyes are **cursed emeralds**, his **ring** holds a silent secret. On the west wall a corridor goes to a **small mausoleum** made of **black and green marble**. Skeletons of warrior-sailors wait in silence to protect a **stone and gold trapdoor**.
 5. A small cavern with **strange ruins**. All is **flooded**. A **tainted ghost** waits in the darkness. Under the water a **secret passage** to J.
 6. A big rock cavern, white pillars rise from cold waters and fall from the ceiling. **Echoes here hurt like swords**, and the water hides **unnatural snakes**. A marble bridge with an **unknown trap** goes to B.
 7. A secret complex of **submerged** rooms is accessible from the waters around the tower, coming from 6. Beware the **old pottery** in there, they are not what they look like and contain **unnamed old things**.
 8. See the Tower chapter below.
- B. An old huge limestone adorned in shiny and silvery **precious metal flakes**. Hundreds **small openings** make it seem a stone beehive. **Strange glowing eyes** look from inside it, waiting for fools and greedy.
- C. The hearth of the tower, you can hear and feel the **whine and tremble** coming from it, but there's no access to this except from D. What is the heart?
- D. The **Coral Observatory**. A **bloody and sticky liquid** covers the floor and exude from the **giant corals pillars** all **shades of red**. At the center of the circular room there's a sphere, a **pale egg or pearl**. Something floats placidly inside, whisper questions and you obtain **unwanted answers**. The sphere is the only way to access the hearth of the tower. On the west is a half collapsed staircase going to E.
- E. A **white marble temple**, **wet and warm** like a mother's womb. **Moisture and low waters** cover everything. Requests of sacrifice and prayers carved on the walls. Almost drowning in the low water (*sacrifice yourself*) it's the only way to be able to touch the **huge ethereal eidolon** in the center of the room: the **Silent God** in all his beauty, thousands of precious serpents making his/her body, carved in **darkened wood**, white diamonds, metals and black gemstones. The **serpents** watch over the sleep of the god. After a closed door on the east is a staircase to F. The key is a riddle hidden in water.
- F. A majestic library, full of **forgotten knowledge, ancient relics** and **strange objects**. The **gloves of silk** you can find in H will protect you, otherwise touching the books awakes the guardians of the library. Giant **black stone golems** resembling **naked warriors**. Sculpted muscles and **reptile heads**. Stairs are everywhere in this labyrinth, one of which goes to H through a closed door that requires a prayer to open, another one to G.
- G. A fish **bone carved balcony**. You can stay and observe the cosmos inscribed in **shapeshifting runes**, or go through the **caustic waterfall**. A stone door covered in **algae, lichens and moss** waits for the right **bone key**, behind that a small stone room, unnaturally **smooth and reflective**. Inside an altar with one single bone that sings forgotten songs. It's the **Tongue of the Prophet**, and the room is his mouth. The guards are your worst self, unless you know how to calm down them with an offer.
- H. A bizarre apartment, where the old keeper of the tower used to live. Smell of **perfumes, myst, luxury** and **salt water**. Many objects tell the story of the previous guardian. Where is he? Or she? On the west side a closed glass door goes to stairs to L and K. On the east side you can access I.
- I. The Blue Garden. A blooming greenhouse of **strange rotting plants**.

ONCE IN AGES THE STARS ALIGN, AND WHEN THEY DO AN ANCIENT TOWER RISES FROM THE WATERS. TREASURES LIE HIDDEN IN THE DARK AND WET ROOMS, ROTTING IN SILENCE. UNNAMED GUARDIANS WATCH TO PROTECT THEM FROM DEFILERS.

THE TOWER

A. Under the complex at 7 there's a secret **small tunnel** infested by **pale worms**. You can **limp and crawl** through it, under a waterfall and finally to a ruined destroyed tower. Walls are carved in **many languages**, and from the ceiling hangs a number of **cages** and **jars** full of **petrified creatures**. Each one has **adorned chains or collars**. Be careful if you decide to remove them. From the second floor of the tower a **bridge longer than what it appears** gives access to a staircase chiseled in **pulsing limestone** that goes to D.



water also flows from it. A giant scaly **eel** sleeping in the pool. Cross the water to gain access to M through a modest stone staircase. Use something you found in G or knowledge from F to pass.

L. A broken bridge, **fused stone**, an **unknown lost room** from ancient times barely visible under the waterfall.

M. The hall of shattered mirrors. Thousands of reflective crystals of polished black stone. Find your way against yourself. A pair of identical staircases go to N. The wrong one goes to an infinite cycle of death.

N. The room of **salt statues**. If you took the wrong staircase you'll soon become part of the **silent crowd** in the room, tributes to the glory of the Silent God. A circular staircase of white marble goes to O.

O. The ceiling of the tower is collapsed but no debris are present. **Light** comes from above, smell of water. A giant **shiny metal** statue of the Silent God, a bearded man whose beard is made of water snakes. His eyes are **tainted diamonds**, his **necklace** holds a **key**. Finely crafted **paintings** on the walls depicts sacrifices, drowning and war, luxury, death and rebirth. Touch the eidolon and **metal snakes** will rise from it and attack to protect the god.

Smell of **melancholy and tears, old memories** and **oblivion**. Each plant has an usage, but the time you pass here can make you take root.

J. Passing the garden you'll face a waterfall and a small old rock cave closed by a massive round stone. Some small **common objects of childhood** lie on the floor side by side in circle, and in the center, on the bottom of a small pool of water, an old mummified man lies. Who is he? The keeper? An old visitor? The pool is the **Water of Life** you may have read of in the library. A secret stone trapdoor goes to 5.

K. A dark room half full of **deep scary water**. White light comes from above through a rounded hole in the ceiling,