

~ ~ ~ The Rippling Tower ~ ~ ~

by George Cassie

Venture into the shimmering reflection of a tower cast upon a body of water and reach the uppermost chamber. The reflection is:

- 1: Of a friendly sage's tower, full of murderous servant simulacra.
- 2: A vision of a ruin which appears under a moon phase, specters of servants going about their duties.
- 3: An illusion cast upon the waves as a challenge, full of semi-real threats.
- 4: An odd incursion by a marine race onto the surface.
- 5: An omen reversing an ancient tower that strove for heaven, full of demons.
- 6: Of a fisherman's dream of an old lighthouse, carefully guarded.

The further into the tower's reflection, the more it ripples in the water. Roll d6 per level on each exploration turn, each combat round, and when a character uses stairs.

- 5 or less: Nothing.
6-11: Save or fall prone.
12-17: Save or be nauseated.
18 or more: Save or fall down a level.

This assumes the water is being stirred by light breezes and currents, causing gentle ripples. If stilled somehow (*control weather, control water*, friendly beavers construct a quick dam), drop one or two dice. If aggravated (boats, tossed rocks), add one or two dice.

Creatures "native" to the tower ripple with it. They are immune to ripple effects. If they would take damage or fail a saving throw, roll a d6 per tower level (with the stilled/aggravated considerations). If any such die comes up 6, they're not there to be affected.

Anything taken out of the tower has a similar chance to just cease existing, based on the level it was taken from.

Stats are presented as [HD; Armor; Intelligence; Morale; Attacks].

Courtyard: The party climbs out of the well. 4 servants [1 HD; no armor; average; cowardly; knives] mill about. Large gates do not open.

Storage: Beneath the balcony. Easy to find almost any common item in an exploration turn.

Balcony: 2 guards [2 HD; leather plus shield; average; brave; sword or crossbow] challenge intruders.

Barracks: 2 guards wait to respond to disturbances.

Guest Room: 1 minor treasure. Possibly one very confused NPC.

Dining Room: The cutlery and candlesticks each count as a minor treasure.

Lookout: 1 guard with crossbow at ready. Each round spent here requires a saving throw to avoid nausea.

Kitchen: 2 servants, the cook [1 HD; leather; average; furious; cleaver] brokers no interruption. 100 days of rations in the pantry, but subject to vanishing after eating.

Living Chamber: The tower master [4 HD; leather; high; brave; dagger or spells] will cast a controlling spell, then attempt to flee up the stairs to the lofty chamber's guardian.

Bartizan: A fine treasure related to the tower master's pursuits. Passing the narrow bridge causes a roll on the ripples effects. Any falls down a level from this room lead all the way to the first level instead.

Lofty Chamber: The aim of the party's climb is here, as is a guardian beast [3 HD; plate; low; fanatic; claws].

