

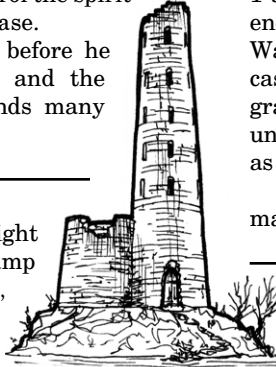
THE SKY-BLIND SPIRE

AN ADVENTURE LOCATION BY MICHAEL PRESCOTT

FOLLY OF THE KASTROMANCER

Titardinal's final work was a kastromantic spire, a spell in the form of a stone tower. With it, he hoped to control the spirit of the great lake at its base.

He fell to his death before he could use it, however, and the tower has changed hands many times since then.



RICALU CAMP

Three days ago, eight Ricalu goblins set up camp under a sky-blue tarp, with the intention of stealing silver from the tower.

Their shaman has surrounded the tower area with buried teeth to inflict the curse of "sky-blindness" on its occupants: those inside are completely blind to anything blue. The effect begins an hour after entering, and lasts two days after leaving.

They have knives, slings, the curse on a scroll, some stolen silver and two blue cloaks.

THE TOWER OF GATES

The tower's every window and doorway is magical, making its interior geometry very different from its outside appearance.

The map shows each window's exterior height and facing (e.g. window '4N' looks northwards from the 4th floor).

Windows on the second floor and up each have a rusty chain bolted to their sills, which dangles to the next window down (4N->3N).

d6 Encounter

1	Giant, investigating the man-smell
2	Huge muck-fly from the cone
3	Ricalu thief in a blue cloak
4	The halls echo with the giants' songs
5	Young dire pelican, possessed
6	d3 Undines from the fountain

UNTO EACH ROOM, A NUMBER

Titardinal engraved each room with a number. Anyone entering room 1 attracts a tiny, orbiting spark of energy stolen from the lake spirit. Walking the rooms in sequence casts the spire's spell and gradually enlarges one's spark until by room 23 it is as bright as a torch.

Stepping into any room out of order makes one's spark disappear.

22. THE STUDY

Along with a dozen tomes on kastromancy, a hundred torn maps litter the floor, showing alternate layouts for the tower. All show a 24th "altar room", somewhere or other.

13. BLEAK HALL

Four wicked idols fill the air with invisible, hungry spirits. Dead bodies reanimate here; sleepers and the badly injured must resist possession. Praying will call forth Titardinal's spectral mentor, who will try to manipulate visitors into completing the ritual.

7. THE FOUNTAIN ROOM

Titardinal used this font to commune with the lake spirit, learning its weaknesses.

If any sparks are present, d6 undines (serpentine water spirits) emerge to attack and reclaim them.

The fountain contains a *defender's blade* and most of a suit of plate armor, but the undines will only yield this in return for a solemn oath to destroy "the altar".

THE BLUE-CLAD THIEVES

The Ricalu have been sending lone thieves in blue cloaks into the tower to sneak out what treasure they dare.

16 & 17. HALL OF THE GIANTS

Four giants from Firevault seized the spire two years ago. Armored *Farooh* is their leader, but *Sossa* is feared most for drinking (and spitting) molten lead. *Affa* and *Isho*, inseparable twins, feud incessantly.

They are distressed and wary, as the hoard has begun to shrink. Worse, the blue tapestry over the north exit in room 18 now prevents them from finding their way out of the tower.

They have six sacks of silver loot, one containing a *circlet of clear sight*.

15. THE CHANGELING CONE

An error in Titardinal's work: those descending (40') to the fly-swarmed garbage heap double in size for d6 days; those ascending shrink by half. These changes are imperceptible: to normal vision, the chamber simply appears conical, small-featured at the bottom, large at the top.

9. DIRE PELICANS' ROOST

This room stinks like a wharf and is home to seven birds, all large enough to swallow humans. They fly in and out all day, catching fish on the lake.

They do not normally wander the tower, but they are relentless and vindictive if disturbed.

Three *venomous quills* are lodged in a pelican jawbone, a *potion of leaping* beneath.

I. UNWELCOMING HALL

Titardinal filled iron gibbets with bodies (long decayed) to frighten off visitors.

A *ring of water breathing* adorns one skeletal finger.

