

Steal the Walking Tower by Ed Nicholson (Can be a sequel to "Plumbing the Depths" (OPDC 2019)) (for mid level adventurers)

The evil wizard, Gon, and most of his apprentices are dead, recently destroyed in his tower by adventurers he betrayed. Alcatraz, a former apprentice, seeks your help to now steal the tower. You are teleported to the Prison Area in the tower with a gem he gave you and meet Alcatraz. He tells you his plan.

"Gon was the advisor to the cruel King and his death will certainly be detected, there is little time before City Guards bring up catapults and begin a siege! But that should be no problem because the tower has a hidden magic room which has controls that allow the tower to get up and run away! All we have to do is find the magic room, defeat its guards, and activate the tower's legs! We apprentices sought to find the hidden room and kept clues to its location in each of our chambers. We each lived on a different floor. We also know that Gon's chambers contains instructions on how to create the magic door to get into the hidden room, once we find its location. We worked in the lab and kitchen and each had limited access to a different metal doored, elemental study room located on the floor we lived on." Alcatraz shows you a paper, "I made this matrix of questions to figure out everything we need to know to find the magic

door to the hidden control room, we just need to fill the clues in! Key to its location seems to be the metal doors. I also have keys to all the locked rooms!"

Suddenly a catapult rock rips through the wall and floor causing Alcatraz to fall out of the tower into the hands of the guards below! The matrix flies from his hand and you catch it, but the keys go with him. A guard's voice shouts up from below. "We know you killed the wizard, surrender peacefully!"

Events—in order, every 30m

1. Front Door battered by Ram
2. 1d4 Spelletons encountered
3. Catapult hit sprays splinters (2d6)
4. 4 Guards (2 HD) enter thru hole
5. 8 Guards enter thru front door.
6. Guardian attacks City Guards

The Guardian 5th Floor (Devil Mural, Copper Door)

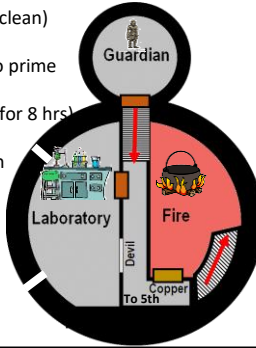
- **Flesh Golem (10 HD)** Stands unmoving, menacingly
- Attacks only in defense, or unauthorized entrance to front doors or secret room.

The Lab

- "Pazuzu One-eye", Insane Devil Imp Familiar (3 HD) says it brought wizard's demise by throwing magic ring down lab sink. Pretends to serve party, but betrays them for their souls. No useful info about tower. Gollum personality
- Lab Equipment (scrubbed clean)
- 3 Healing Cream (3d6)
- 3 Magic Mushrooms (+3 to prime attribute for 8 hrs)
- 3 Glitter dust (+2 to wpn for 8 hrs)
- Match stick w/ thread tied to it -thread hanging down drain.

Fire Room

- **Fire Mephit (6 HD)** in log fire fed boiling cauldron
- **Magic Drawing Charcoal stick (1)** in iron box
- Vials of Oil (10)



Gon's Room 4th Floor (Fey Mural, Platinum Door)

- 4 Spelleton guards
- **Crystal Skull** answers 3 yes/no questions a day
- In desk, **Read Magic** scroll & note:

To get to the controls, use **Magic Charcoal** to draw a door with in a door on the area across from the correct mural

- **Control Panel Key**, with note attached:

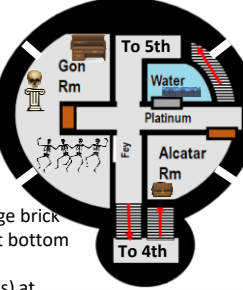
"Wind sweeps the World after Fire & Magma consume Water" (clue to sequence in control room)

Alcatraz's Room

- Locked Chest w/ clues:
- The Devil will not lead you there - only to Fire.
- The Dragon guards the Magma room
- The Undead like the Earth

Water Room

- **Water Weird (7 HD)** in large brick walled pool. Loose brick at bottom will drain it, dispelling it
- **Chime of Unlocking** (6 chgs) at bottom



Clue matrix to find secret door (remove answers for players)

Floor	What is the Metal Door Coating Material?	What type Hallway Intersection is near the Metal Door?	Facts		What Magic Item is inside the Elemental Room?	Deduction
			What Mural is near the Metal Door?	What Element is studied behind the Metal Door?		
1	Gold	L Shape	Dragon	Magma	Meteor Storm	Yes
2	Silver	4 Way	Giant	Air	Charm Monster	No
3	Bronze	3 Way	Skeleton	Earth	Walk thru Walls	No
4	Platinum	4 Way	Fey	Water	Unlocking Chime	No
5	Copper	3 Way	Devil	Fire	Magic Charcoal	No

Balcatraz's Room 3rd Floor (Skeleton Mural, Bronze Door)

- Locked Chest w/Clues to location of secret door
- The mural near the Platinum door is not the correct one
- 3 Ways is not the right way
- Magic Charcoal is in the elemental room near a "L" intersection

Closet

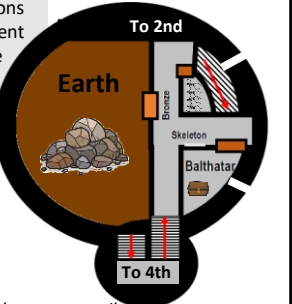
- 4 Spelletons attack
- 2 sets of Medium Plate mail

Spelletons : 2 HD skeletons that glow random different colors and can discharge a spell 1/day.

Color	Spell
1 Red	Burning Hands
2 Blue	Sleep
3 Yellow	Magic Missile
4 Green	Dispel
5 Purple	Web
6 Orange	Slow

Earth Room

- **Living Bolder (7HD)** in large stone pile
- Sitting on partially exposed **Walk Thru Stone** mage scroll



Prison area 2nd Floor (Giant Mural, Silver door)

- **PC start area w/Alcatraz**
- Wizard robes and pile of ashes (was Gon) (can be used as magic charcoal)
- 2 suits medium plate mail (once animated)

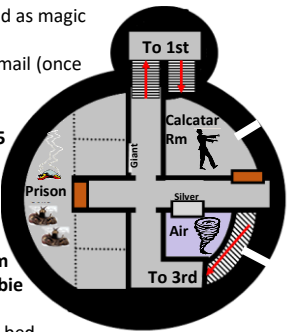
Air Room

- **Small Air Elemental (5 HD)**
- **Charm Monster Scroll** blowing around room

Alcatraz Apprentice room

- Made a **Greater Zombie (6 HD)** for failings
- Lies under blankets in bed
- Potion of Super Healing (6d6) in chest
- Note book in floor boards says:

- L shaped intersection doors lead to Fire or Magma
- The Air Room does not have the Meteor Storm Scroll
- The Magma Room does not have the Chime of Unlocking



Dalcatraz's Room 1st Floor (Dragon Mural, Gold Door)

- Locked Chest w/clues on scroll
- Giants guard a Charm Monster scroll in the Air
- The Earth Room gives you the ability to walk through stone.

Kitchen

- **Animated, fire-breathing stove (8 HD)** atks all but mages

Magma Room

- 10' Diameter continuous loop of magma falls from ceiling to floor
- **Magic Sword of Fire & Dancing** animates & atks. (5 HD). Serves any who subdue it.
- Scroll **Meteor Storm** in iron chest

Secret Magic Door

- Drawing **Magic Charcoal** door on Gold creates dimensional door to under ground level
- **Guardian** bellows "unauthorized intruders" from deep in the tower and runs to attack.

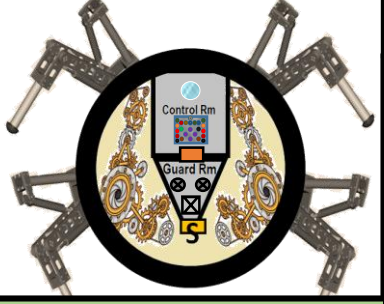


Guard Room Underground

- 20 feet deep **Spiked Pit Trap**
- 2 **Caryatid Columns (4HD)** attack any but Gon

Control Room

- **Gem Control Panel** (see diagram)
- **Crystal ball** views from top of tower
- Gon's **Beast Tentacle Cat** (1 to 9 HD) with nine lives sits on top and attacks
- Gem of **Golem Control** in drawer



Conclusion: Legs rip out of ground and tower runs away into the night, quickly out distancing pursuit.



Control Panel Runes (Read Magic needed)

- Operate= Key hole
- Sequence = Code to unlock (horizontal display) (order shown **Fire, Earth, Air, Magma, Water**) (Code = **Fire, Mag, Water, Air, Earth**) (on key)
- Beginning / End = Start / Stop Engine
- The Way = Move Direction
- Root/Un-Root = Legs sink in/rise out ground
- Gearing = Speed (vertically displayed) (Black-Stop to Green-Run)
- Burn = Fuel status lights (vertically displayed) (Green (200 miles) to Black (empty)) (full now) (Fuel = GM's choice -gems, gold, magic, etc.)