

# THE TOWER OF THE CRYSTAL APPENDAGES

Millenia ago a crystalline man separated himself into pieces. Each piece taking onto itself the unthinking consciousness of the body yet raised up by feral magicks to sentience. That crystalline man called himself Akades. Whether he is the last of an ancient race made by god, or formed from the void itself is unknown. Or perhaps he was the opus of a forgotten magician. Or maybe he began as a magician's final attempt at sinless immortality. The true answer is not known. Rumors come now from Akades lonely tower. Tales of danger for those without. Whispers of madness and avarice on the part of his wilding protuberances.

## • Attitude Rolls

Roll 1d6 upon entrance to each area to determine the attitude of the local appendage. On 5-6 the appendage has a negative reaction, 2-4 they are uncertain, 1 and they react positively. Negative reactions likely mean outright and immediate hostility. Positively and the party will be welcomed as a guest though not without limits or further potential for conflict. Scores can be modified by party behavior, gifts, offers of aid, and their alignment with other appendages if discovered, and anything else seemingly relevant.

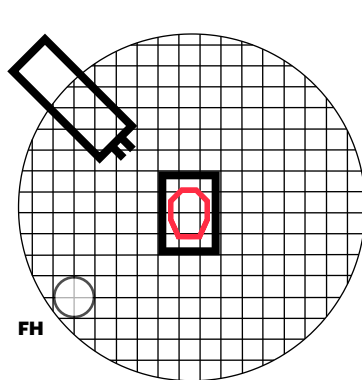
## • Description and Combat Recommendations

Each appendage and Akades head emanate an inhuman vibratory voice with no need for a true mouth. Akades was once complete, made of brilliant red quartz which seemed to shine and glow even in darkness. Each part is capable of flight and so is usually hovering above the ground some five feet. The arms will try smashing, or throwing its enemies. Legs will try to kick and stomp. The eyes will primarily attempt to keep distance and use fire-based attacks emanating from the center of their forms. If Akades is fought, he will use some form of telekinetics or fire-based attacks emanating from a "third-eye" in the center of his head.

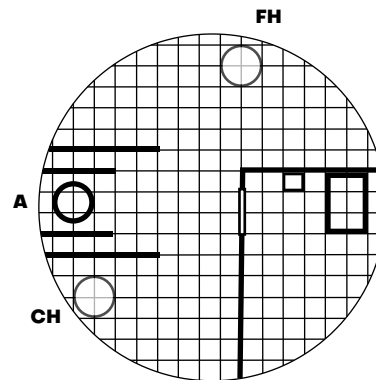
• **Loot and Rewards:** The animals at Ground Level can produce loot in the form of hides or trophies, as well as a reward from the dwarves if they are freed. Akades personal area on Level Four has his personal effects and wealth. Any defeated appendages or Akades head can be sold for a few hundred gold pieces each as precious gems.

• **GROUND LEVEL:** The right arm is here, attempting to domesticate various local flora and fauna. Plants, pens, and cages are throughout the room. There are 1d4 giant owls, unhappy dwarves, manticores, cats, and black bears in various pens and side rooms, some more domesticated than others.

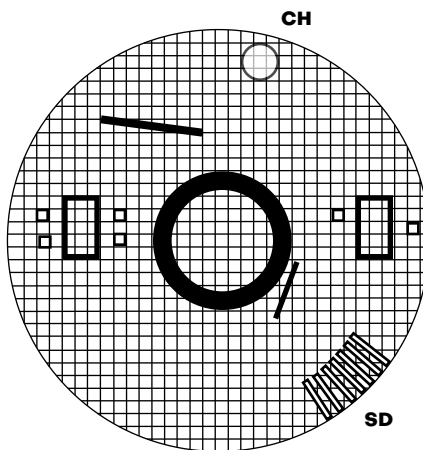
• **LEVEL TWO:** Contains the left and right leg at war with one another in the old library. They feud due to perceived slights during the time before their independence. Roll for their reaction to the party separately. Shelves and furniture are piled up everywhere in barricades. 2d6 weak, small left and right legs are likely doing battle in the center of the room. 1d4 primitive cannons fire stone tablets in an alien language across the level. The left and right leg spend the majority of their time constructing copies of themselves to fight their war or hurling insults at one another. This fighting could be slipped past due to the frenzy at medium difficulty.



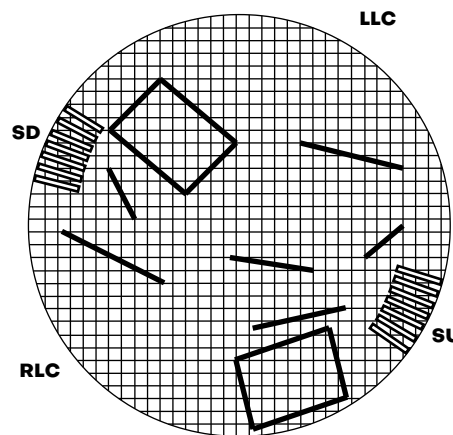
**LEVEL FIVE**



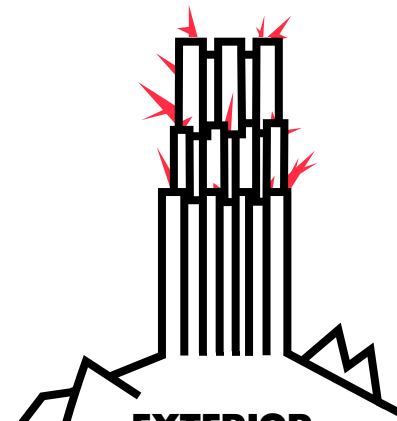
**LEVEL FOUR**



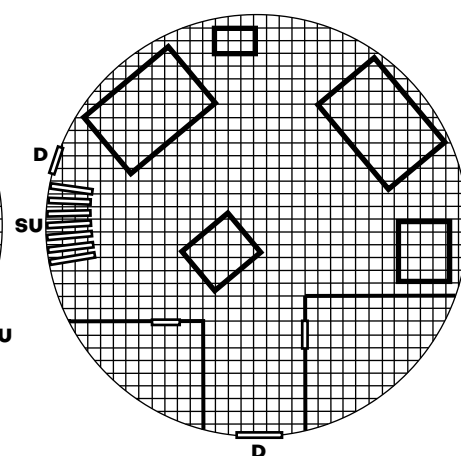
**LEVEL THREE**



**LEVEL TWO**



**EXTERIOR**



**GROUND LEVEL**

Map Legend: **SD** and **SU** = Stairs Down and Stairs Up. **CH** and **FH** = Ceiling Hole and Floor Hole. **D** = Door. Left Leg Camp = **LLC**, Right = **RLC**. 1 Square = 5 feet. Ceilings are approx. 25 feet high.

• **LEVEL THREE:** Contains the left arm. Contains a hole in the ceiling upward intended only for Akades own use. In the center of the room are several large statues of crystalline figures all with their right arms knocked off. This room is in wild disarray though it was once a large seating area with a fireplace used to entertain visitors. Now it is the site of the left arms madness as he plots against the right arm. Crystalline formations jut out and into the room all over.

• **LEVEL FOUR:** Contains the head, the only part that can still be called Akades. Make no attitude roll, he will always be uncertain. He will accept help to restore his body but will not actively seek it out. He spends most of his time reading scattered books he has salvaged from the war on Level Two, or in despair at, as he can explain, his ambition to achieve higher productivity has led to. He can inform the party about the plans being made at the top of the tower by the eyes. There is also an altar with candles and an embroidered cloth with a red crystal figure in a starry void. His bed-chamber, and personal effects and wealth are also on this level. If the players desire to help him restore his body they must defeat them and bring them to Level Five so they can be made to submit to Akades will once again. Much of the walls are covered in crystal which appears to be growing all the time. He can be persuaded to reveal that his crystalline form is weak to lightning damage. Underneath his bed spear with a pulsing electric head.

• **LEVEL FIVE:** Contains the left and right eyes. The eyes scan the world in its imperfection, plotting its beautification. Akades workshop and observatory are here. If anything but a negative attitude result arises, they will attempt to tell the players of their plans to purify the world and remake it in their own perfect image. They are constantly scanning the horizon or experimenting upon Akades torso strapped to a table in the center of the area. They are upon the precipice of being able to let loose constantly expanding crystal which will slowly smother all life.