

## The Alabaster Tower

The Alabaster Tower is a “leaping tower,” it will appear suddenly— outside a village, say, or on a remote hilltop— stay for several days & then disappear just as suddenly.

Stories say the tower buzzes or hums & that smoking braziers can be found set on stones all around it, though no one is ever seen to tend them.

Those brave enough to approach closer find the tower's base is pocked with icon-sized niches. These have small holes in their roofs that disappear into the tower.

An inscription above the tower door reads **Turris Scientia**. The front door has a round, mica window in it. Peering through will reveal large objects flitting about quickly.

The *Tower of Knowledge* was built as a ritual test for inducting mages into a great hierarchy. It is magically lit as bright as noontime sun throughout. It is quiet & clean unless noted otherwise. The tests are meant to be demonstrations of simple natural laws: displacement, conductivity etc. Players may find alternate solutions, but generally those anticipated by the creators are simplest & provided for.

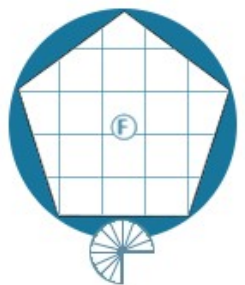
In the key to the tower chambers that follows: Text in boxes is information obvious to someone on first entering a chamber. Normal text is information that becomes apparent with further & careful inspection. Text with a gray background is meant for the DM, contains the solutions to puzzles & information that a person would not normally know.



Telecanter

<http://recedingrules.blogspot.com/>

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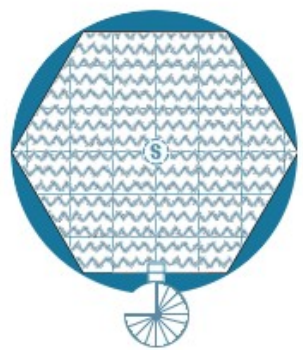
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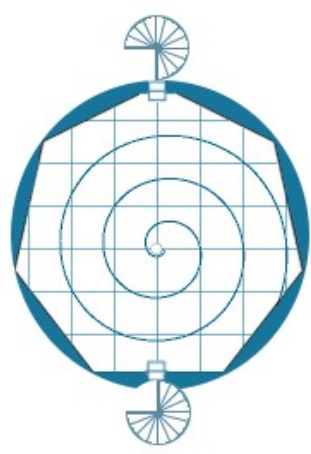
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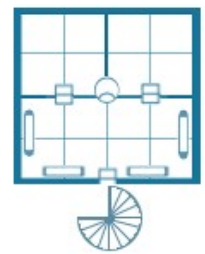
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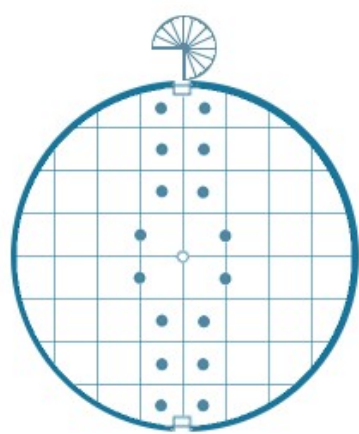


4



□ = 10'

E



TURRIS SCIENTIA  
*or*  
*The Alabaster Tower*

## The Alabaster Tower - *Turris Scientia*

### Entry. Circle, 80' across.

This large chamber is filled with a giant bee hive. Two rows of columns cross the room. The rows widen to form a circle in the center of the room. In the circle is a stone pedestal. On the opposite wall, is the outline of a door.

Attached to the stone pedestal is a lump of porous iron. Littered around its base are quills, ink pot, parchment, small oil lamp, & a 2' length of chain. A thick, velvet cord hangs from the ceiling to the right of the pedestal. The door at the far wall has no features but a keyhole. At its base is a 1" wide hole in the floor. It has a circle of white tiles set around it & appears to be more than a foot deep.

If smoked by the braziers, the bees will move only sluggishly. Pulling the cord releases heavy nets along the rows of columns trapping the bees. Magnetizing the short chain by contact with the meteorite will allow an iron key to be retrieved from the 1" hole. This key opens the door.

### 1. Heptagon, 70' across.

The walls of this chamber are pristine white with just the seam of a doorway directly across from the entrance. The floor is gravel raked in the pattern of a *spira mirabilis*. In the center sits a chest-high iron vase of enormous weight.

The vase contains some liquid just out of arm's reach.

Placing enough gravel in the vase will raise the water level revealing a cork floating on the surface. The cork is branded with a passphrase, the door opens when it's spoken.

### 2. Hexagon, 60' across.

Water fills this chamber, lapping at the tiled walls. The tiles form a mosaic of an underwater panorama featuring the Verdigris City. The ceiling is quartered into four frescoes of cloudy sky. Their borders meet at a central brass face. The face represents Aeolus blowing in six directions.

Any movement in the water draws the attack of a giant & noisy Clockwork Fish guard. The water appears bottomless.

The brass face in the ceiling is a secret door. The canoe-like planters in 4 will allow access to the face. These have magic symbols which will cause the Fish to swim in place harmlessly, facing the wall away from the planter-canoe.

### 3. Pentagon, 50' across.

This chamber's four walls are covered with murals of fire, water, earth, air. The fifth wall is gray & featureless. The ceiling is a realistically shimmering night sky.

The fifth wall is a set of invisible drapes. When parted, a niche is revealed holding a table bearing treasures.

### 4. Square, 40' across.

Stone benches flank the door to this chamber. Stone planters filled with flowers rest near the walls to the right & left. In the wall 20' across from the entrance, a font protrudes with a lunette of translucent mica above it. Flanking the font are the outlines of two doorways.

Behind the mica window, the water of the font continues back into a small pool. Something rope-like hangs down, just touching the water. The planters have magical symbols.

Oil poured on the water & lit will light the wick, opening the doorways simultaneously. The doorways reveal two chambers: the left (4a.) holds racks of potions, the right (4b.) has brass plaques lining the walls which record spells. The doors, on a timer, will shut fast again in a minute.

### 5. Reuleaux Triangle, 30' across.

Flames rise from a forge in the middle of this chamber up through a chimney. Tapestries woven from brass & copper wire hang from the walls. Thick copper wires set in the floor's tilework form a *spira mirabilis*.

Placing the tapestries so they touch the forge & wires will melt the wall in 6.

### 6. Vesica Piscis, 20' across.

A wall of ice stretches from floor to ceiling 10' in from the doorway. A larger room & something in its center can barely be seen through the ice.

The ice wall is cold enough to cause harm. Fine copper wires set in the walls & ceiling around the ice resemble gusts of wind, the tips of each a tiny *spira mirabilis*.

The center of the chamber holds a brass apparatus: a hollow orb with two hooked arms swings freely between two columns. A thin wire rises from one column into the ceiling. At the opposite end of the chamber is a balcony with some symbols inscribed in the alabaster floor. The balcony has no baluster & is open to an infinite blue sky. A thin wire disappears off the balcony. A 10' circular platform can be seen hovering about 40' away & down.

The symbols are Greek for *gnosis sauton*, or "know thyself." A fire under the aeolipile will set it spinning, raising a wire, & pulling a pair of gliding wings up to the balcony from below. This takes ~30 minutes & allows access to 7.

### 7. Circle, 10' across.

This platform levitates in endless sky. A brass face representing Aeolus blowing in six directions is set in the alabaster.

The face is hinged & opens to reveal a 4" iron ring set into the platform along with some treasure.

Turning the ring will raise the platform ~40' which allows for gliding back to the balcony again.