

*O πίργας της ξενίσ αφού*  
**Vera Parvassi's flying tower** is a legend around this part of the world - generations of its denizens tell stories about the building in the shape of an hourglass, which roams between the clouds, and of the enigmatic witch that observes all from above.

This time, though, something seems different: the witch's tower has frozen in mid-air for three whole days - and the rock beneath it has begun to crumble. The locals are worried that the tower has started to fall apart, and that the consequences could be devastating...

(a magical tower for 4 characters of level 3-5)

**Here's what's up:** The tower is held aloft by the arcane hourglass in its core. The spell has been disrupted by the lifeless body of the witch, which has fallen in the sands on the 4th floor. As a result, time inside the tower has become unpredictable: every 15 minutes, there's a 30% possibility (on a d100) of a 5-minute rewind - this only affects defeated creatures, as well as positions of characters inside the tower. Any further disruptions will only expedite the tower's collapse, and heroes will have 3d6 minutes to react before it hits the ground. However, the destruction is reversible if all obstructions to the sand's flow are removed.

**1. Outside the Tower:** The hovering island is only accessible through either flight, or magical means, since it is situated about 200 ft. off the ground. The tower itself is made of brick and wood, with only the middle part made of thick glass, across which one might spot a deep crack. The only entrance to the tower is the rounded triangle-shaped door in front. An observant eye will spot one pulse every 15 minutes in the large gem hovering inside the glass section.

**2. Foyer (35 ft. across):** Inside, to the right and left of the door, there are two pedestals: on one sits the jade statue of a tiger. The other is empty. In the middle of the room, a heap of fine, golden dust paradoxically flows upwards, to the crystal in the heart of the tower. Something has walked through the dust heap, leaving glittering, feline shaped footprints that lead to the stairs. Across the room, a recently lit fireplace, an armchair, and an expensive carpet adorned with arcane symbols.

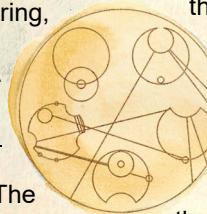
The trained might be able to decipher the message, which results in the statement "Time is of the essence".

**3. Bedroom/First floor (50 ft. across, with a 15 ft. hole in the middle):** The first floor is essentially a round balcony, looking down upon the foyer (2). The pillar of golden dust rises through this space. From the walls and ceiling hang carnivorous plants. These are confined to their flower pots, but attack anyone within reach who is not holding the witch's staff (5). The footprints stop abruptly next to the filled bathtub. In the nightstand, there is a book titled "Spells for lonely Wizards & Witches", with a bookmark in the chapter "Turning household items into Animal Companions". The page notes: the resulting creature might be in need of careful training in its first days of sentient existence.

**4. The Heart:** The crystal hovering in the tower's core, is a shard from the essence of Asgorath, a deity of creation. The witch has used this to fuel her magicks, and travel through spacetime undisturbed with her home. Part of the spell holds the upper half of the tower in reverse gravity. To pass from one half of the tower to the other, one must make a leap towards the crystal and avoid it as they go through the tight space around it (10 ft. diameter) as they fall upwards. Coming in contact with the object will result in a rapid gain or loss (50/50 chance) of 1d10 years of life for the creature .

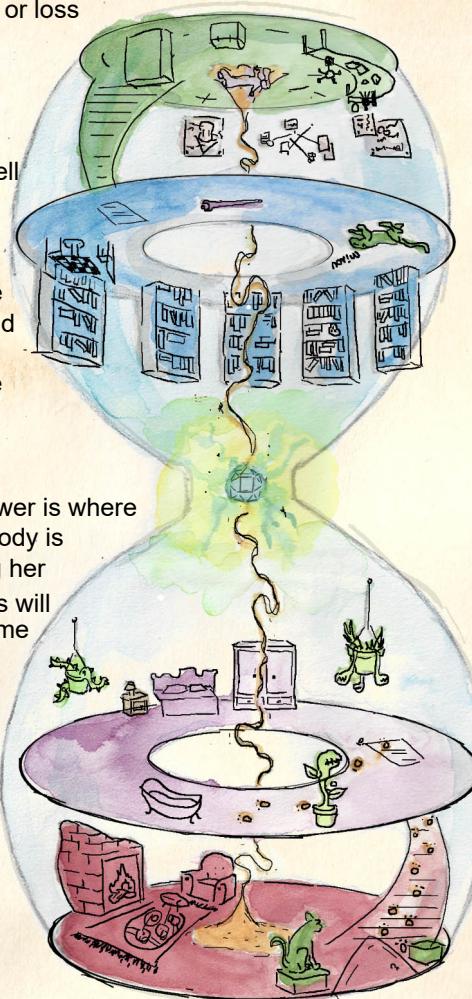
**5. The Library (50 ft. across, with a 15 ft. hole in the middle):** This room mirrors the 2nd floor. Its walls are covered with bookcases, containing tomes of magic, as well as tomes about caring for houseplants, travel guides, and novels from all over space and time (some yet to be written!).

Witch Parvassi's staff can be found lying here, close to the ledge. Next to it, a living jade tigress - she is distressed and lightly wounded from the fall. One can either fight her, or calm her down, in which case she returns to her inanimate form.



**6. The Laboratory (35 ft. across):** The last level of the tower is where the witch used to experiment with her magicks. Her body is found lying face down in the heap of sand, wearing her bath robes. If moved from the sand, the hourglass will resume to its normal function, and the crystal's time altering pulses will cease.

The room is cluttered with spell components and equipment, as well as a few valuable artefacts. On the walls, among other notes, one may find directions as to the operation of the tower: By saying the command words (written on the foyer carpet) while pointing the staff at the crystal, one gains control of the hovering island. If the body or other obstructions remain at this point, the collapse will continue, and within 1d4 days the tower will completely obliterate whatever lies below.



**Footnote:** This dungeon was designed to be as system-agnostic as possible. It is assumed that the Storyteller will add and adjust skill rolls, enemies, and any other aspect of this dungeon to better fit the story and system that is being used.