

# WINDY TOWER GM'S GUIDE

This is a schematic diagram to assist GMs who wish to run the Windy Tower maps as designed for the Atlas. Each outlined square represents a separate Level within the Tower, with the links between them shown by red and green arrows. Red arrows indicate one-way portal links, hence have just a single arrow indicating the direction of travel. Green arrows show portals that connect either way between the two Levels involved, hence have an arrow at each end. Additional brief text notes beside Levels 1, 2, 5, 7 and 9 indicate specific features found on those Levels only, details for which can be found in the information accompanying the Windy Tower map. The interior of Level 5 has been green-shaded as a reminder that this is the surface entrance Level, the first place everyone approaching the Tower from outside will encounter.