



The Infinite Tower

IV

otfp.com/RPG/

The Infinite Tower runs up the side of a cliff, its base sunken into a lake. Stairs lead from the lake to a landing with a door. At the top of the cliff is another door.

The tower looks immense from outside, clinging to the cliff face for many hundreds of feet. But inside, it has an infinite number of levels. Each level is composed of a series of floors, labeled above Floor A – X.

Each level has 3d20 occupants. These occupants are listed on the Level Occupants chart below. Each level has a total of 1d4gp x 100 x tower level. (count negative numbers as positive for this purpose), except for the goblin level which has 2d% gold and the kobold level which has d% gold. The treasure will not all be plain gold pieces, but a combination of various coin types, gems, jewels, etc.

One square equals five feet on the maps.

Floor A

This room is used as a guard room. Each level's occupants want to prevent the lower level from rising up, so they keep a garrison here of about 25% of their warriors.

The West door leads to the stairs that go to the lake. It is an Outside Door. The northern trapdoor leads up to Floor B of the same level. The left southern trapdoor leads to Floor E of the next lowest level, and the right southern trapdoor leads to Floor X of the same level.

Floor B

This floor houses the important residents of the level, who get their own rooms. The chief lives in the southeast room. The trapdoor goes down to Floor A and up to Floor C, all of the same level.

Floor C

This is a common room where level residents socialize and eat. The room to the south is a storage room.

No level residents are aware of the secret door. The left-hand room contains cells with long-dead prisoners in them. The right hallway has a large sarcophagus at the end of it. Inside is an undead creature, as described on the Crypt Occupants chart below. There will be treasure worth d6 x 1000 x tower level (treat negative numbers as positive) in non-empty sarcophagus.

Floor D

This is the sleeping chamber for the common folk of the level. The western trapdoor goes up to Floor E of the same level, the north trapdoor down to Floor C of the same level.

Floor E

This is another guard room as this is a point where levels meet.

The north door is an Outside Door that goes to the top of the cliff. The westernmost trapdoor goes down to Floor D of the same level.

The leftmost southern trapdoor goes up to Floor A of the next level higher, and the rightmost trapdoor goes up to the roof.

Floor X

This is a common basement. The northern trapdoor goes up to Floor A of the same level.

The water in the eastmost room is the outside lake leaking in. One can swim under the edge of the tower to the outside (treat this as an Outside Door, so anyone swimming in comes in at Floor X of Level 1).

The southern set of rooms are where the women and children of the level's tribes live.

The western passage with curved walls is a time trap. Anyone walking down this hall is lost for d6 x d10 years before coming back to this same place on the same level. There is a 50% chance they come back this many years after they left, and 50% chance they come back this many years before they left. Every tribe is used to strangers coming to them this way and have a guard posted here.

The square southwest room is a storage facility with miscellaneous junk. The contents completely change every d3 days.

Outside Doors (the door on Floor A, the southern right trapdoor on Floor E, and the north door on Floor E) lead to the outside, on every level. However, you can only enter Level 1 through any of the entrances. For example, if you are on Floor E of the 8th level, and you go out the North door, turn around, and walk back in, you will be on Floor E of level 1. It doesn't matter if someone holds a rope or another character's hand. You can exit from any level, but all external entrances lead to Level 1. Another example: The southern right trapdoor of Floor E goes up to the roof. Every level has this trapdoor to the roof. There is only one roof, and every level's trapdoor leads to this one roof, but if you climb down the trapdoor from the roof, you are on Floor E of Level 1. Note that opening an outside door makes you visible to every level, and all sounds outside these doors are audible on every level.

Using a dimension door, passwall, or similar magic on an Outside Door from the outside before going through will

transport the enterer to a random level: Level of the spell cast + d8.

Because of this, residents of each level are both free to leave, and also trapped because leaving often means they can only rejoin their tribe if they fight their way through many levels... Note that the ceiling height of various levels will match the residents, so the kobold level might have a 4.5' ceiling while the hill giant level has 15' ceilings.

The gnolls realize they are on level one, but the residents of every level higher than that will exaggerate their level to seem more powerful and important, and the residents of levels -1 to -3 will pretend they are level 1. If parleying or making alliances (many creatures, if obviously overmatched by the PCs, would rather get help to gain a level in the tower rather than fight... and they will use that "we want to gain a level" term) this can be used to confuse the PCs even more about where in the tower they might be.

Level Occupants

| | |
|-----|---|
| 10 | 11 th Level Evil MUs |
| 9 | 10 th Level Evil Clerics |
| 8 | 9 th Level Evil Elfs |
| 7 | Hill Giants |
| 6 | Ogre Magi |
| 5 | Trolls |
| 4 | 5 th Level Evil Dwarfs |
| 3 | Ogres |
| 2 | Bugbears |
| 1 | Gnolls |
| -1 | Orcs |
| -2 | Goblins |
| -3 | Kobolds |
| -4 | Empty |
| -5 | Empty |
| -6 | Spider-Men, 2HD with 6 arms and save-or-die poison bites |
| -7 | Snake Men, 3HD with acid spittle |
| -8 | Sulphur Men, 4HD, can cast 4d6 fireball once per round, immune to fire |
| -9 | Men of Living Crystal, 5HD, are only hit on a natural 20, do 2d6 damage in combat |
| -10 | Soul Suckers, 6HD, energy drain gaze, but are not undead. |

... and so forth and so on. The creatures get nastier the further up you go, and the further down you go.

Crypt Occupants

| | |
|-----|-----------------------------|
| 10 | Vampire (d10+7 Lvl MU) |
| 9 | Vampire (d10+7 Lvl Ftr) |
| 8 | Ghost |
| 7 | Spectre |
| 6 | Wraith |
| 5 | Wight |
| 4 | Ghast |
| 3 | Ghoul |
| 2 | Zombie |
| 1 | Skeleton |
| -1 | Empty (25% chance Skeleton) |
| -2 | Empty (25% chance Zombie) |
| -3 | Empty (25% chance Ghoul) |
| -4 | Lich (17+d4 Lvl MU) |
| -5 | Empty (25% chance Wight) |
| -6 | Lich (17+d6 Lvl MU) |
| -7 | Empty (25% chance Wraith) |
| -8 | Lich (17+d8 Lvl MU) |
| -9 | Empty (25% chance Spectre) |
| -10 | Lich (17+d10 Lvl MU) |

... and so forth and so on.