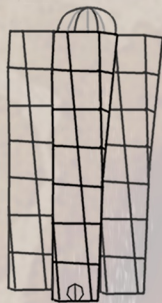


Seven



Tower front view

"7 days away from their destination, at the 7-Pike inn on the edge of the **Senie Desert**, the heroes wait patiently for the end of the windstorm. Sand hits the windows. 7 knocks on the door.". When someone opens it an old man falls, his clothes are ragged, he has white hair and a long beard. His sunken eyes look at them, they feel the depth of the 7 seas.

"You must help me, my name is **Serin Derin**; son of the knowledge, great philosopher, the most powerful sorcerer, who knows the extent of time and space; I order you to free me from my prison. Help me, my gift is infinite knowledge; infinite the value locked in my prison. You must be guided by the infinite sea of sands of **Senie**, 7 days you must walk following the 7th star of the sunset, 7 nights you must walk following the strong winds."

The adventurers do it and, on the 7th night, a tower of white marble shines on the horizon reflecting the dim light of the moon, a mirage. The walls are smooth, without decoration. The heroes approach the tower. They see trees with 7 sweet fruits and a spring. They see a path, 7 sphinxes with the old man's face guard it. The entrance is a heptagonal, huge, and double-leaf door; Seven steps are needed to reach it. The door has no apparent way to open it; just a decoration in the center, the face of the old **Serin Derin** made in bronze. As they approach he rebukes them: "7 times I looked at my face, 7 times I found my loneliness. Only the worthy can enter the infinite deep waters of understanding. Therefore, answer: How many times have I met my face and how many with my loneliness?"

The heroes say 7 and the door vanished to show the interior of a room. The shape is strange, 7 sides, and in the center lies a huge statue of the sorcerer. When the last hero entered the room, the door vanished. Where the door was before, another wall appeared. They see four walls with libraries with thick volumes, and two walls with thick wooden doors.

A hero grabs a book and reads it, he just tries. The pages are many, their characters seem irregular and written in a thousand languages. On these shelves, 7 per library, is hidden all the knowledge that exists and will exist.

The tower lives, breathes and changes. Each side of the rooms is determined by luck, 1d7; if it is a prime number the side has a door, if not, only books. 7 times 7 is the expansion of this great library. The rooms can have monster with Serin's face, traps or whatever Serin wants. The heroes can go direct from one guardian to the other, or find encounters between them.

1 A hero approaches a door, when he touches it, it opens alone and another room is seen. Whether it is one door or the other, it is the same room. The heroes confusion expands when they discover **Serin Derin sitting on a marble throne, with ruby eyes and a haggard face**. When he sees them, he says: "Be careful, painful is the way to knowledge and dangerous is. No one warns the traveler saying the paradox. Every step forward is forward and every step backwards is another step towards

another forward. However, you were summoned by me, who lived, lives and will live. You must look for me, who is in the center of this tower. You must walk seven times to the right and seven to the left. Seven guardians you will find. I'm the first one.". After that, the old man closes his eyes and remains as he was, **dead**.

The adventurers think for a while, maybe too much or too little; difficult is to discern time. One says, correctly "It is not a matter of going through seven doors to the left or seven to the right. We only have to go 7 steps to the left and 7 to the right.". They do it and feel how reality is altered around them.

2 They are in another room. In front of them they find a disturbing image, **two shepherds, but both are Serin Derin**. One shouts at the other "Why don't you give me one of your sheep so we have the same amount?". The other responds "Better give me one of yours so I'll have twice as much as you.". Both look at the heroes and ask in unison: "How many sheep do I have? If you tell us the answer you can leave.". There is **no door in this room**. One of the heroes shouts loudly: "You have five." he says to the first one and "You have seven." pointing to the second one. Both shepherds open their mouths and the heroes see, feeling between amazement and horror, that they can enter inside. They pass through them.

3 Another room, the **third guardians** awaits the heroes. The room has **two closed doors, each door has a guardian and each guardian is a Serin Derin**. Both are arguing. The discussion persists for a while until a hero asks for an explanation, **both point to the ceiling. In the vault magically begins to be written: "One door leads to death and the other to your destination. One guardian always tells the truth and the other always lies. You can only ask one of the guardians a question or die."** One of the adventurers asks "What would the other guardian tell me if I ask him what is the safe door?". The guardian answers and points to the dangerous door, then, intelligently, the heroes open the other one. The adventurers can continue.

4 Another room. The heroes find, again, one **Serin the shepherd**. This one is scratching his head, **surrounded by sheeps; the room is full and it is difficult to walk**. With a frightened face, he asks, "I have 77 sheep, 70 lambs and 7 rams. If we call the lambs, rams. How many rams do I really have?". An adventurer, playing smart, says "70" and becomes a sheep. Scared, the other heroes look at him and the shepherd says "There is no step back, just forward.". The heroes scratch their heads, argue and one shouts "7.". The sheeps begin to float like clouds, a trap door appears on the floor; when they open it they find another room.

5 There are no doors inside, there are no libraries. It's a battlefield. Several **Serin Derin lie dead** on the floor and **only one knight is kneeling**. Serin Derin the knight, with arrows stuck in his chest, wounded and with his sword broken in his hand, looks at them with teary eyes and says "Seven colors I bear as a standard, but brave I am not. You can only see me after the rain. Who I am? If you say my name you can continue.". The sheep hero answers "You are the Rainbow.". The knight **Serin turns into steam, ascends to the ceiling and it**

starts to rain. The sun rises and a rainbow appears. The adventurers pass below to reach the other room.

6 They find **Serin Derin in bedouin clothes who, sitting in a cart drawn by 7 oxen, walks in the place**. Smiling he looks at the heroes and says "Going to **Landeres** I found that there were coming 7 men, with 7 women, each woman with 7 bags and in each bag 7 cats. Between men, women, bags and cats. How many of us were going to **Landeres**?". A hero answers. The bedouin Serin Derin repeats "Exactly, I was going alone, the rest were coming from **Landeres**.". he laughs out loud and throws them a key. They use it in one of the doors to get to the next room.

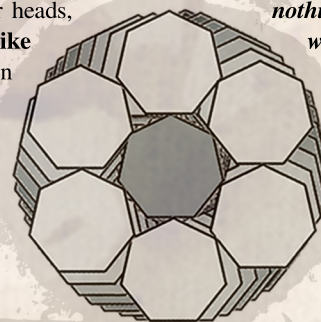
7 They find **Serin Derin with a feline aspect** and in the pose of a duelist, rapier in hand he looks at them and shouts "Duel.". He steps forward shouting: "With what hand is it better to mix the broth?". Then he stands still. The most violent hero of the group, tired of this game of riddles, charges the enemy to strike a blow to his jaw, **but nothing happens; the duelist repeats the riddle**. The sheep hero says "It's a duel of riddles." and adds "With the right hand.". The duelist says "No, with the ladle.". **Serin steps forward and kills the sheep** to return to his position and says: "Throw your best blow. Three lives has this cat.". Scared, another hero looks at the duelist cat and says a riddle of his childhood. **Serin Derin answers incorrectly and the hero's body advances, moving alone, and hits Serin, wounding him**. Serin gets up and says loudly: "Feed me and I'll live, give me a drink and I'll die. Who am I?". A hero answers "You are the fire.". His body takes impulse, he hits another blow to Serin Derin. Serin with his last strength says "What always increases and never decreases?". A hero, answers "Age.". Then he gives Serin the coup de grace. **Serin the duelist lies dead on the floor. His chest opens and they see a stair that descend**. They follow this path, strangely, inside the chest of the man.

The heroes see, in the center of this room, the real **Serin Derin sitting at a desk with a huge book in his hands**. He is surrounded by books, up to the ceiling, in a room with 7 sides and a height of 7 floors. The roof is a circular dome with 7 triangular glasses.

Serin looks at them with his eyes full of tears: "How can I forget something I learned? My absolute knowledge is my burden, my curse. For all my life I seek to know everything, to understand everything and now nothing has value. I know who I am, who I will be and who I will not be. I know the taste of everything. I know the very expansion of infinity. My eyes contemplate the truth and discover his figure. Living is not living when you know everything. How can I forget something I learned?".

The heroes feel sorry for the poor man. They try to solve his paradox and give him one last answer. They can kill him, tell him to kill himself, a hero can take his place or they can tell him that as he knows everything, he must know how to forget it.

Any other option they feel right is a possible answer. After answering, the tower vanishes in smoke, everything is disfigured and turns black. A few moments later: "7 days from their destination, at the 7-pike Inn..."



The six heptagonal rooms go up its seven floors in a spiral form. In the center lies the great library tower.