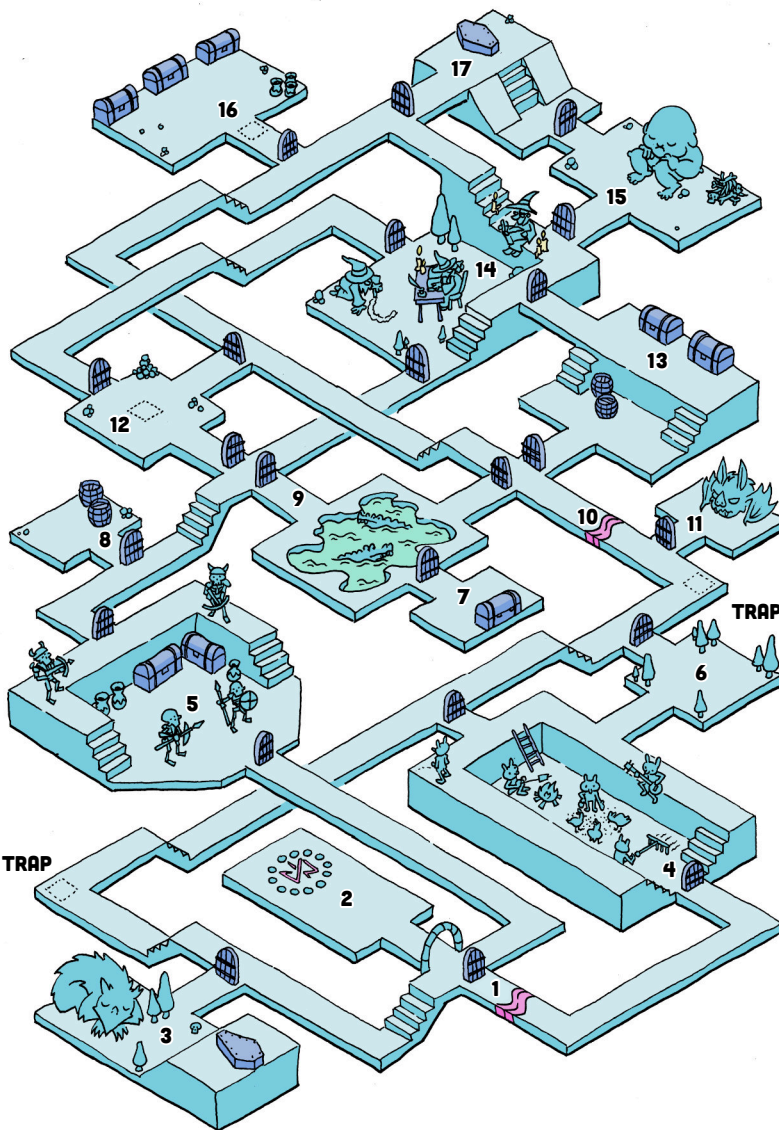


INFINITY TOWER

1-3	Tomb
4-5	Dining Room
6	Wunderkavern
1d3 Coffins	
Enchanted Weapon	17
1-3	Library
4-5	Counting Room
6	Bed Chamber
1d6 Chests. Trap.	
Puzzle Clue on wall	16
1-3	Cheese Works
4-5	Scriptorium
6	Observatory
1d6 Small Monsters	14
1-3	Belfry
4-5	Mural
6	Fountain
Trap. Puzzle Clue	12
1-3	Sewer
4-5	Bathhouse
6	Fighting Pit
1d3 Medium Monsters	9
1-3	Bedroom
4-5	Gym
6	Beetle Farm
Empty	8
1-3	Bunkroom
4-5	Forge
6	Theatre
1d6 Small Monsters and 1d3 Chests	5
1-3	Torture Room
4-5	Laboratory
6	Tomb
Large Monster & Coffin	3



The tower is constructed of seamless pale stone with no windows. The exterior is seventy feet wide by a hundred long, and it seems to extend infinitely into the sky and earth. The corridors within are ten feet wide, constructed of pale, seamless stone. The scent of the place is a lingering rancidness of gamey milk.

The space inside is an infinite series of alternate versions of the same floor, randomly mutated. The first time each room is entered, roll for its contents and type.

1 Entrance. This door continues to lead to the outside until intruders cross the Warp, at which point it connects to the corridor shown here.

2 Teleportation Pad. A circle of sockets, each large enough to fit a puzzle stone, rings a complex sigil. Once all twelve puzzle stones are in the correct place, the pad will activate. Anyone standing on the pad will be instantly transported to any location they can name. Doing so teleports the puzzle stones randomly throughout the tower.

The Tower stands like a taunt to the world. Its smooth, windowless walls seeming to extend up forever, its parapets hidden in an eternal bank of clouds.

The doors of the Tower stand open, and dark. None who have entered have ever been seen to leave.

15	1-3	Sauna
	4-5	Organ Room
	6	Throne Room
		Large Monster
		1d6 Small Monsters
13	1-3	Brewery
	4-5	Cheese Cellar
	6	Bathhouse
		1d3 Chests
11	1-3	Pantry
	4-5	Jail Cell
	6	Chapel
		1d3 Medium Monsters
10		Warp. When intruders cross this point, the contents of all upstairs rooms are silently reset.
7	1-3	Hidden Stash
	4-5	Armoury
	6	Trap Reset Room
		1d3 Chests
6	1-3	Privy
	4-5	Furnace
	6	Garden
		Puzzle Clue on wall
4	1-3	Skullery
	4-5	Unicorn Dairy
	6	Bowling Alley
		1d6 Small Monsters

ENCOUNTERS

	1-3	4-5	6
	Small (1d6)	Medium (1d3)	Large (1)
1	Centipedes	Giant Bats	Gargoyle
2	Goblins	Giant Crabs	Ogre
3	Mediums*	Crocodiles	Owlbear
4	Giant Rats	Ghouls	Gelatinous Cube
5	Skeletons	Wood Golems	Wyvern
6	Stirges	Harpies	Unicorn

*Mediums each carry a lantern and dagger and know one spell. They maintain the tower, but don't know what it does.

DOORS

1	Oak, Free
2	Oak, Stuck
3	Oak, Locked
4	Portcullis, Heavy: 4 people to lift
5	Portcullis, Locked
6	Stone, Hidden

TRAPS

1	20' Pit
2	10' Pit with Spikes
3	Falling Block
4	Sleeping Gas
5	Corrosive Gas
6	Teleport, roll 3d6 for location. Pick on 18

CHESTS

1	Pit Viper or Insect Swarm
2	1d6x100gp
3	Rusty Key (One Use)
4	1d3 Wheels of Unicorn Cheese*
5	Puzzle Clue
6	1d3 Puzzle Tokens

COFFINS

1	Wraith or Grey Ooze
2	Enchanted Weapon or Shield
3	1d3 Potions or Spell Scrolls
4	Jewelry Worth 2d6x100gp
5	2d6x100gp
6	1d6 Puzzle Tokens

*If the eater is able to eat and keep down 1/6 of a wheel of the glittery cheese, they will be able to teleport up to 360' once.

JEWELRY

1. Crown	6. Book	11. Bowl	16. Ring
2. Sceptre	7. Skull	12. Censer	17. Glasses
3. Mask	8. Bell	13. Beaker	18. Goblet
4. Dagger	9. Candle	14. Dentures	19. Lantern
5. Robe	10. Reliquary	15. Glass Eye	20. Pottery

PUZZLE TOKENS AND CLUES

Each Puzzle Token can only be found once.

In order to activate the teleport pad, the tokens must be placed in the sockets in the following order:

1. Yellow Bull	5. Red Mirror	9. Blue Fungus
2. Red Lantern	6. Blue Wheat	10. Yellow Bat
3. Blue Tree	7. Yellow Lion	11. Red Fan
4. White Skull	8. White Heart	12. White Hand

Puzzle Clues are scrolls which show three tokens in correct counter-clockwise order.