

The Inverse Tower by Michael Raston

The Inverse Tower is simultaneously a dungeon, magic item and portal. It will appear in the campaign world when and where the GM sees fit. The reward for besting the tower is entry to the inverse world, a plane that manifests as the exact opposite of whatever the GM has mapped and written to exist in the campaign above. All actions taken here magically have the opposite effect on the world above (Fires cause floods, deaths cause births, lost things are found). Do not let the adventurers know this until they have returned to their once "normal" world...

Each room will have 1 or more random tables to roll on to stock. Note results on each room to not forget contents. There is no table for traps, but room "stuff" content can be made more deadly as need be. The tower no doubt changes each time it is visited...

Hooks, d6:

1. The party gains possession of an apple sized metal ball that always rolls in the direction of the tower.
2. The party gains possession of a map that shows the location of the tower but all details are the opposite of reality (rivers are deserts, mountains are valleys, etc).
3. A random party member is plagued by dreams where they walk on ceilings or clouds, looking down at the world above. They will awake inexplicably pointing in the direction of the tower, their arm stuck in place for 1 hour.
4. Flocks of birds, insects, bats, etc fly upside down from the tower.
5. Packs of panicked wild game, bleating in reverse gallop backwards from the tower.
6. A cursed person, jabbering wildly in reverse, walking backward, attempts to lead the party to the tower.

Doors (Light blue), d10:

1. Ornate, bone gilded door with 1 way viewing glass into next room. Black and featureless on other side.
2. Ornate ivory door that disintegrates to dust whenever anything living gets within 5 feet of it. Rebuilds itself when they leave.
3. Wood door carved into a kindly face. Face will ask in whispered oakley tones if it should open, close or lock and will generally do as told.
4. A curtain of shimmering upside down blue flames. Heals d6 wounds of any that pass through.
5. Appears as a mirror until a living being is within 5 feet, than appears as see through door to next room, now filled with the best/worst things those peering through can imagine (flip coin).
6. Bare stone door, rusted iron handle. A puff of sand billows from the hinges when opened or closed.
7. A hacked, burnt and bloodstained wooden door. Anything inflicted on this door is inflicted on the next being that passes through it.
8. A stained, crusty curtain. Stationary on ingress, while slowly billowing around the next room allowing exit at any point (with patience).
9. Bare stone door, iron handle, slightly creaky.
10. Wood door with well oiled hinges, opens and closes silently.

Floor 1 - 2: Stuff (S), d6:

1. D6 thunderous circular waterfalls, flowing up and down.
2. Scuttling gilded ivory furniture, traversing floor, ceiling and walls.
3. Room funnels downwards where stone maw chews rubble.
4. Black ichor drips between bricks, room shudders when touched.
5. Room is an abyss, traversed by an ornate gilded ivory bridge.
6. Calming pond on ceiling, foliage erupts from it. Insects and frogs clog the room.

Monsters (M), d4:

1. Small whirlwinds of stone and rubble, angrily swirl across ceiling and floor.
2. Snakes of gossamer silk disguised as refuse, choke victims to dress their corpses.
3. Ancient stone heads, vines erupting from mouth, foliage comes alive to tangle and whip.
4. Tortoise stones plod glacially on ceiling and plummet on those below, shattering into biting stoneflies on impact.

Floor 3 - 4: Stuff (S), d6:

1. Filled with treasure hoard, but party shrunk to size of ants while in the room. Takes several days to traverse room.
2. Wind billows through cracks of dilapidated room. Peering outside reveals endless sky.
3. Large brass bowl in centre of room engraved with the word "sacrifice". Doors will not open until someone has placed something truly loved in the bowl.
4. Filled with ornate pillars and arches. They crumble and fall with the slightest provocation.
5. Room is inside a giant, scintillating gem. Lovely view of the treasure horde room.
6. Pink gas billows in from cracks, helps things float and is extremely flammable.

Monsters (M), d4:

1. A lizard shaped mound of flesh and organs, erupting from a hunk of viscera. Has many claws/teeth.
2. Men with see through skin and silver spears. They whisper vile thoughts that are heard in the back of the mind.
3. The ceiling of this room is now gone. Furless, fanged apes construct a never ending ladder of bones.
4. Pink mantspiders arrange concentric circles of rubble around a paltry pile of treasured books

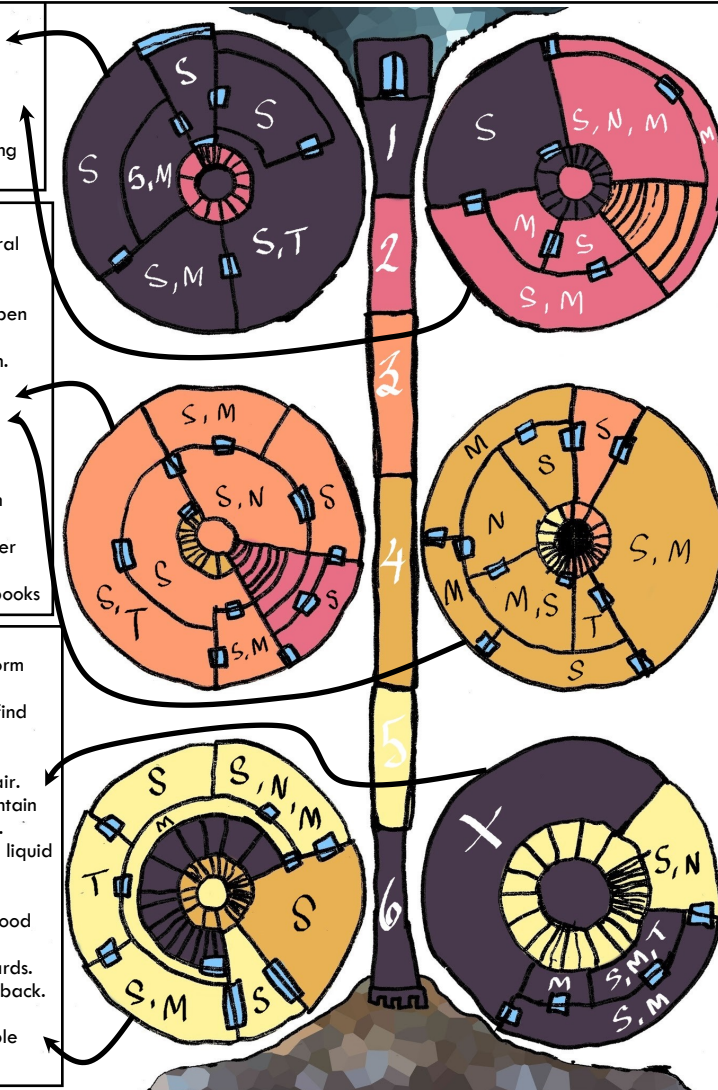
Floor 5 - 6: Stuff (S), d6:

1. Ceiling to floor frieze depicting an infinity of human conflict. Gaseous copies of party form and fight each other/the party if too long is spent here.
2. Extravagant feast devoured by mute, malformed homunculi. Leaving and returning will find the homunculi dead and the food rotten.
3. Statues of naked humans. Sensory organs are bound with silk cloth.
4. Soft rivulet of blood runs, homunculi sometimes wash ashore, coughing and gasping for air.
5. Filled with mounds of calcified/dusty flesh/bones. d6 basins made from this material contain crystal clear liquid. Washing ones face with liquid restores youth and teleports to entrance.
6. Small chalice in centre of room. There is a clear liquid in chalice and a key. Touching the liquid transforms the toucher into a random monster from the tower (All levels, d12).

Monsters (M), d4:

1. A flattened squid, turned in on itself covering the entirety of the room. It rolls about a blood soaked boulder.
2. An amoeba shaped mass of creeping tendrils of smoky light. Gives the Curse of Backwards.
3. An angel winged psychedelic mass, dripping like melted wax, gives the warning to turn back. If not heeded vomits mind/body melting acid on victims.
4. A horned and furred slug, gigantic and curled around the room many times. Has the noble and wise face of an ox. It can charm, gore, choke and belch confusion.

Entry is the bottom floor of a circular tower jutting abruptly from the ground. Makeshift stairs or ladders lead to upside down door. Upon entering tower, adventurers will find gravity flipped. They will be making their way up the stairs of the tower as they descend deeper into the earth



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X: From the battlements of the tower, the landscape of the inverted world can be seen. To reach and interact with this land, adventurers must scale down the tower.

Cross off NPC's and Treasures as they are used.

NPC's (N), d4:

1. **Oso the Magnificent:** Glistening, leather loinclothed gladiator. Face covered by shimmering silver chain veil descending from broad brimmed helmet. Enormous golden sword and shield, bristling with jewels. Cursed, cannot put down weapons. Seeks to break curse in tower.
2. **Erc:** Scar covered miner in rags. Manacles about ankles and neck, chain broken. Has bucket and pickaxe (both magical). Hungry. Miraculously good at breaking things when fed. In search of treasure more so than freedom.
3. **Jale Putra:** A plump witch, bedecked head to toe in opulent garments clearly made of monster parts. Transporting and stirring an ever bubbling pot. Fascinated by the tower and wanting to experiment with it as much as possible - specifically negative impacts on living beings.
4. **Yuga:** A bent over old crone, swimming in oversized tattered grey cloak and robes. A basket half her size straddles her back. It is covered by cloth. The basket is the entrance to a gaping interdimensional pit which Yuga is cursed to feed. Filling the pit breaks the curse, revealing Yuga to be an undying empress of a forgotten land. Currently Yuga is lost and barely coherent.

Treasures (T), d4:

1. A gold crown, severely acid eroded. A veil of ropey gold chains ending in fish heads drapes over the wearer. Fish heads do d12 damage to anything attacking the wearer.
2. Floating half sphere, a rainbow of melted and bubbled precious stones. Perfect size for a man to stand on. A gold chain rings around the stone and embedded in stone wall. Once freed, the stone will float wherever the chain leash is led.
3. A serene white ram, blue gems for eyes and spiralling gold horns. Trots calmly on the ceiling. Its kiss breaks curses once a day. Gravity is always reversed for it and it may be led by feeding it gold and gems.
4. A 2 foot tall brass statue of a plump, three legged ogre. Hanging from its head is handle sized nose ring. Engraved on its belly are the words "blood and directions". When blood is dripped on the statue it will creep along any surface and stick there indefinitely, allowing those with endurance to be transported by hanging to the nose ring.