

FR-DC-STRAT-DUNGEON-01 SUPPLEMENT

Insert Cover



The Crooked Tower: Supplemental Maps



Version v-0.4

Additional Maps for the Crooked Tower as
presented in module FR-DC-STRAT-DUNGEON-01.

CREDITS

Project Lead: Noah Grand

Writer: Kevin N. Haw. <http://www.KevinHaw.com>

Editor: Noah Grand

Playtesters: Brad Wong, Carlos Sanabria, Amanda Der Bedrosian ,
Robert Conrrad, Sergio Alvarez, John Trager, Burke Adams, Dido
Salazar, Jeff Kessler

Cartography: Kevin Haw, using Dungeondraft v12.0.1,
(<https://dungeondraft.net/>) with the following asset packs:
• MapBits, v1.3 by Clay Robeson
• MilsbysMaps Token Collection 1, v1 by Matt Milby
• WFW Sample Pack, v1 by White Fox Works
• Cyberpunk Interiors 03 by PeaPu

ORGANIZED PLAY

D&D Adventurers League Wizards Team: Brandy Camel, Chris
Lindsay, Chris Tulach

D&D Adventurers League Administrators: Ma'at Crook, Claire
Hoffman, Greg Marks, Toni Winslow-Brill

Special Thanks to the Strategicon Adventure League Staff and the
DMs and players of OrcCon 2026 who played the module.

Inspired by:

- Jordan, G. (1978, August). Tesseracts or Making
Meticulous Mapmakers Mad. *Dragon Magazine*(17), p.
20,22.
- Wells, A. (1980, June). Tesseracts: Which Way is Up?
Well, It All Depends... *Dragon Magazine*(38), p. 14-15.
- Heinlein, R. (1941). He Built a Crooked house. *The Best
of Robert Heinlein*.

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INTRODUCTION

This document presents supplemental material for use when running the Adventure League module FR-DC-STRAT-DUNGEON-01, "The Crooked Tower." It is not a stand alone product – ***you must have already purchased that module separately to use this document.***

FR-DC-STRAT-DUNGEON-01 can be purchased online at DmsGuild.com.

The Crooked Tower is divided into lower and upper sections. The lower portion (**Area A**) consists of four 30

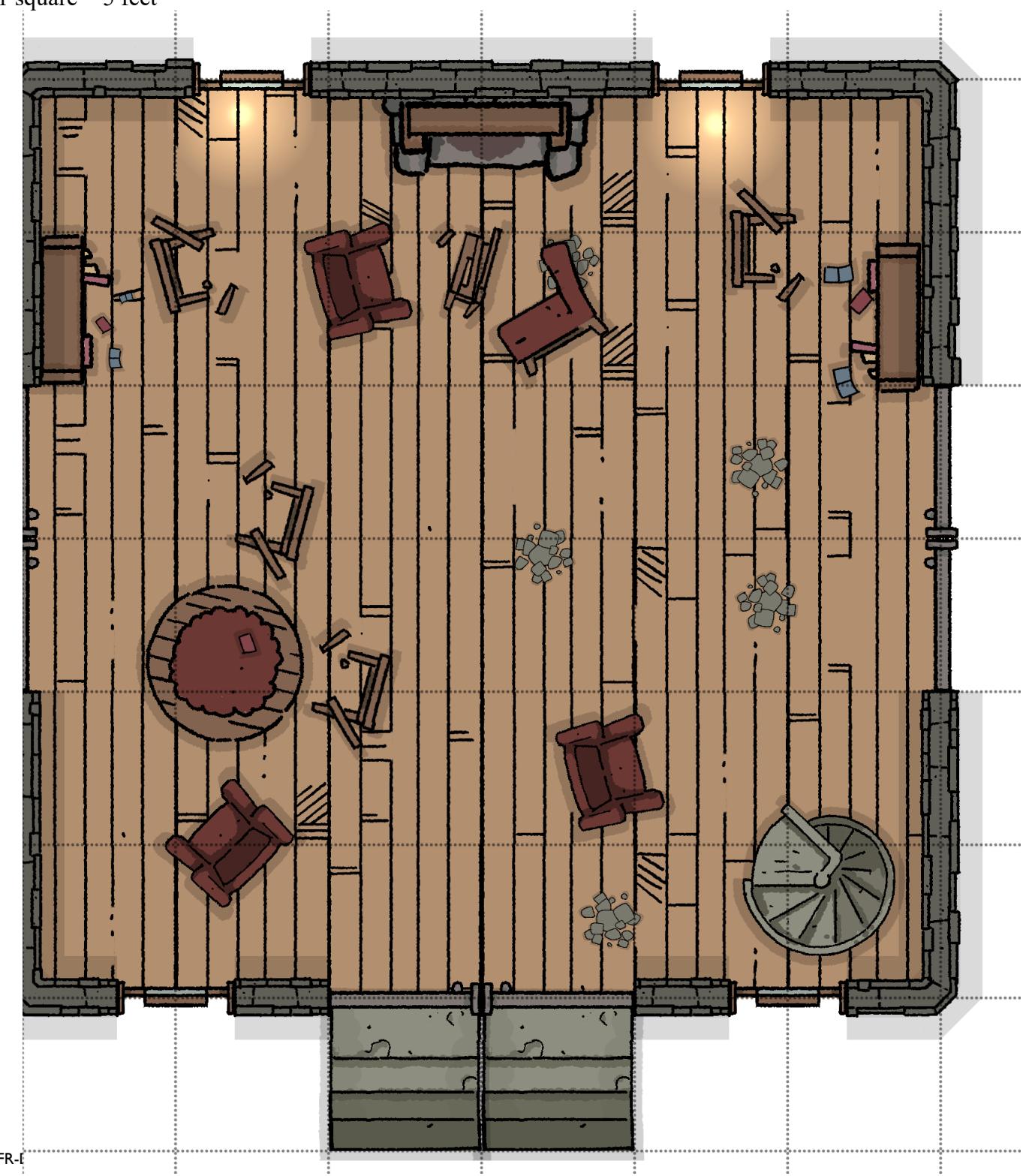
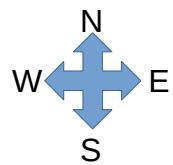
foot cubical rooms connected in an endless, four dimensional Möbius Strip.

The upper portion (**Area B**) consists of seven 30 foot cubical rooms, arranged as a hypercube. What would normally be a three dimension space is pulled into a fourth dimension in various ways. Rooms B1-B3 serve as hubs that connect to every other room, while Rooms B4-B5 are the former quarters of the four wizards who built the tower.

MAPS OF THE CROOKED TOWER

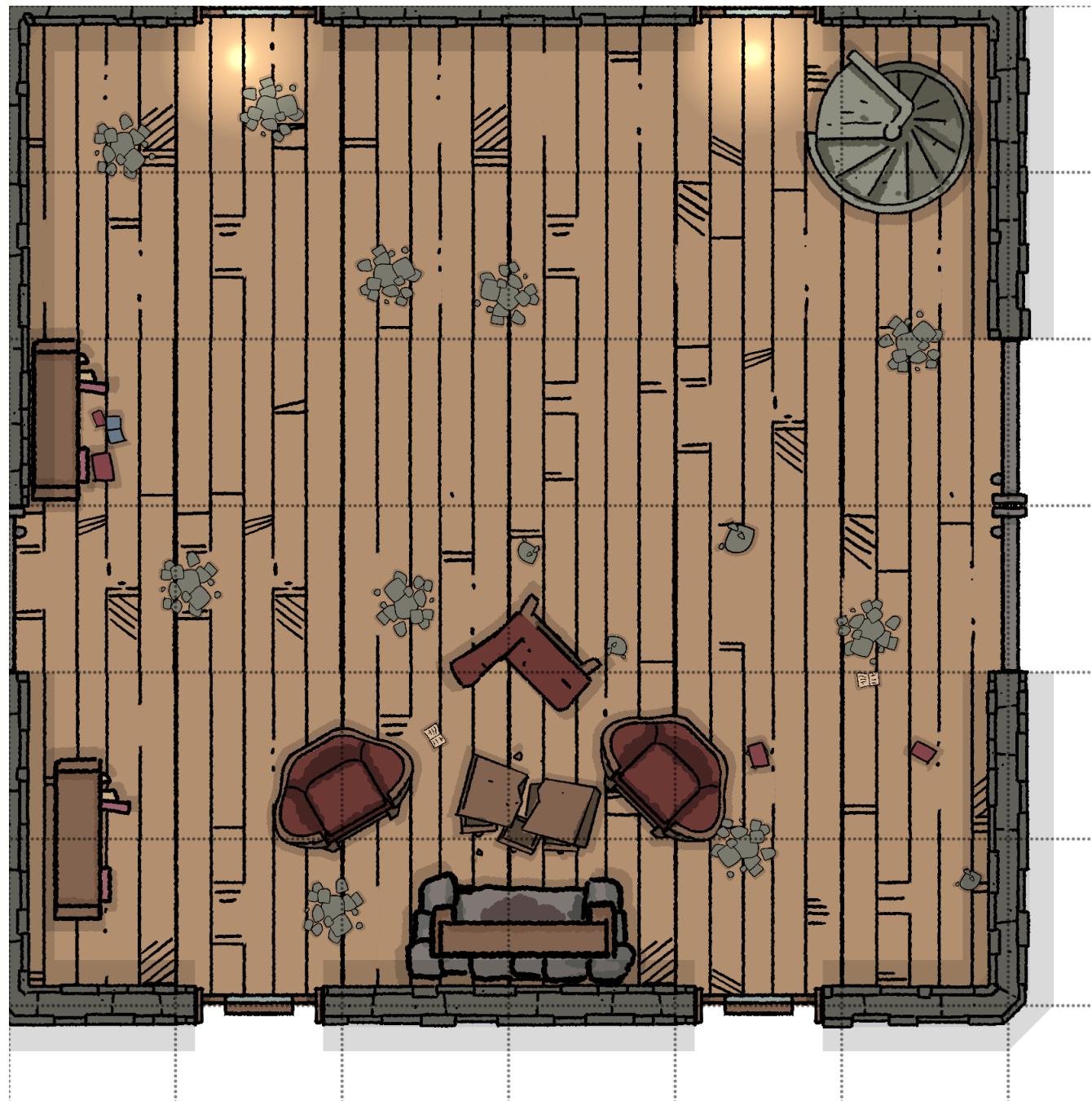
ROOM A1: ENTRY HALL FLOOR

1 square = 5 feet



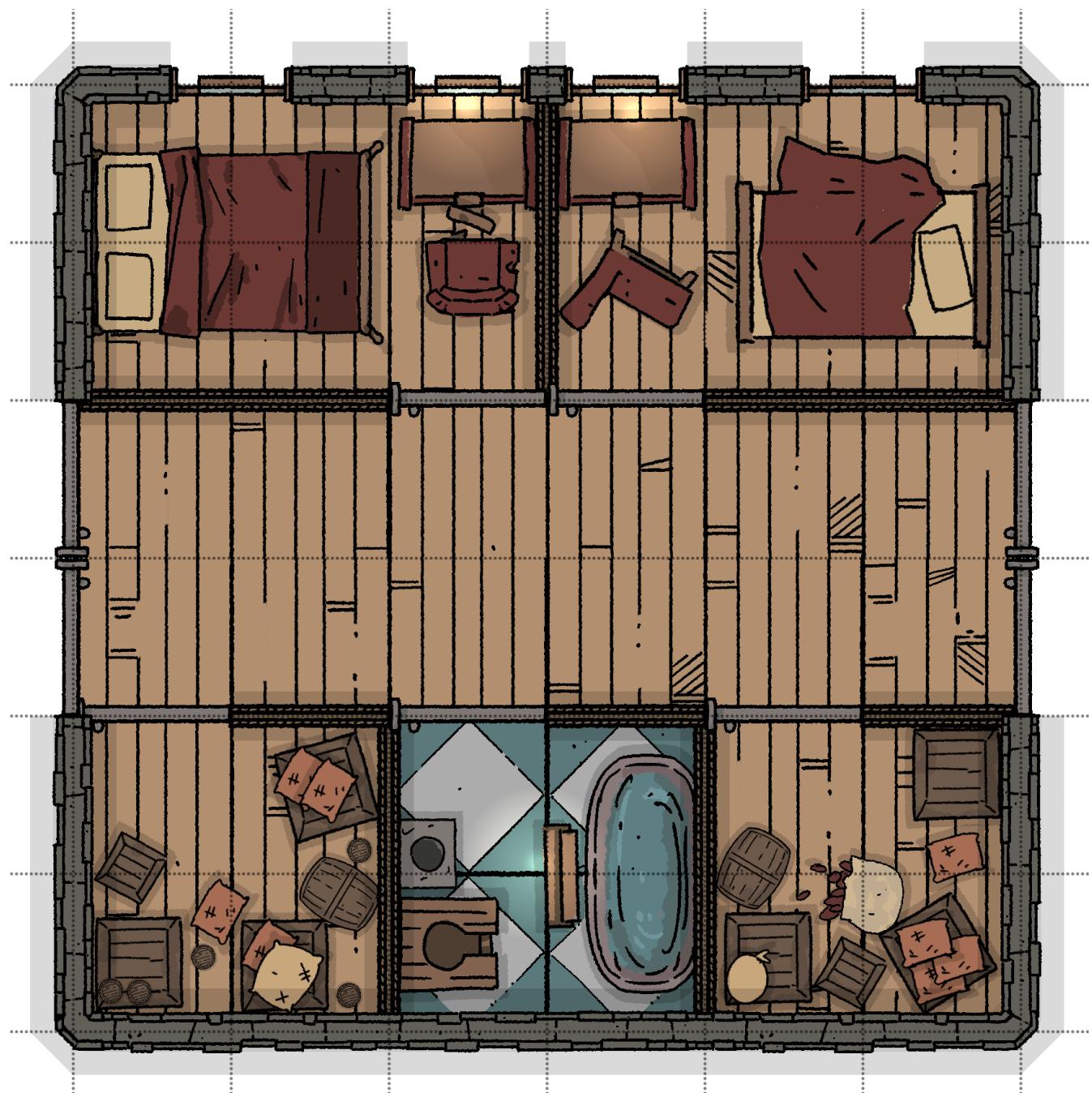
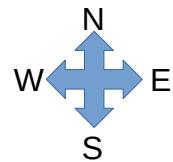
ROOM A1: ENTRY HALL CEILING

1 square = 5 feet



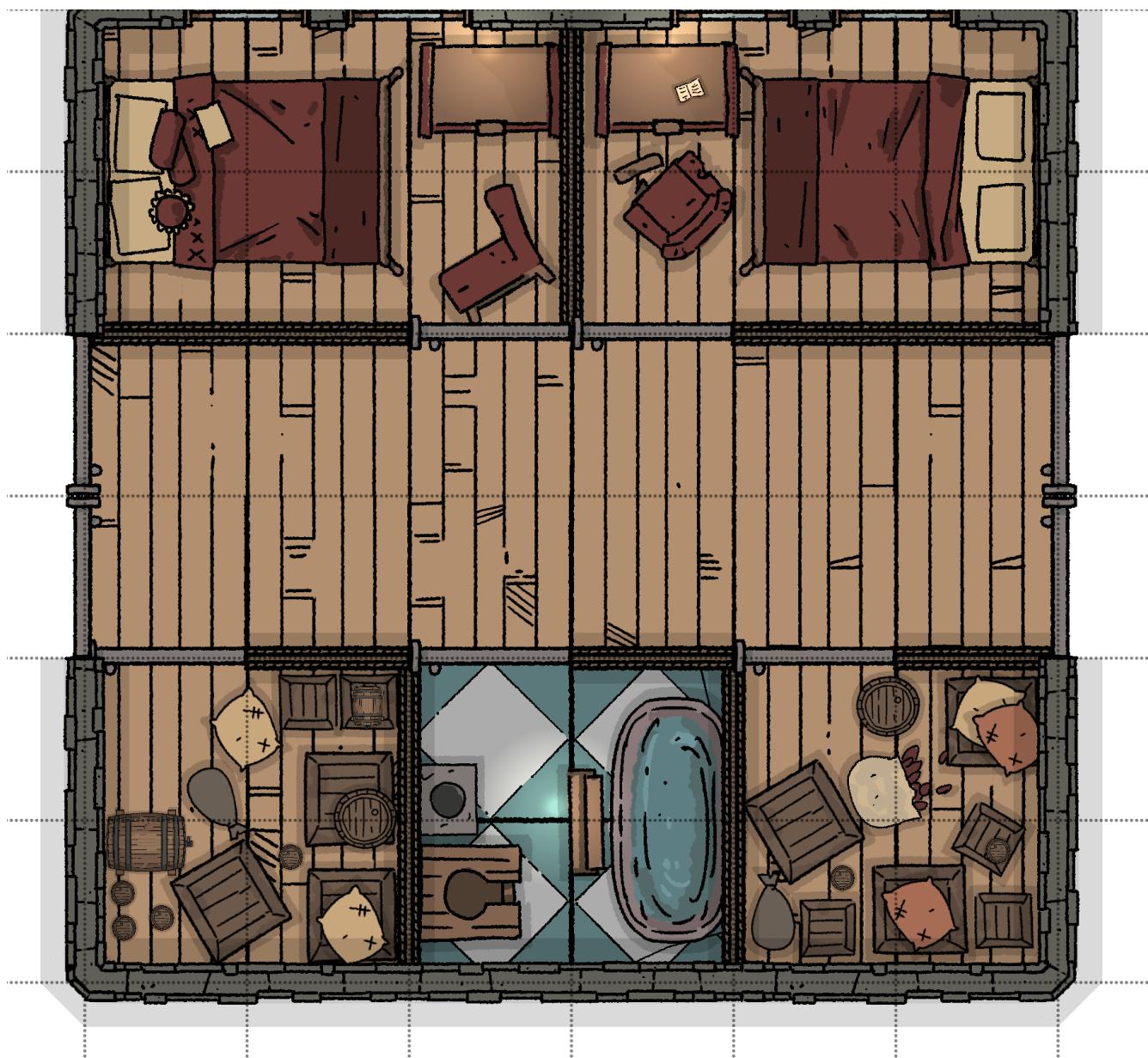
ROOM A2: GUEST QUARTERS AND STORAGE, FLOOR

1 square = 5 feet



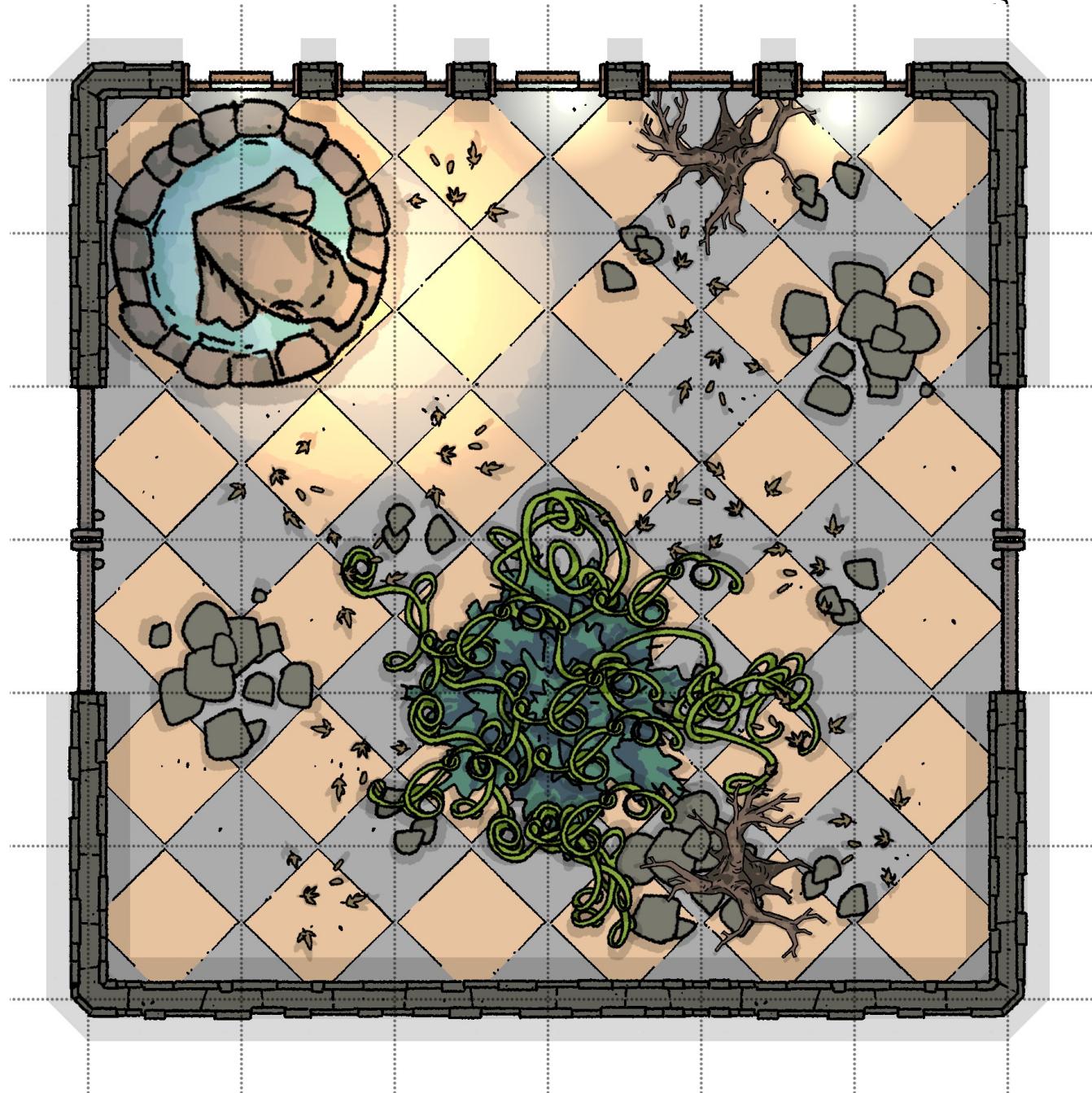
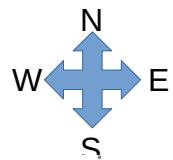
ROOM A2: GUEST QUARTERS AND STORAGE, CEILING

1 square = 5 feet



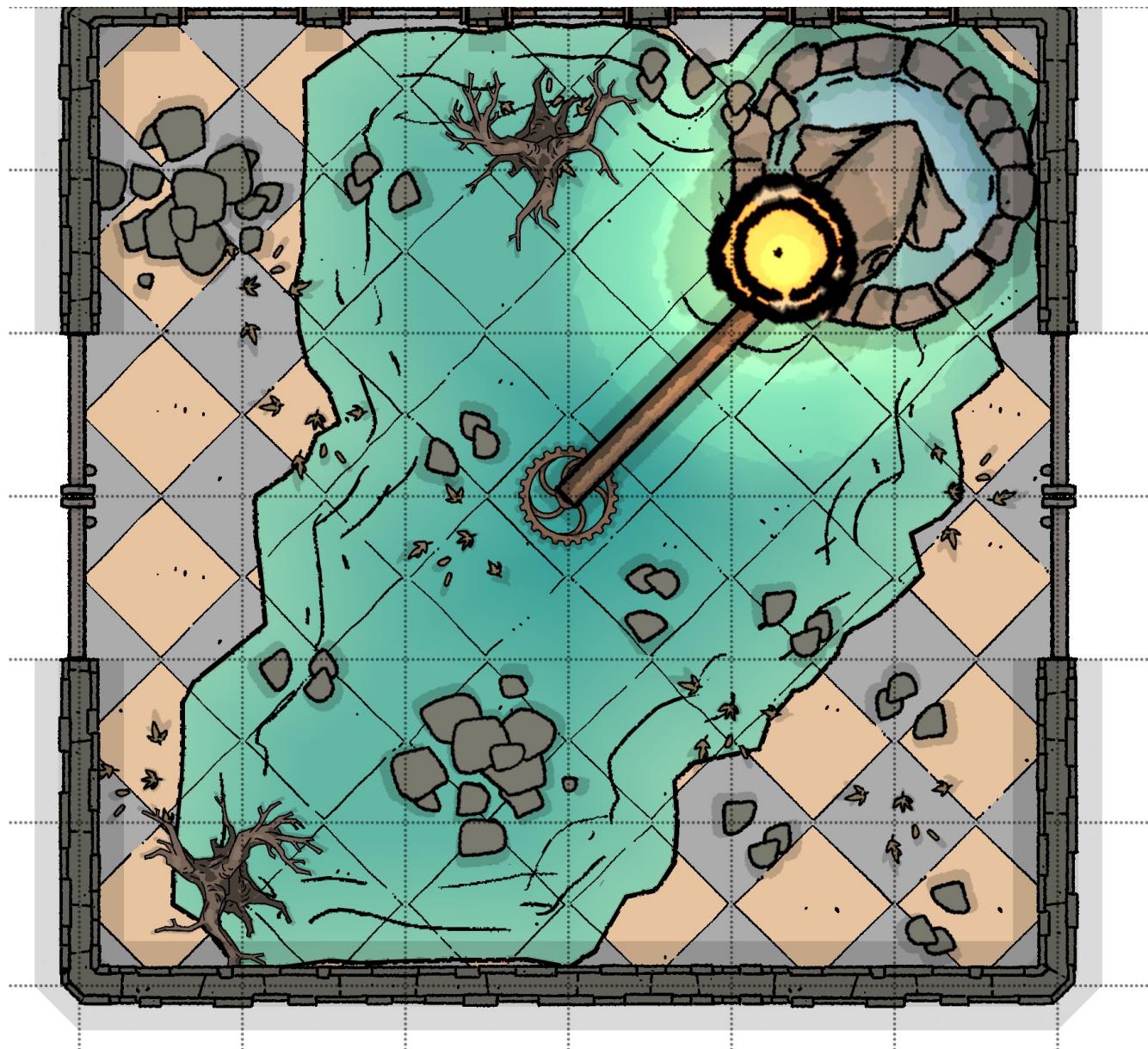
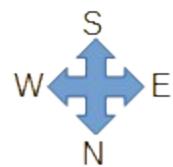
ROOM A3: GARDEN, FLOOR

1 square = 5 feet



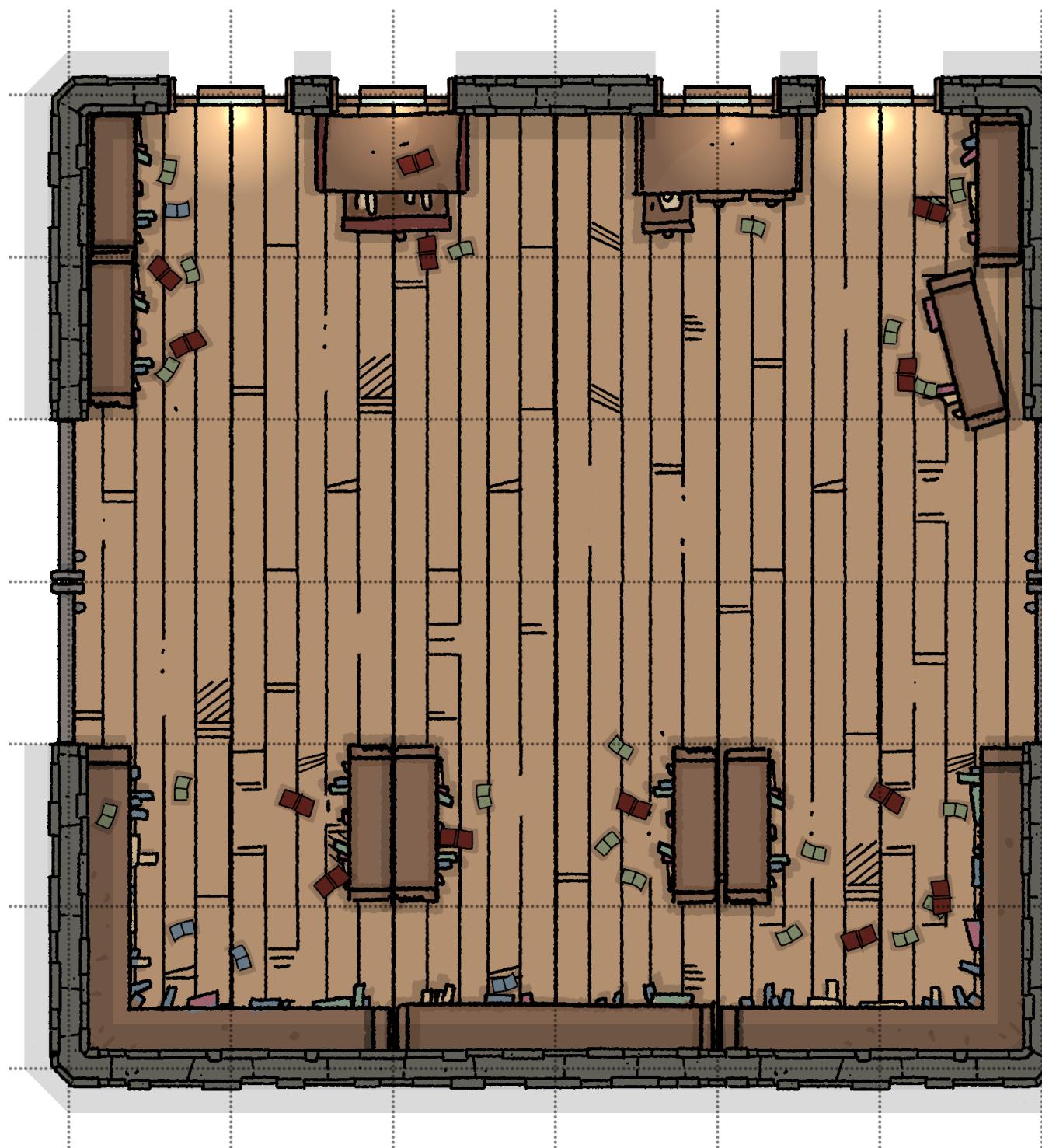
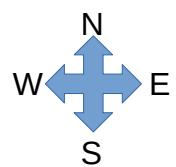
ROOM A3: GARDEN, CEILING

1 square = 5 feet



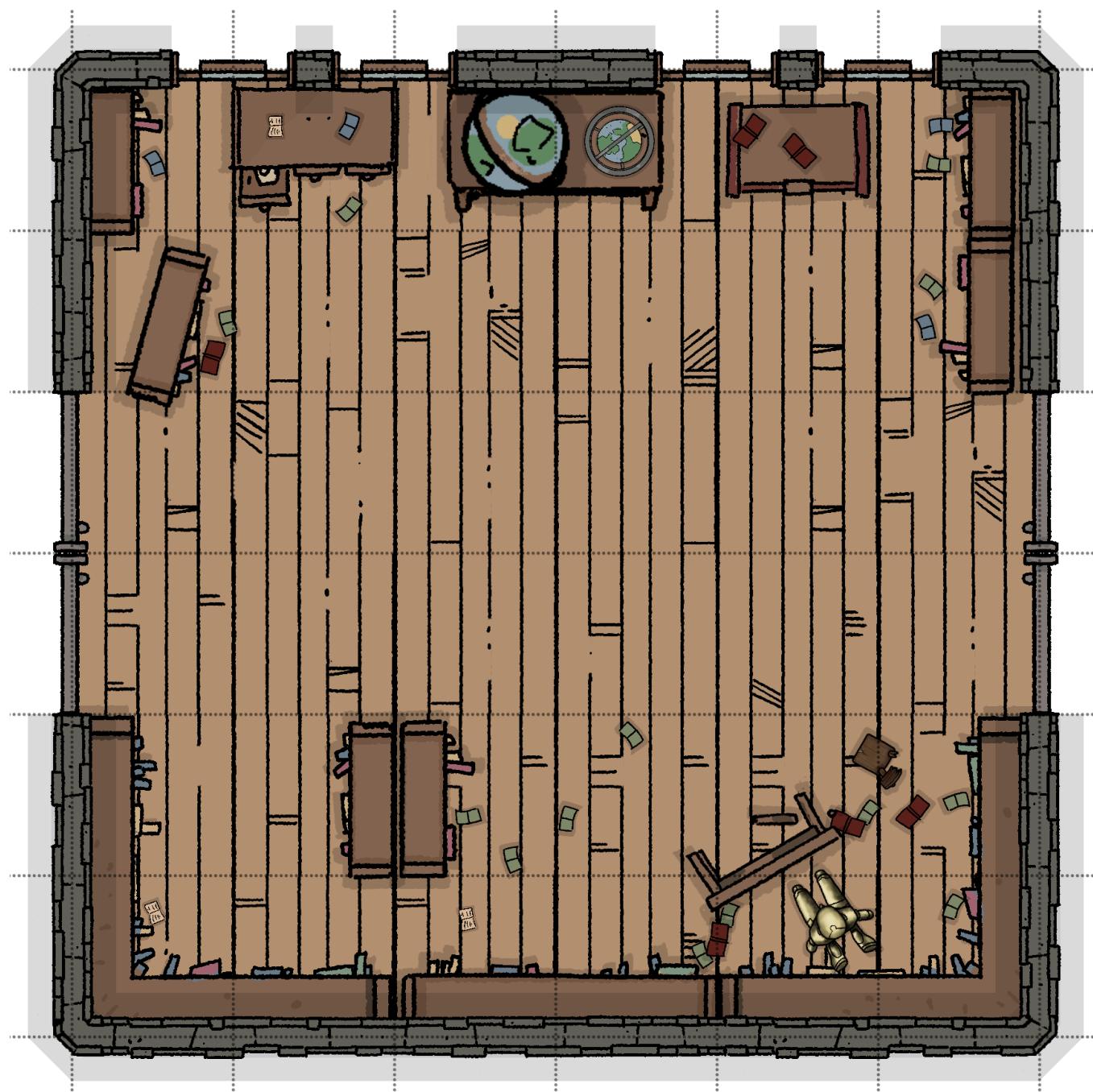
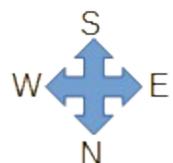
ROOM A4: GUEST READING ROOM, FLOOR

1 square = 5 feet



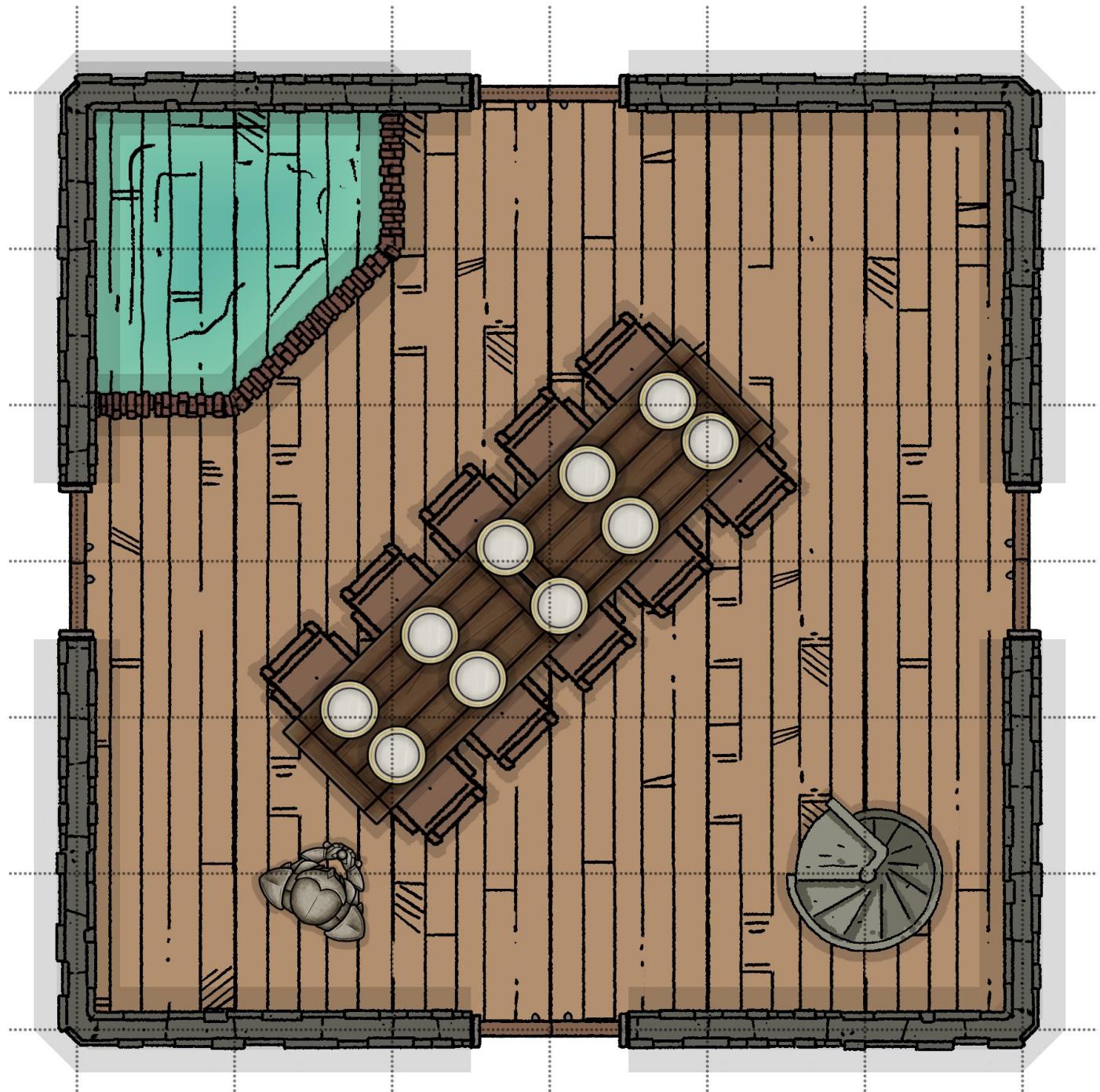
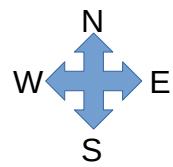
ROOM A4: GUEST READING ROOM, CEILING

1 square = 5 feet



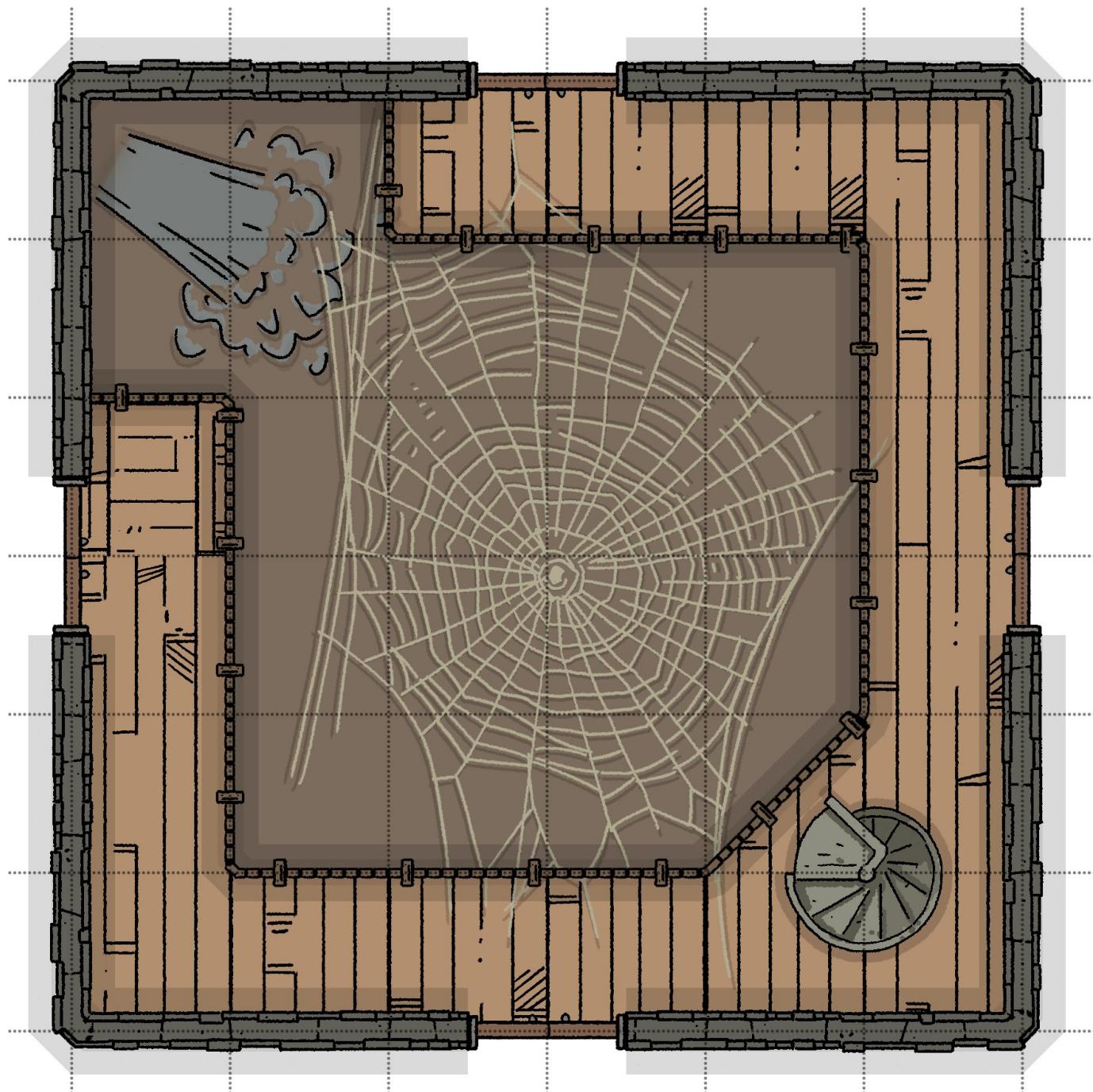
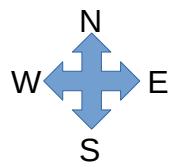
ROOM B1: LOWER ATRIUM

1 square = 5 feet

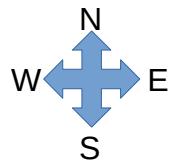


ROOM B2: UPPER ATRIUM

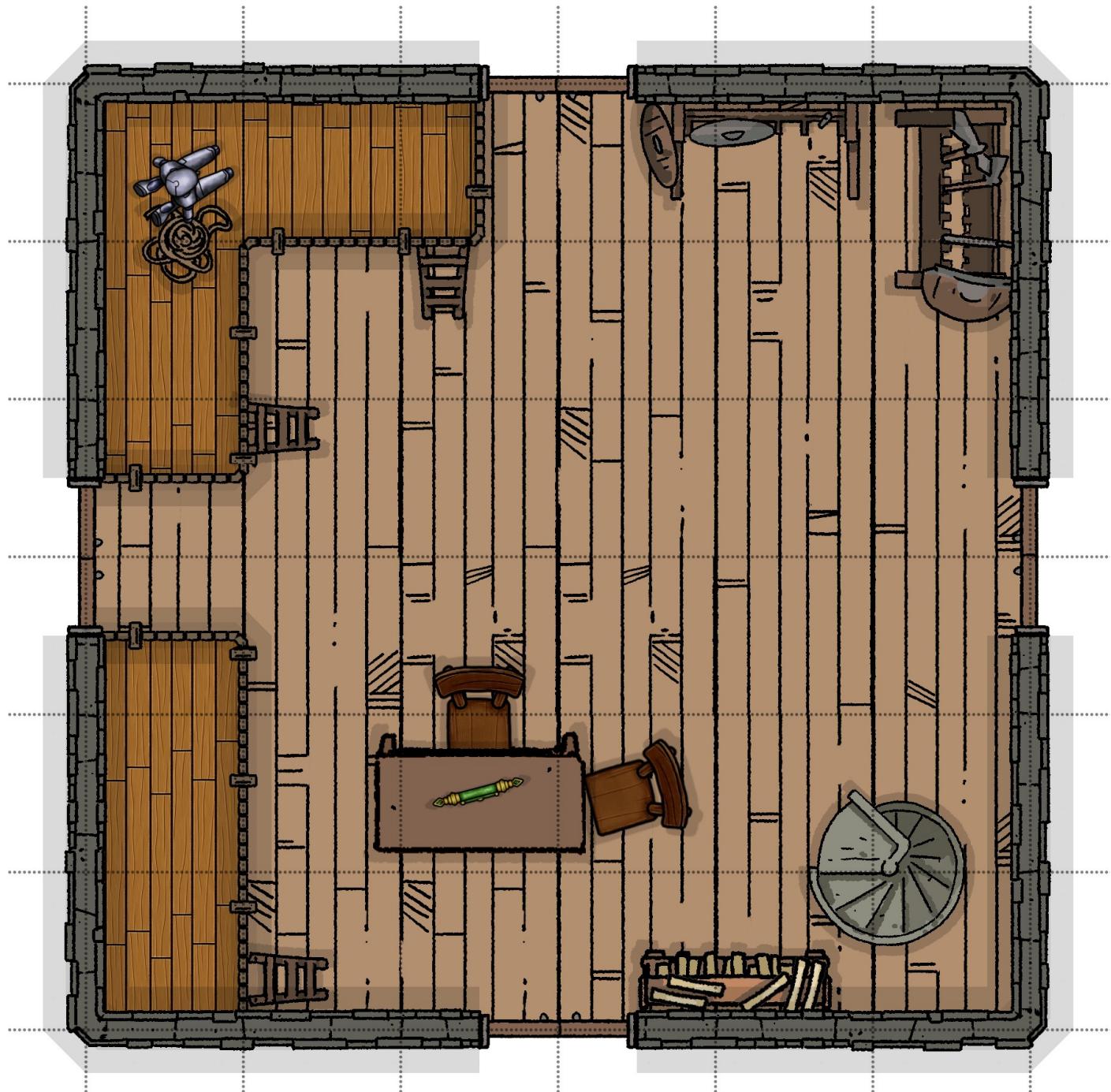
1 square = 5 feet



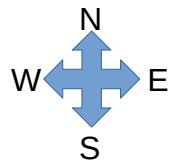
ROOM B3: CONSTRUCT STORAGE AND SCRIPTORIUM



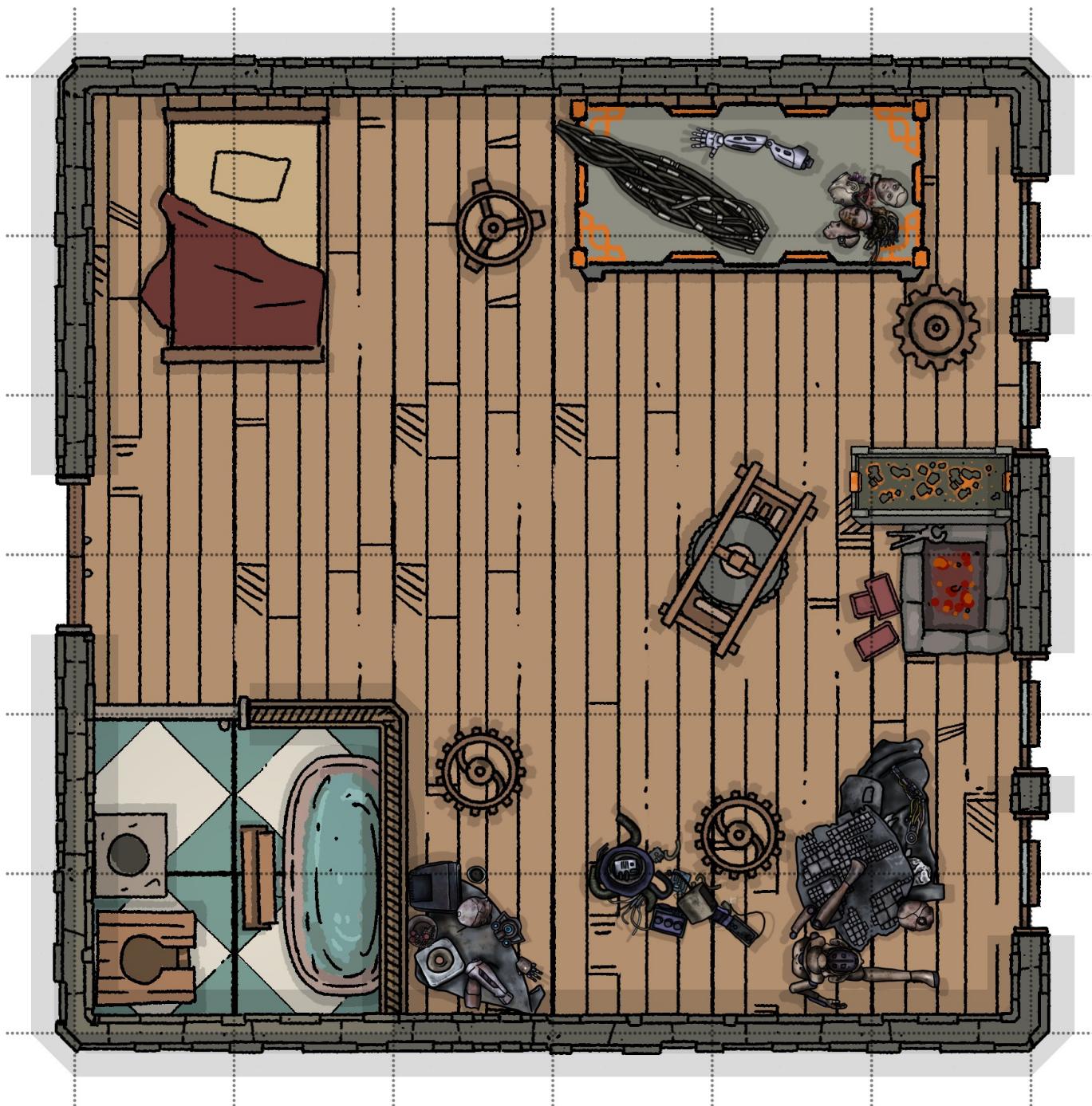
1 square = 5 feet



ROOM B4: MATILDA'S WORKSHOP AND QUARTERS, FLOOR

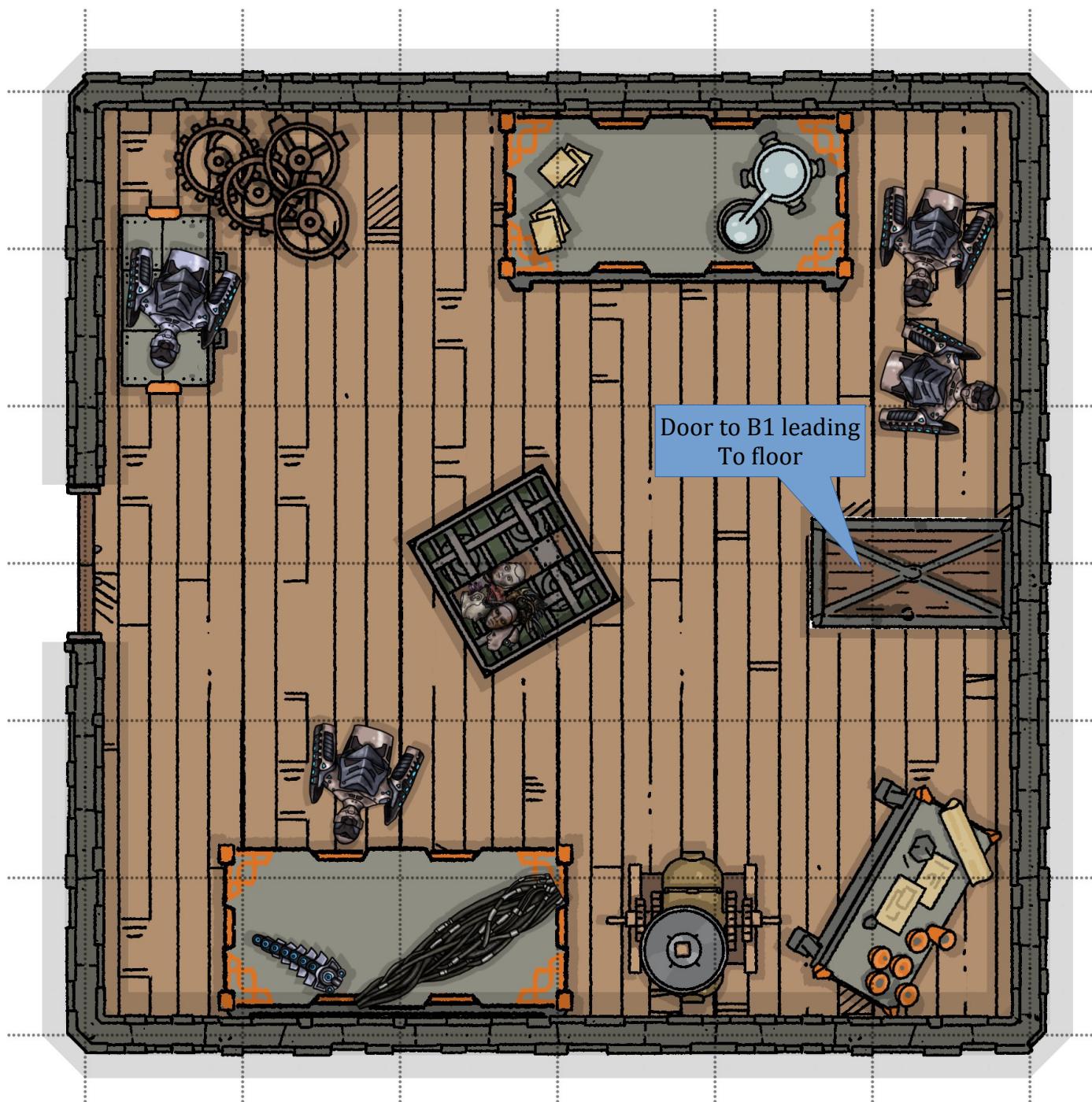


1 square = 5 feet

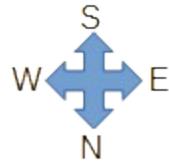


ROOM B4: MATILDA'S WORKSHOP AND QUARTERS, WEST WALL

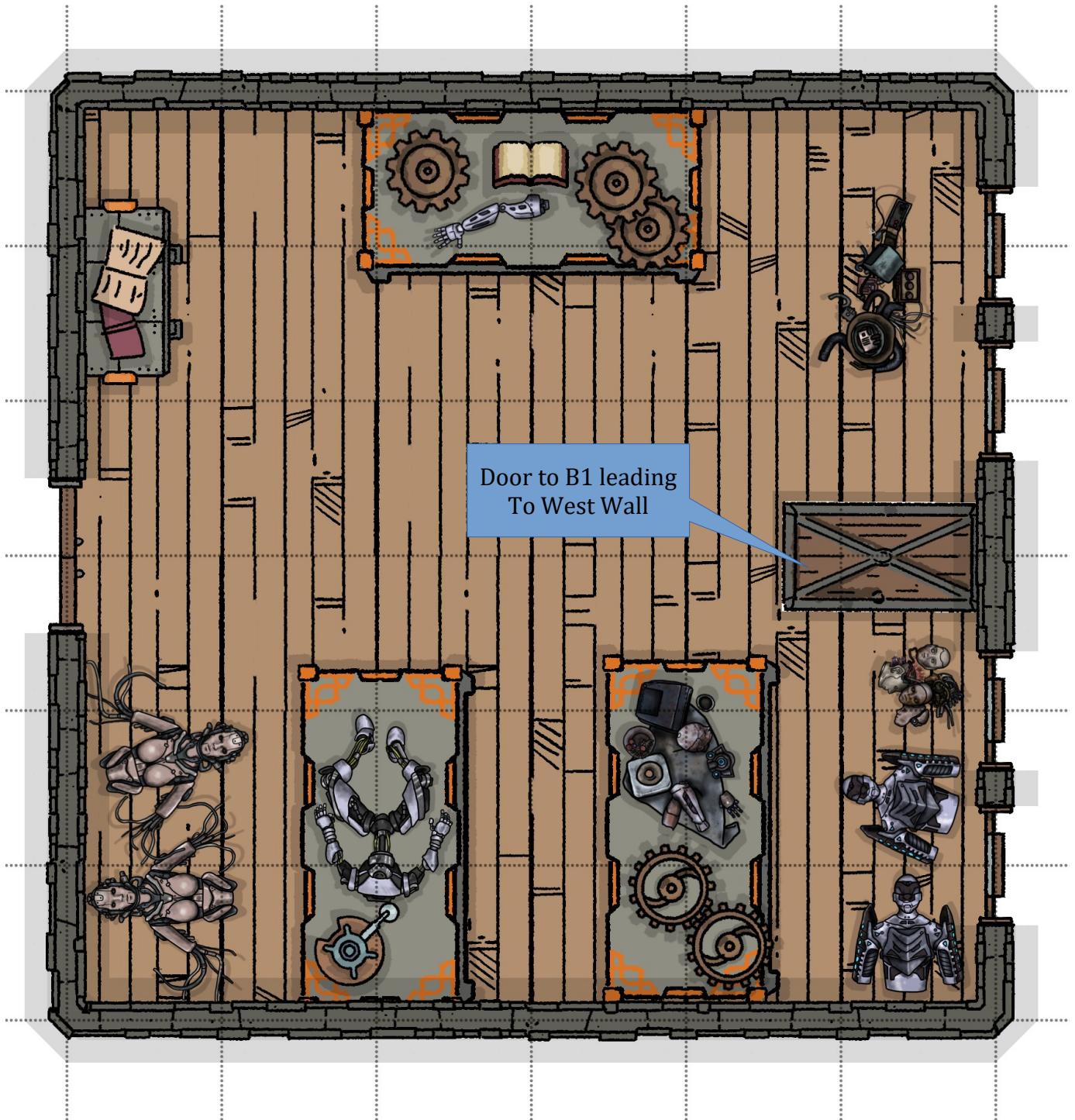
1 square = 5 feet



ROOM B4: MATILDA'S WORKSHOP AND QUARTERS, CEILING

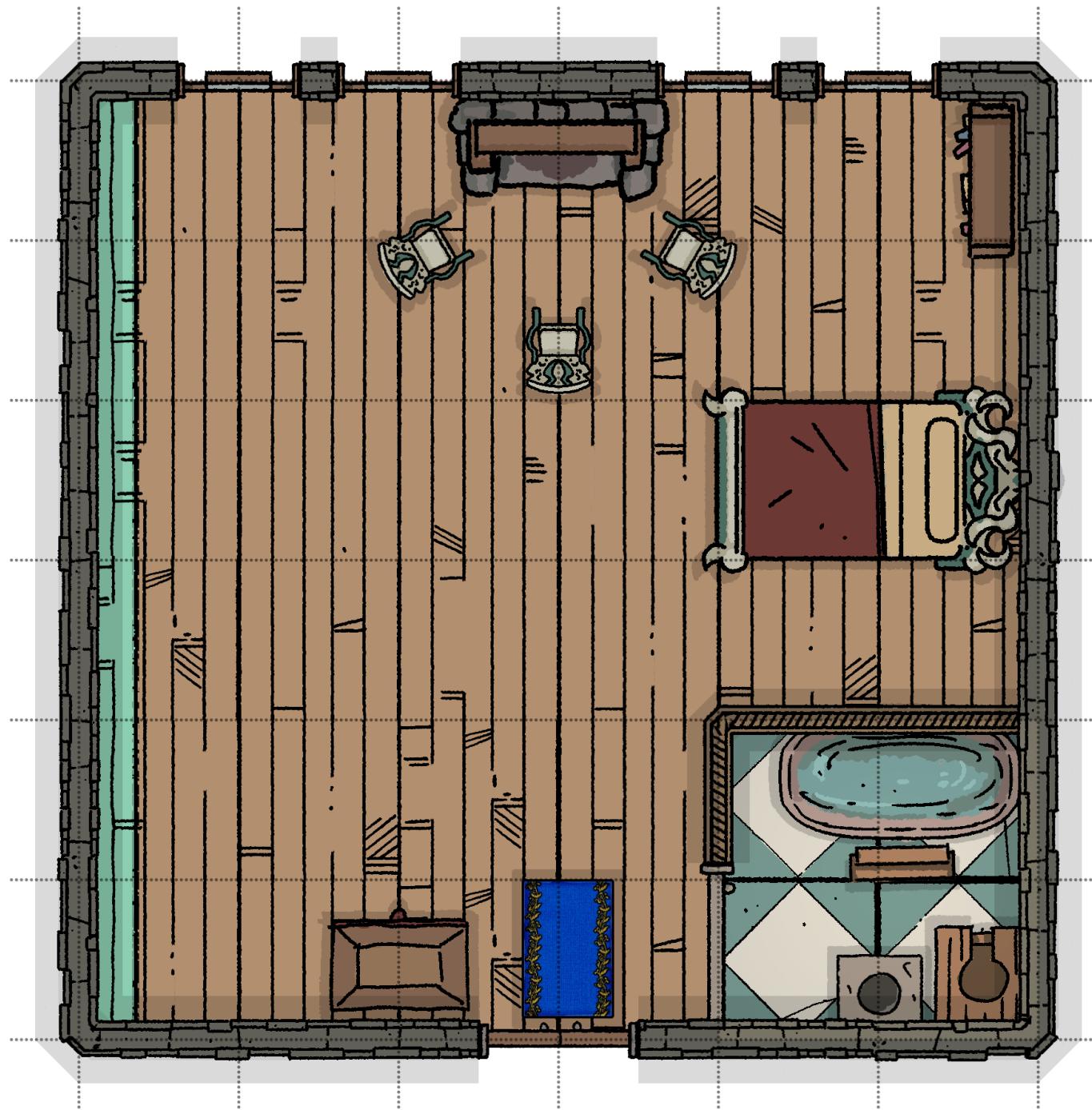
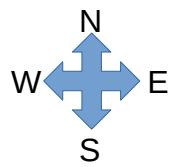


1 square = 5 feet



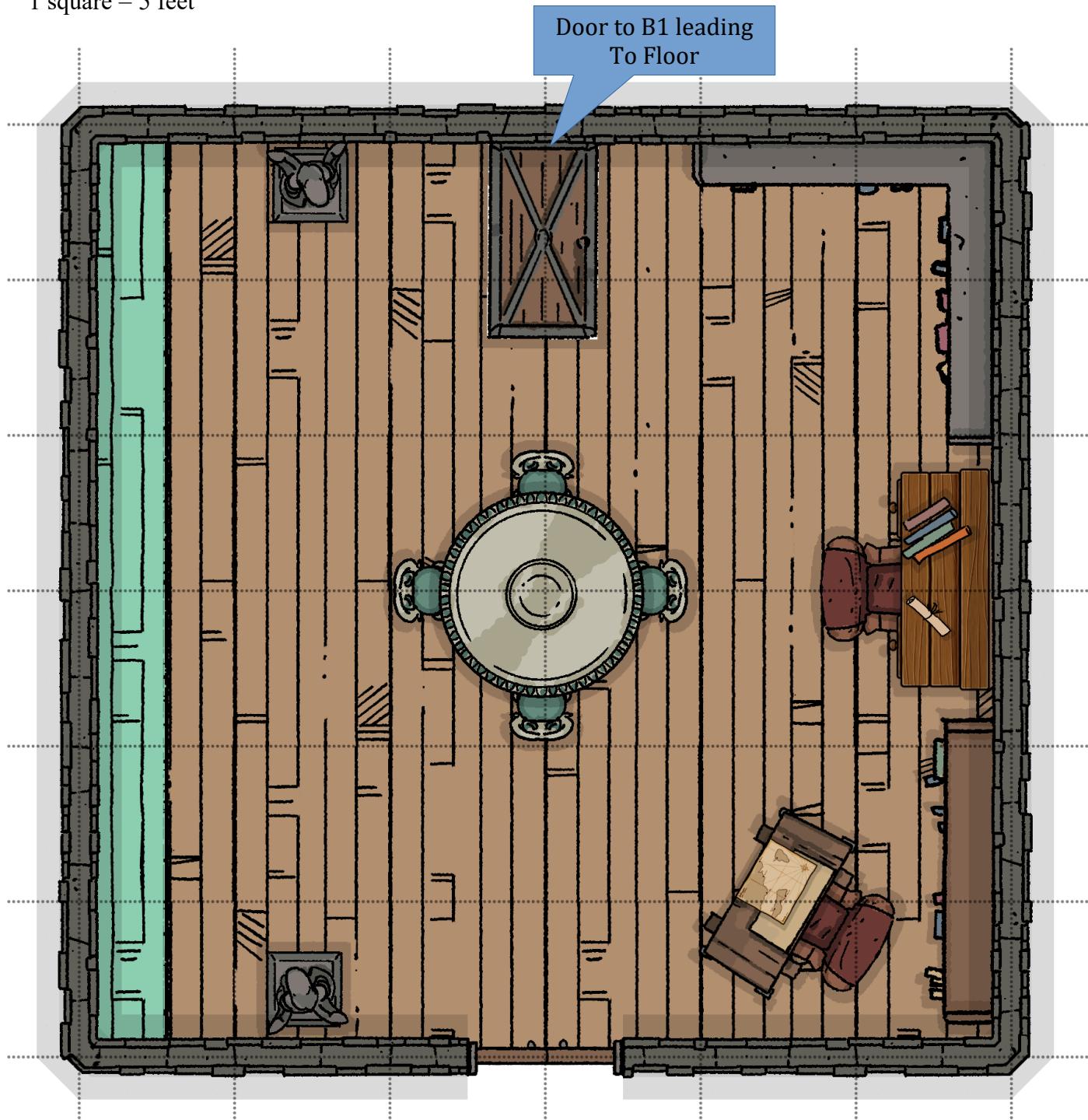
ROOM B5: AESIR'S QUARTERS, FLOOR

1 square = 5 feet



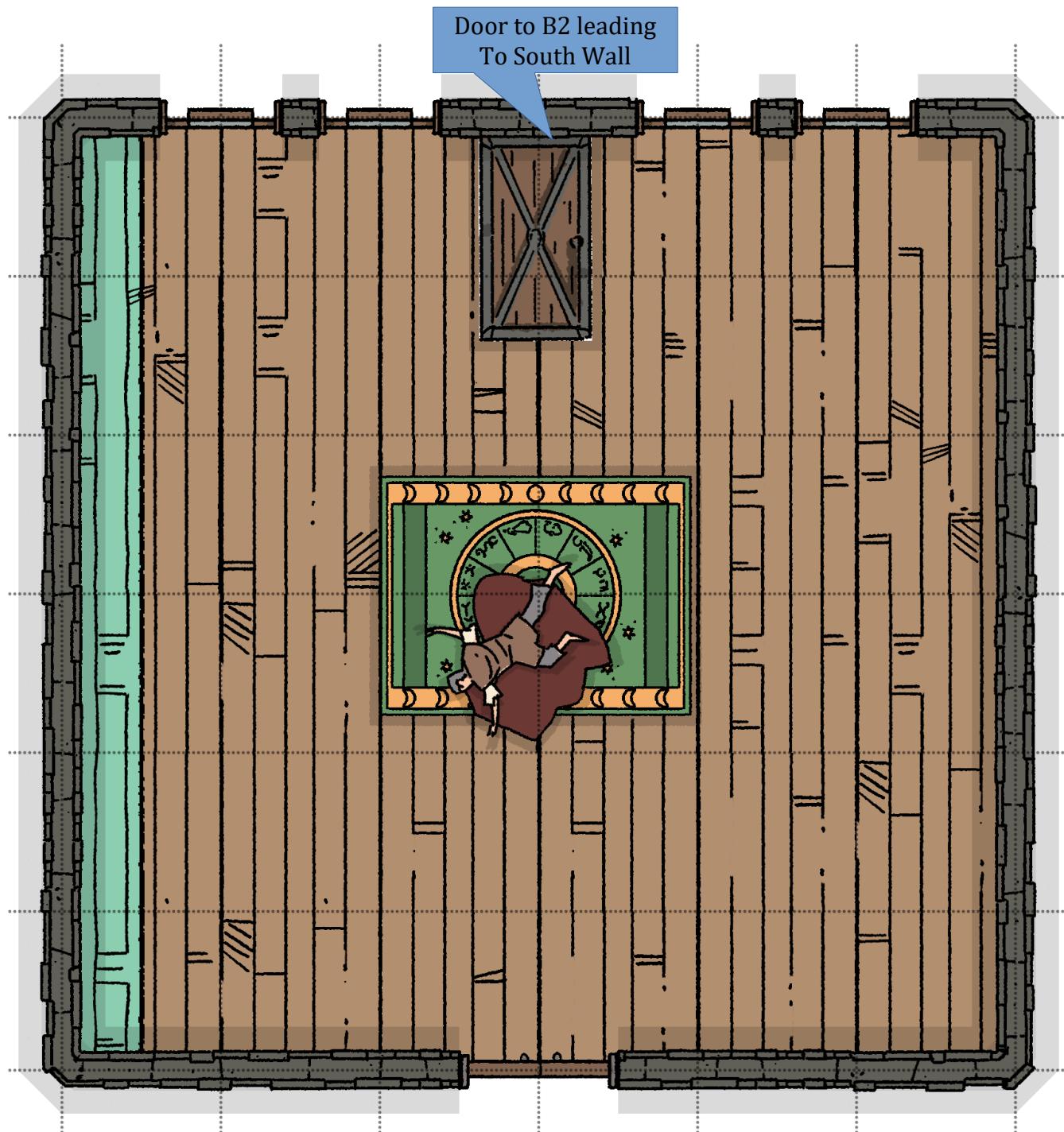
ROOM B5: AESIR'S QUARTERS, SOUTH WALL

1 square = 5 feet



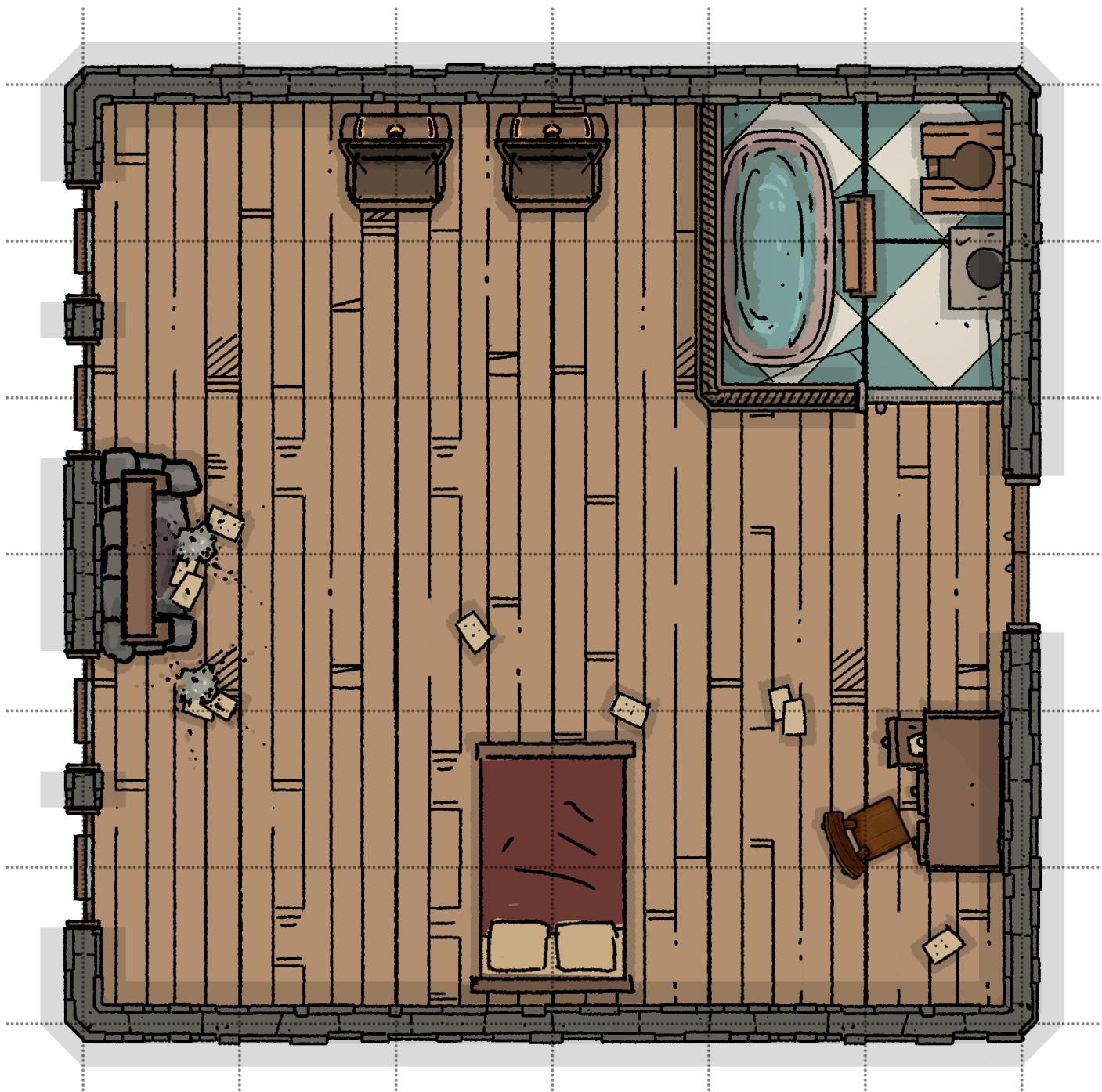
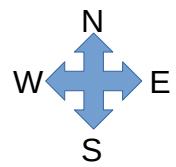
ROOM B5: AESIR'S QUARTERS, CEILING

1 square = 5 feet



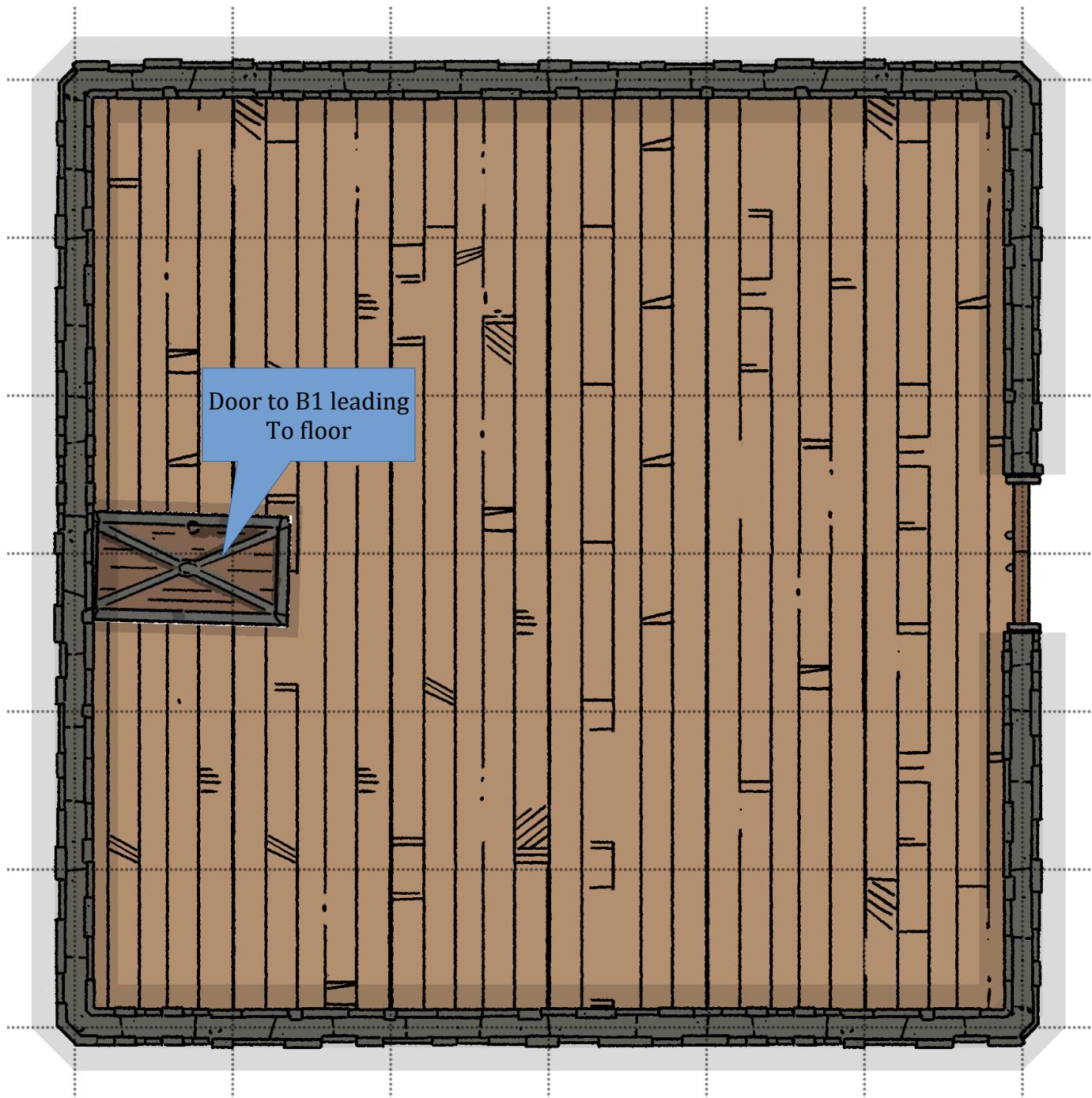
ROOM B6: SAVUEL'S QUARTERS, FLOOR

1 square = 5 feet



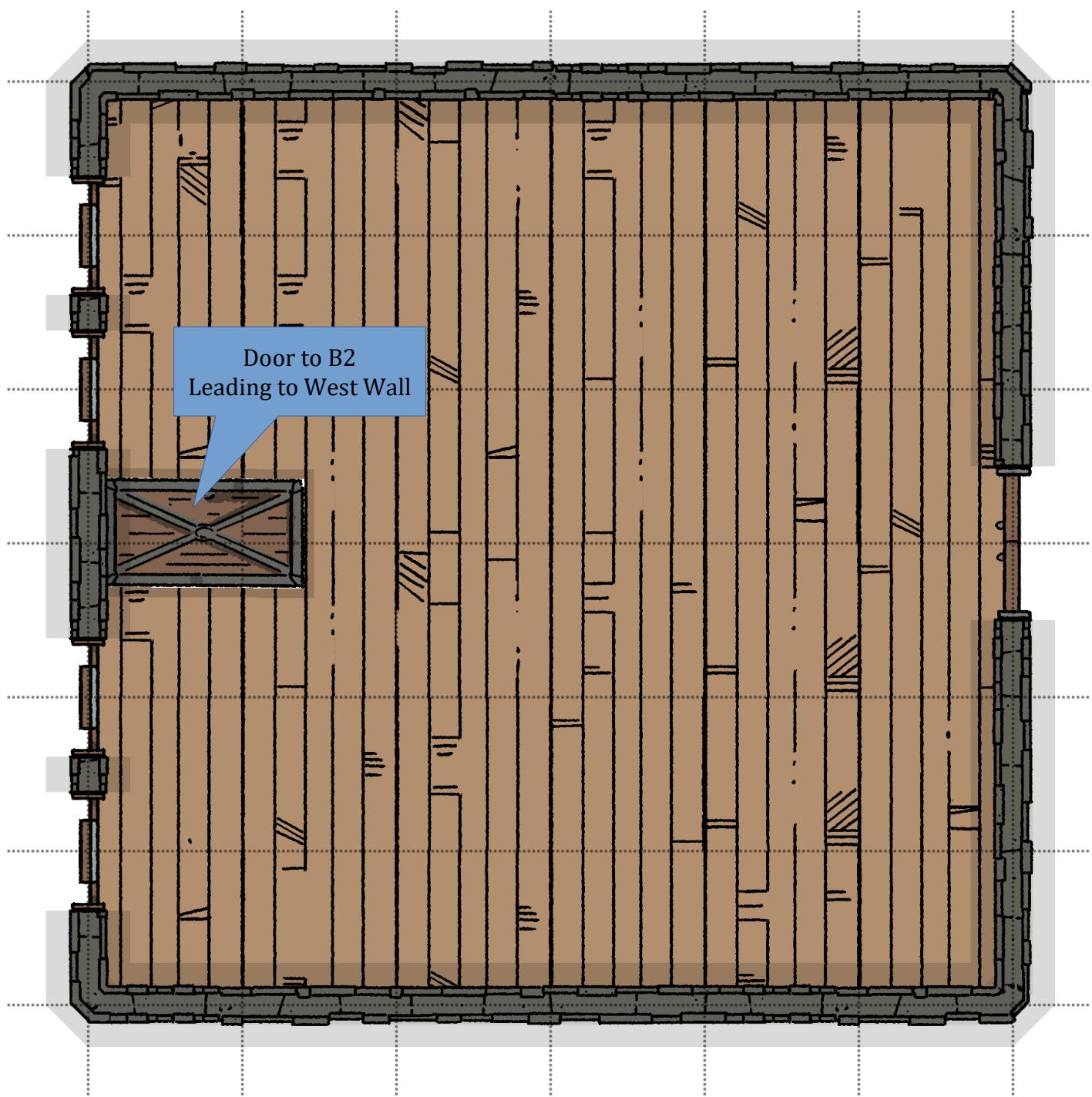
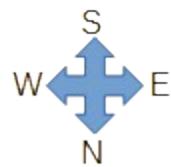
ROOM B6: SAVAEL'S QUARTERS, WEST WALL

1 square = 5 feet



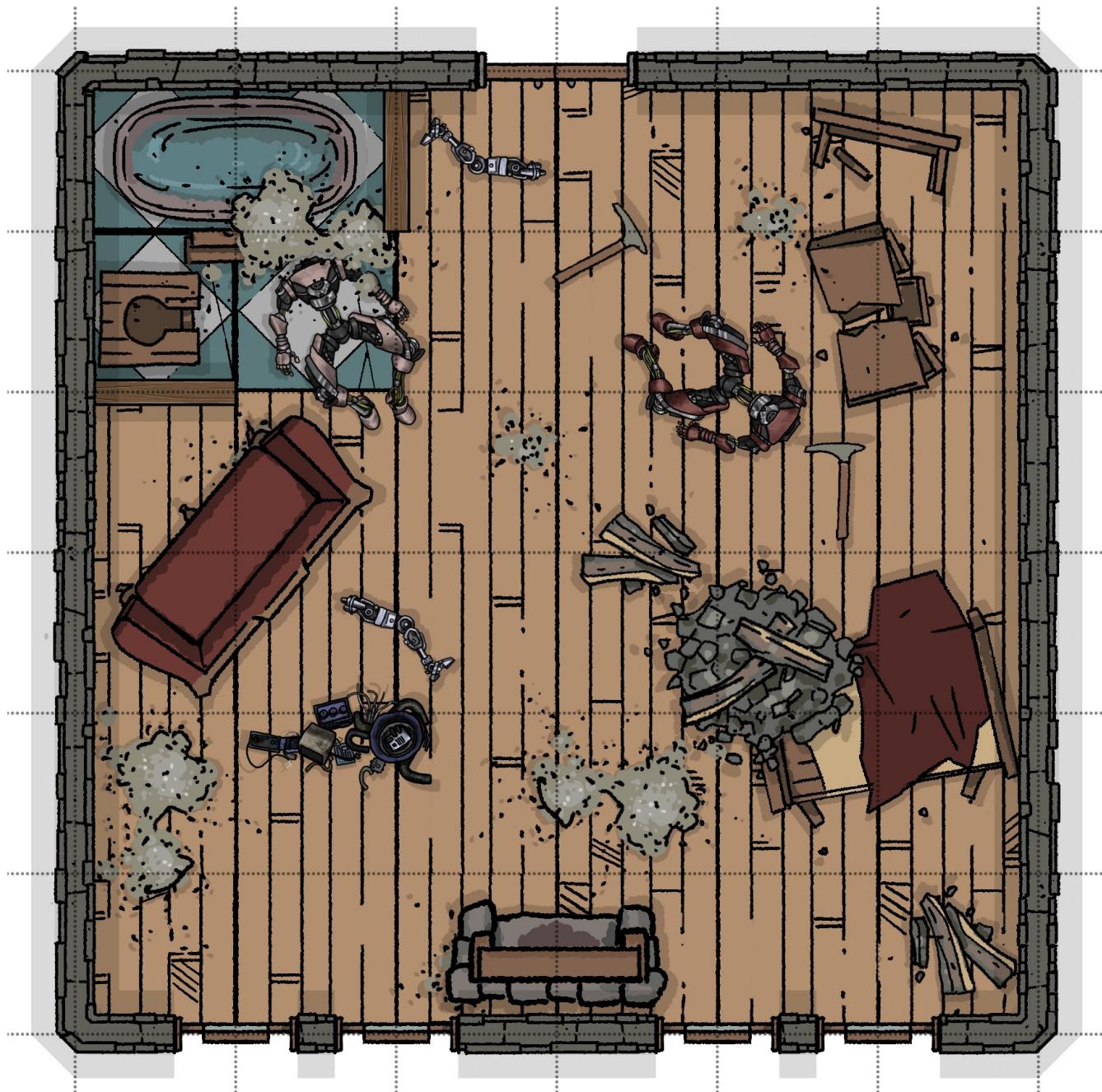
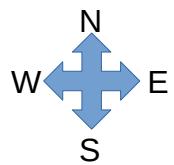
ROOM B6: SAVAEL'S QUARTERS, CEILING

1 square = 5 feet



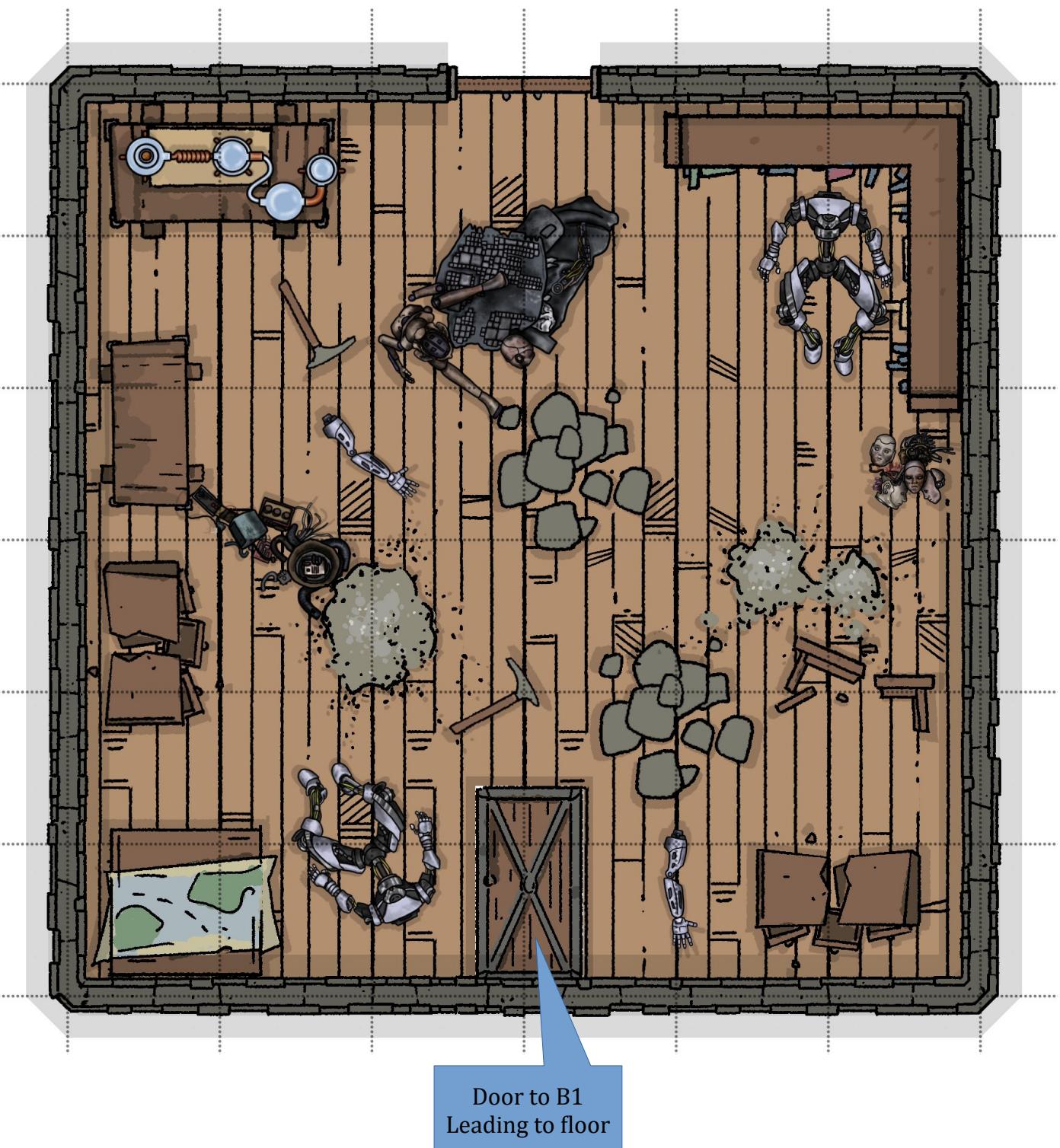
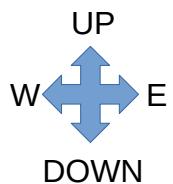
ROOM B7: QUINTUS'ES QUARTERS, FLOOR

1 square = 5 feet



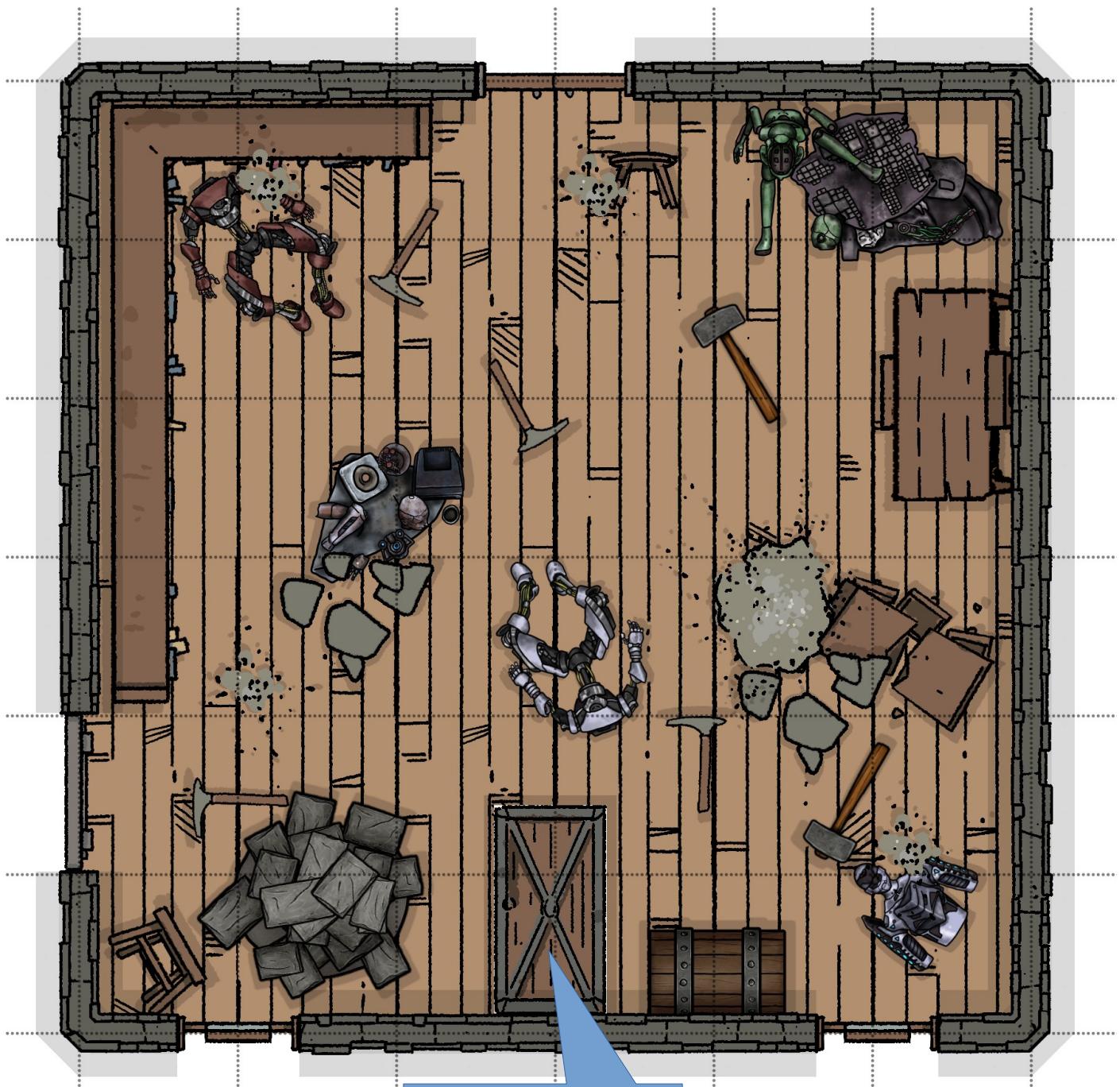
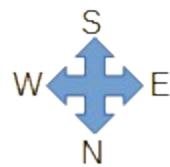
ROOM B7: QUINTUS'ES QUARTERS, NORTH WALL

1 square = 5 feet



ROOM B7: QUINTUS'ES QUARTERS, CEILING

1 square = 5 feet



Door to B2
Leading to North Wall