

Insert Cover



The Crooked Tower: Supplemental Maps



Version v-1.0

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

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(<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

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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.

This document is split into two parts: instructions for building props for the final puzzle of the module and a series of maps

PART 1: PROPS

It is possible to make a set of props for your players to use to solve the final puzzle and open Quintus'es safe. This consists of two 3D printed architectural models like the ones the players find and a cardboard sheet with a slot cut in it to simulate the safe door the characters need to open.

You will need access to a 3D printer, some magnets (detailed below), paint. A sheet of cardboard, and some basic craft supplies.

orientations, they have opened the safe and you should proceed to part 4 (the Final Battle) in the module.

ARCHITECTURAL MODEL PROP

First, obtain the STL file included in this bundle (CrookedTower_Upper_*.stl) and print out two copies. It is suggested you print them at full scale in PLA with 20% or greater infill.

There are two divots in the side of the tower suitable for concealed 0.5 inch disk magnets. You will need four magnets total. I was able to find them at Home Depot, but there are many other online sources.

Insert the magnets into the divots and secure them with tape in order to test the fit and orientation.

In my case, I made sure that the upper magnet in cube B3 had its South pole facing out so that the North end of a compass needle was drawn to it. The second magnet in cube B2 was reversed (North pole outwards so that it attracted the South end of a compass needle).

If this is done on two models, they will snap together so they face different directions.

Once you are happy with the magnets, superglue them in place and cover the gaps with putty. Then sand, primer, paint, and seal it as you wish.

I found that a white primer base and running a black permanent marker over the lettering works quite well.

SAFE DOOR PROP

To make the safe door, print out the next page, glue it to a sheet of cardboard, and use a craft knife to remove the page header and footer and the light blue area. Once this is done, you will have a prop that the players can slot the two models into and then turn when they are attached via the magnets.

USING THE PROPS

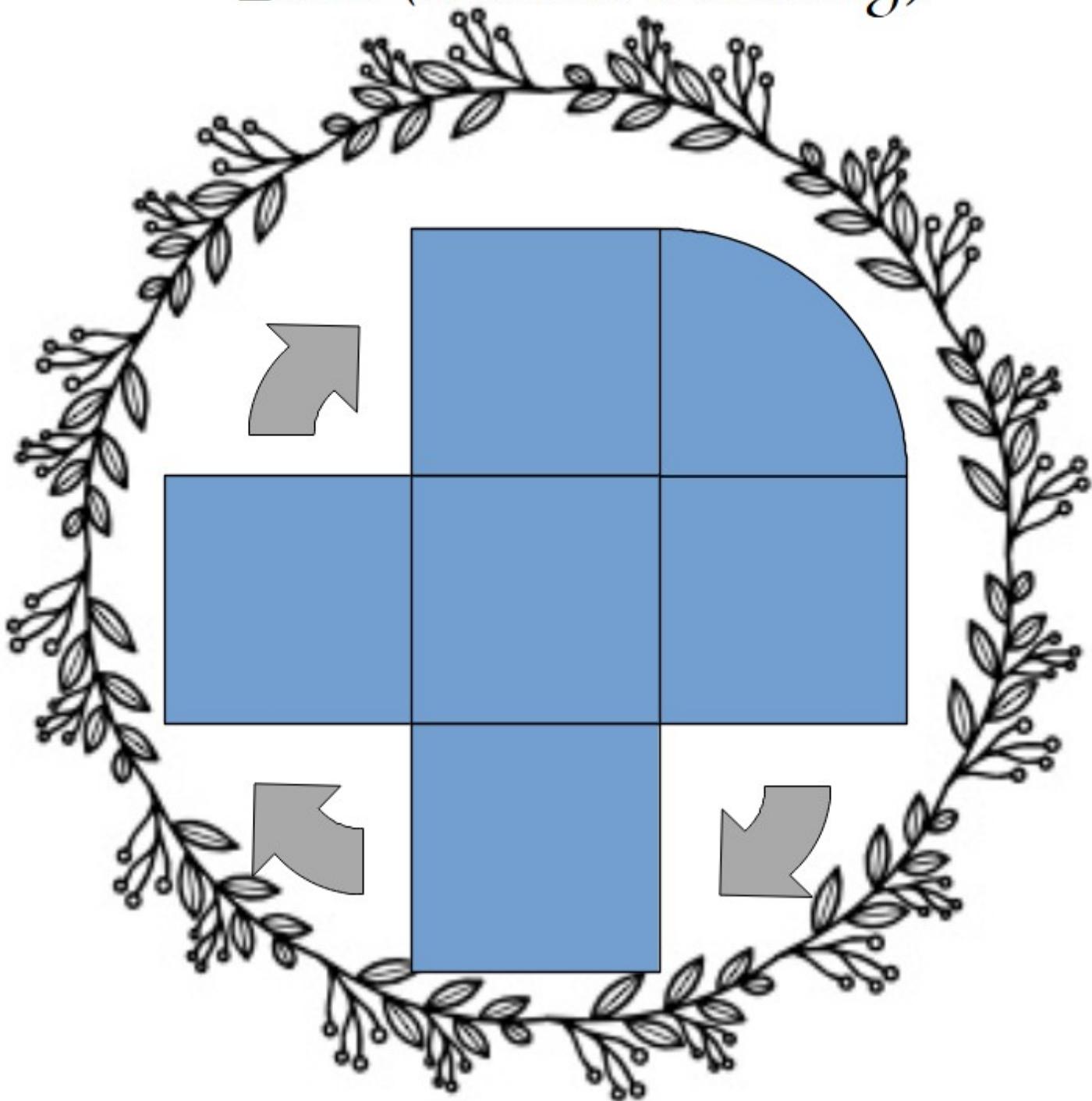
During play give players one each of the architectural models when their characters investigate rooms B4 (Matilda's Workshop) and B5 (Aesir's Quarters). Encourage them to examine the props, dropping hints as needed until they discover the two clamp together with the hidden magnets.

When the characters examine the safe in B7 (Quintus' Quarters) give the players to safe door prop. The players should place the two models together, pass them through the keyslot, and rotate the models. When they have done this with the two models in different gravitational

SAFE DOOR PROP

Cut out the below as described previously.

Helder's Multikey Reinforced Lock (Patent Pending)



PART 2: MAPS

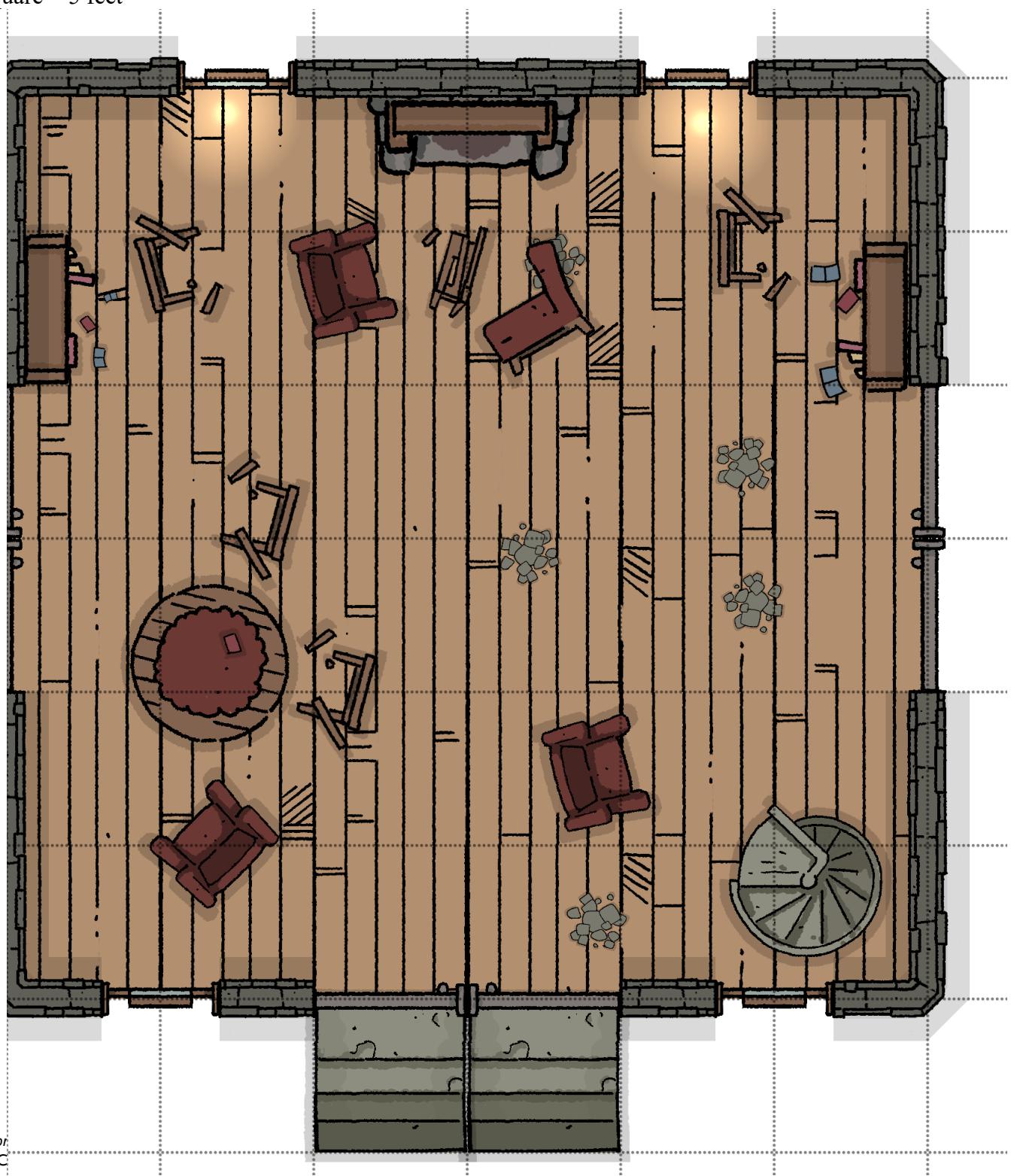
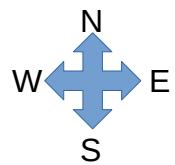
The Crooked Tower is divided into lower and upper sections. The lower portion (**Area A**) consists of four 30 foot cubical rooms connected in an endless, four dimensional Möbius Strip.

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-B7 are the former quarters of the four wizards who built the tower.

MAPS OF THE CROOKED TOWER

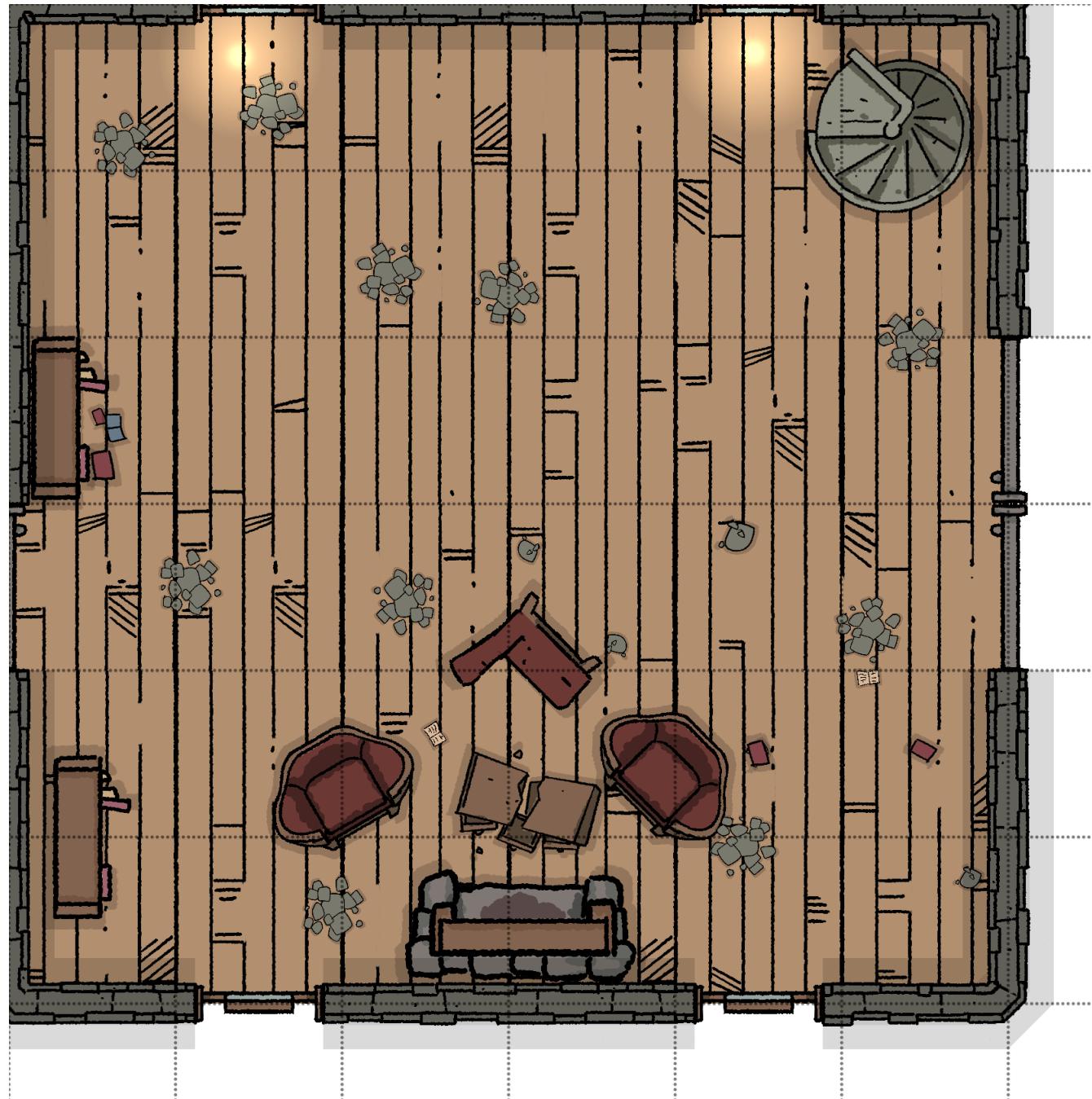
ROOM A1: ENTRY HALL FLOOR

1 square = 5 feet



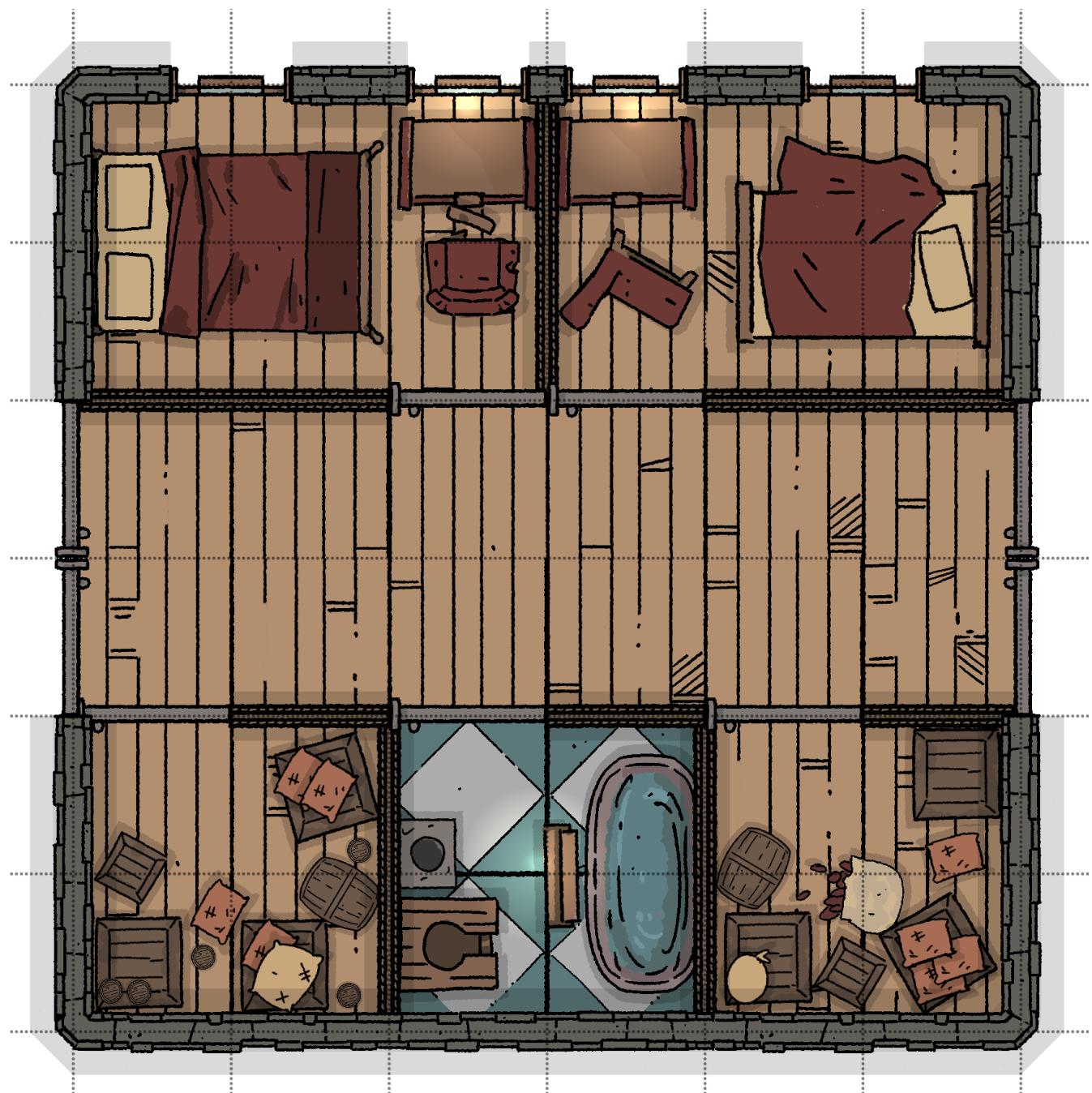
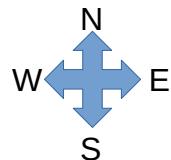
ROOM A1: ENTRY HALL CEILING

1 square = 5 feet



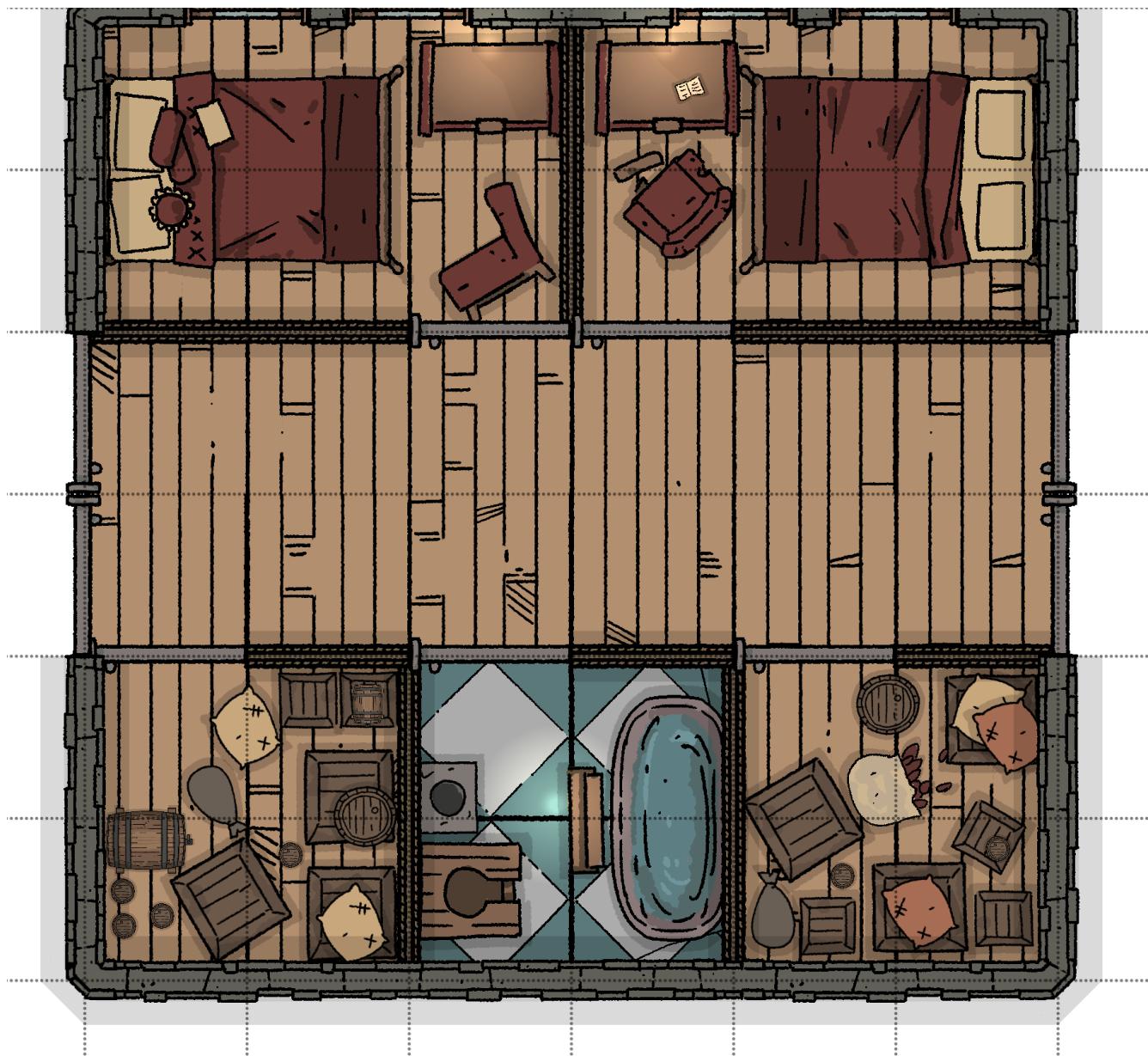
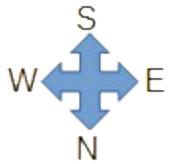
ROOM A2: GUEST QUARTERS AND STORAGE, FLOOR

1 square = 5 feet



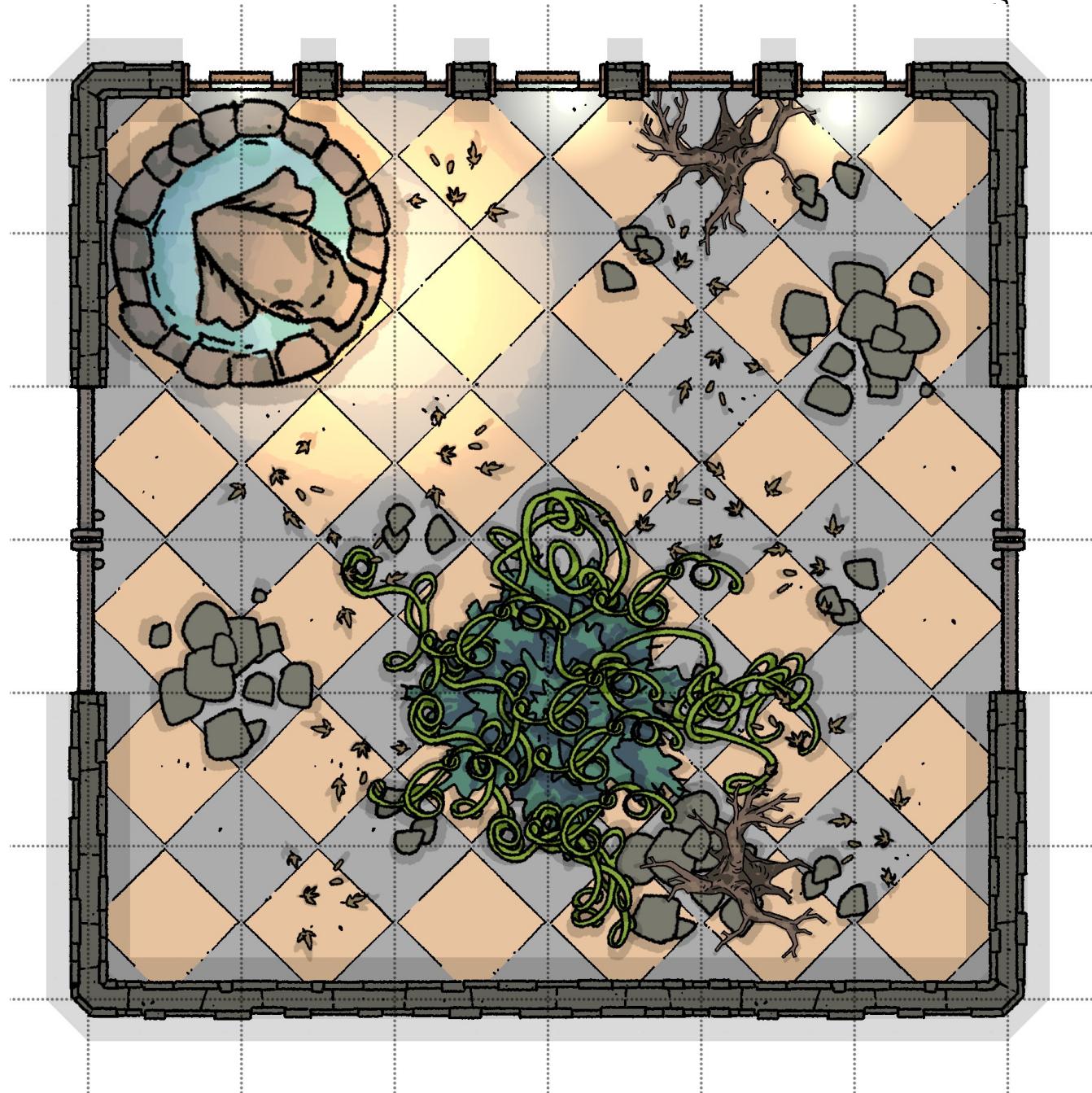
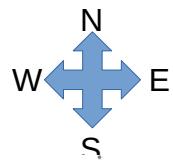
ROOM A2: GUEST QUARTERS AND STORAGE, CEILING

1 square = 5 feet



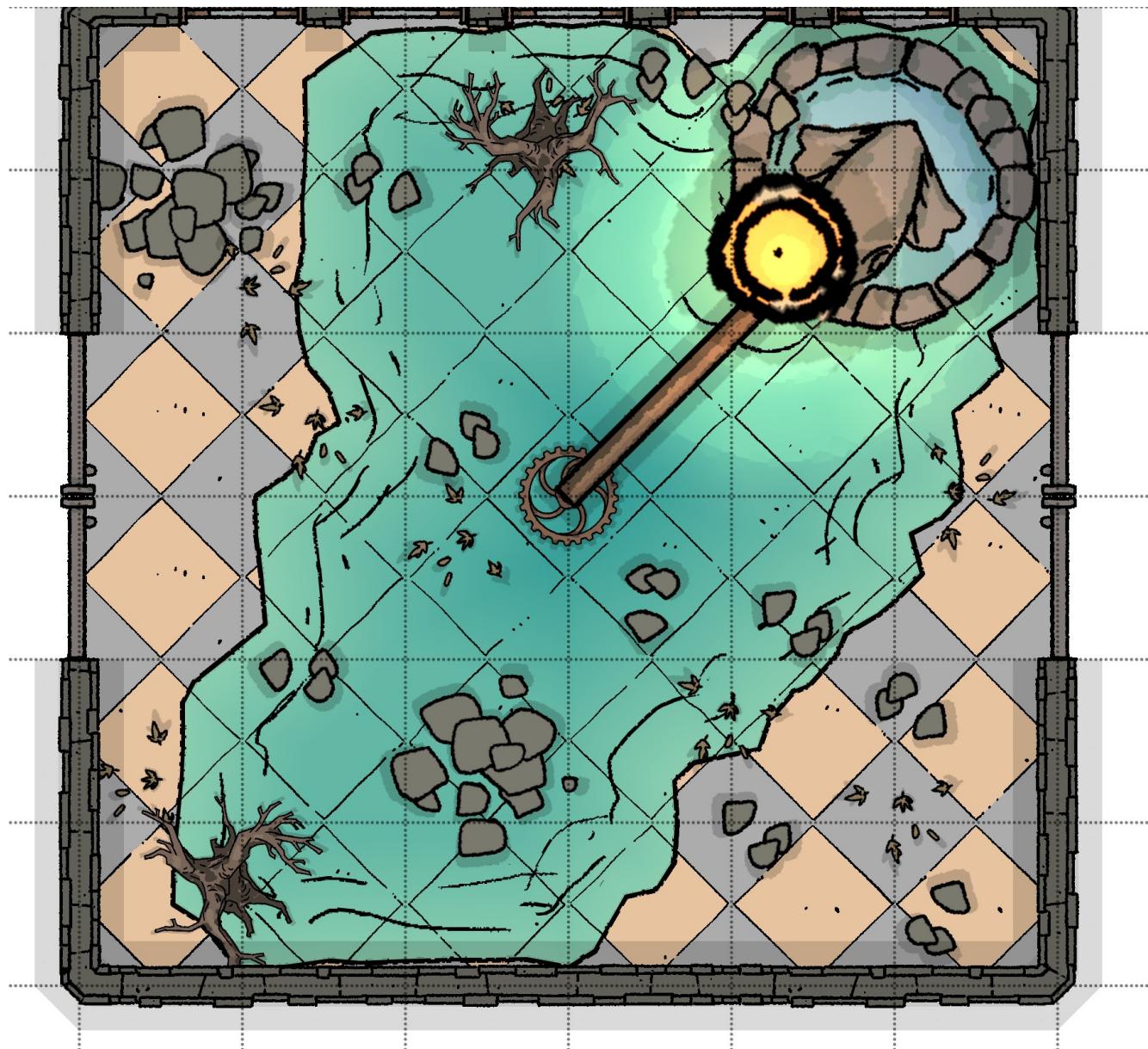
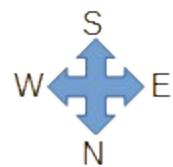
ROOM A3: GARDEN, FLOOR

1 square = 5 feet



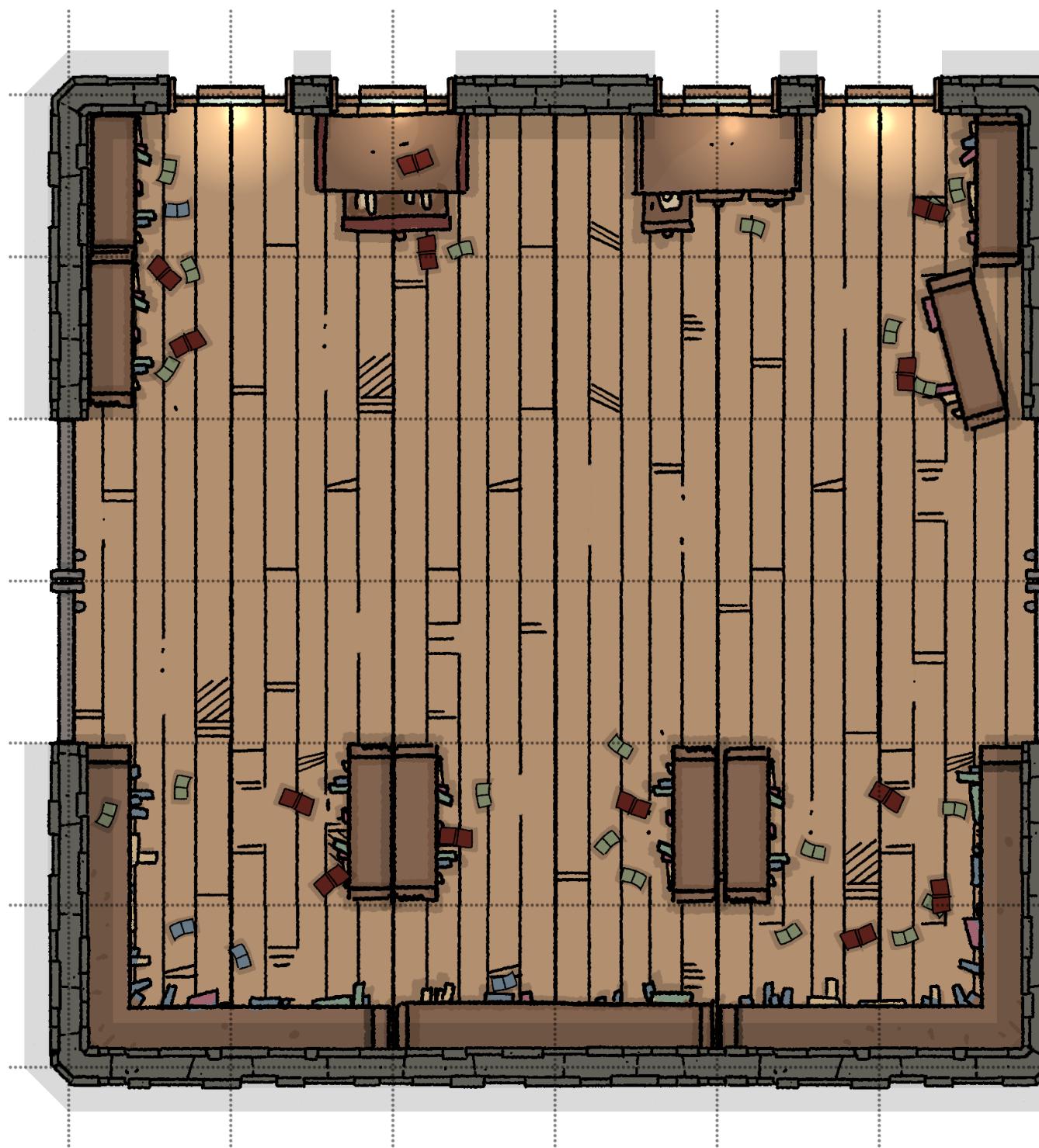
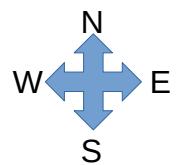
ROOM A3: GARDEN, CEILING

1 square = 5 feet



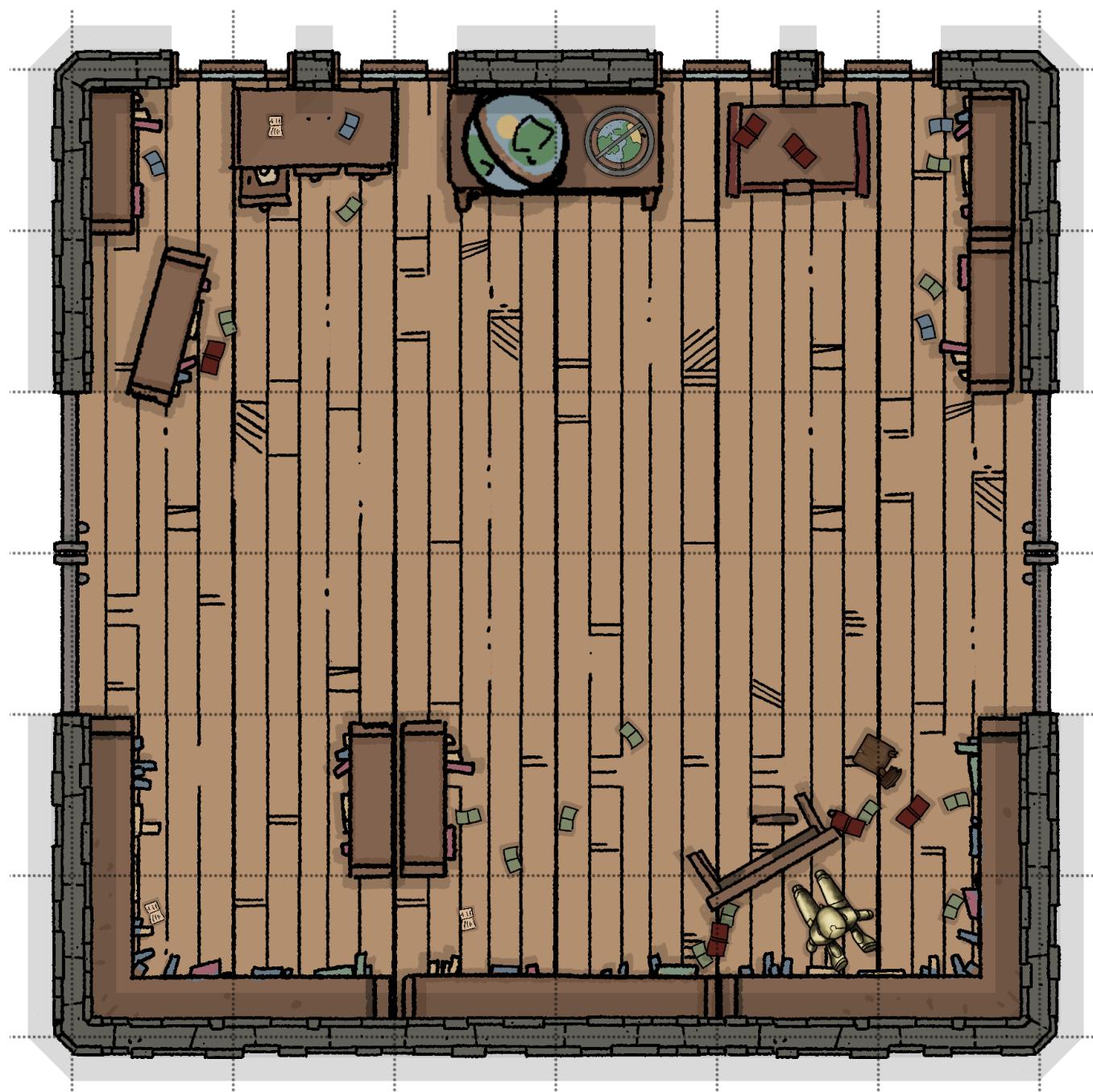
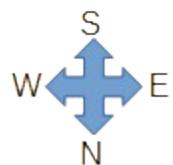
ROOM A4: GUEST READING ROOM, FLOOR

1 square = 5 feet



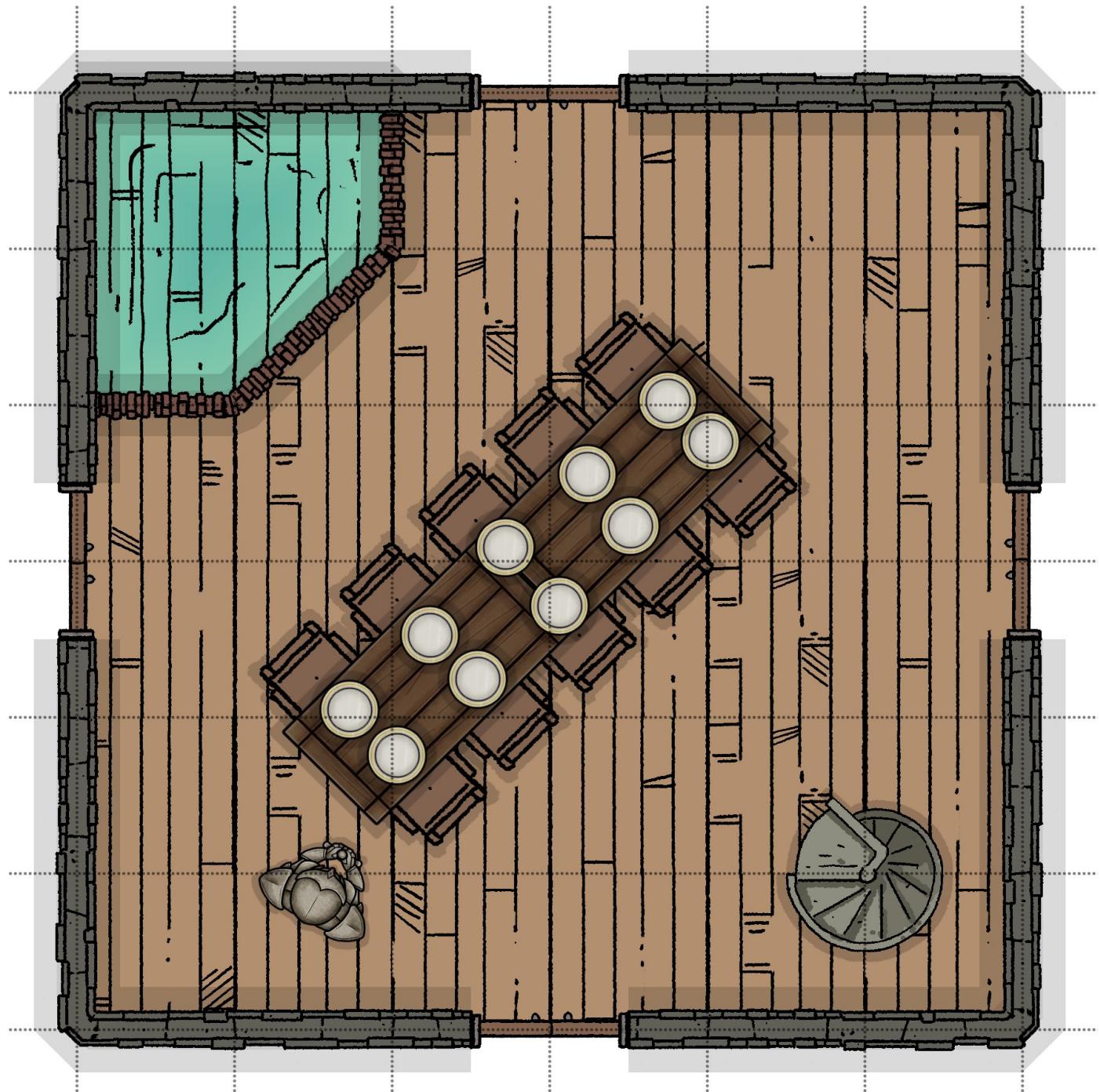
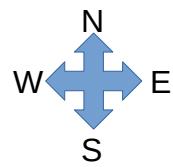
ROOM A4: GUEST READING ROOM, CEILING

1 square = 5 feet



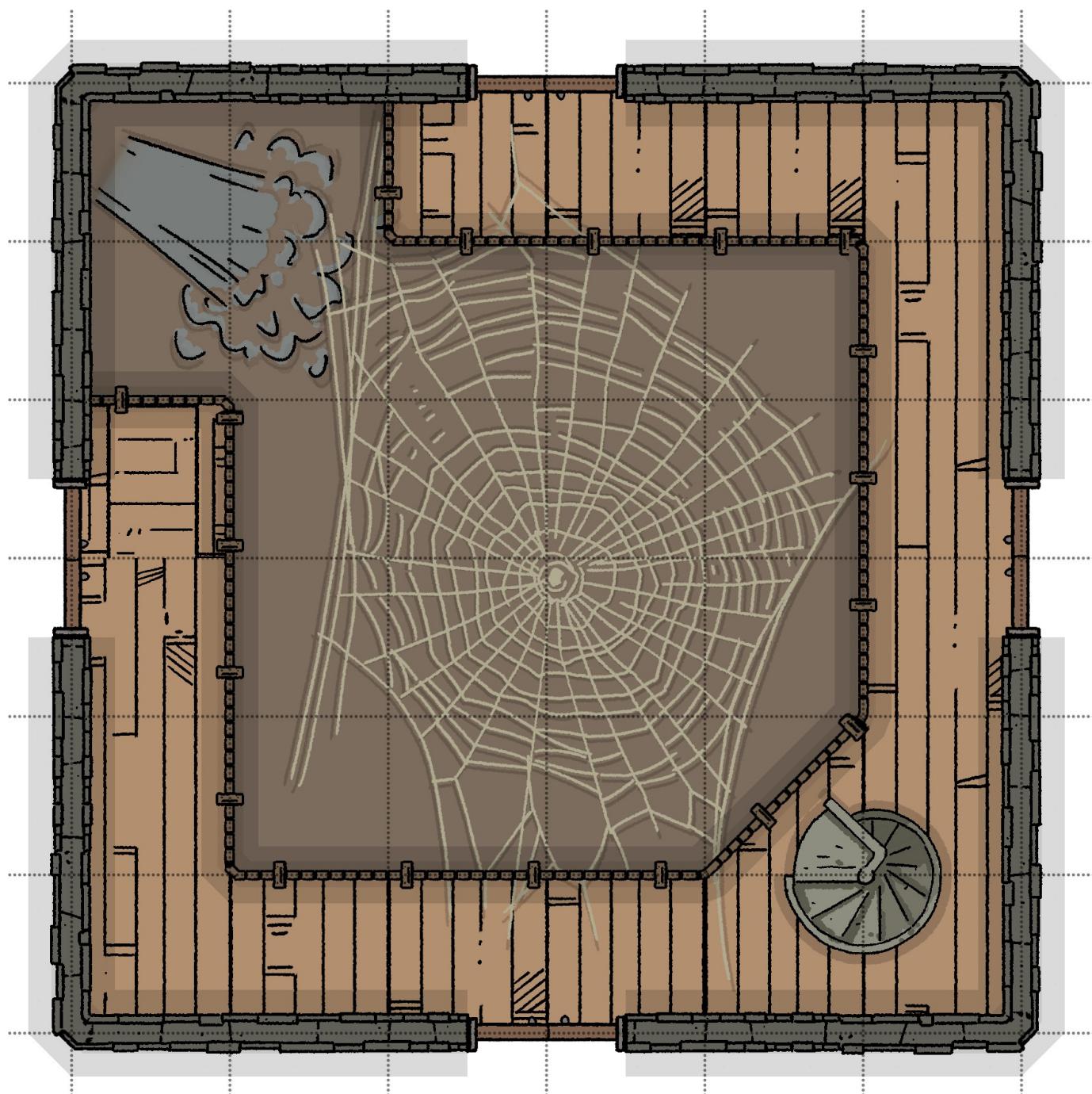
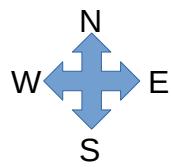
ROOM B1: LOWER ATRIUM

1 square = 5 feet

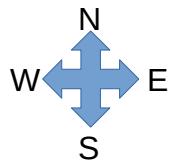


ROOM B2: UPPER ATRIUM

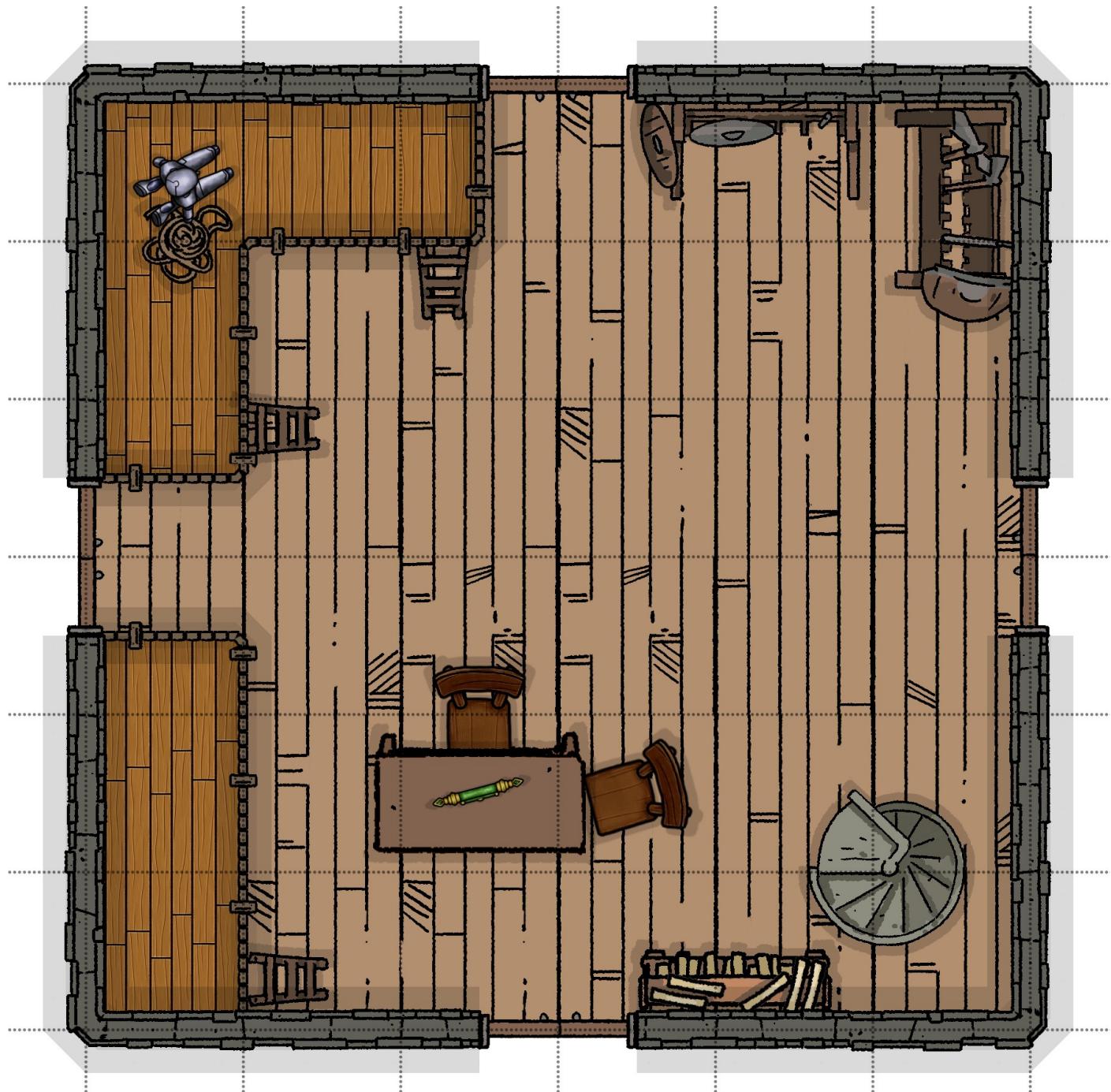
1 square = 5 feet



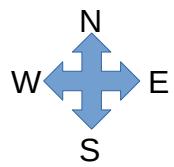
ROOM B3: CONSTRUCT STORAGE AND SCRIPTORIUM



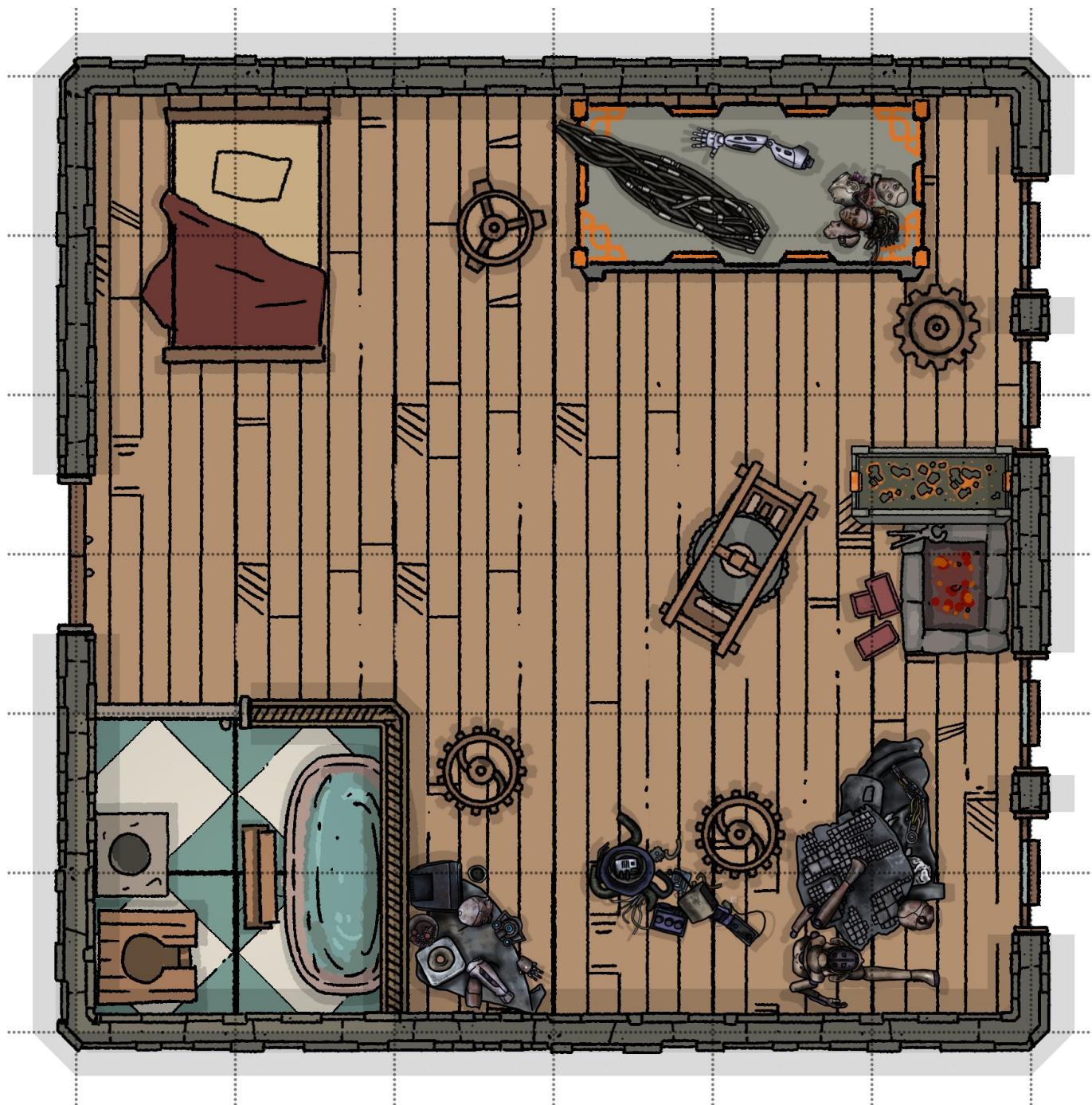
1 square = 5 feet



ROOM B4: MATILDA'S WORKSHOP AND QUARTERS, FLOOR

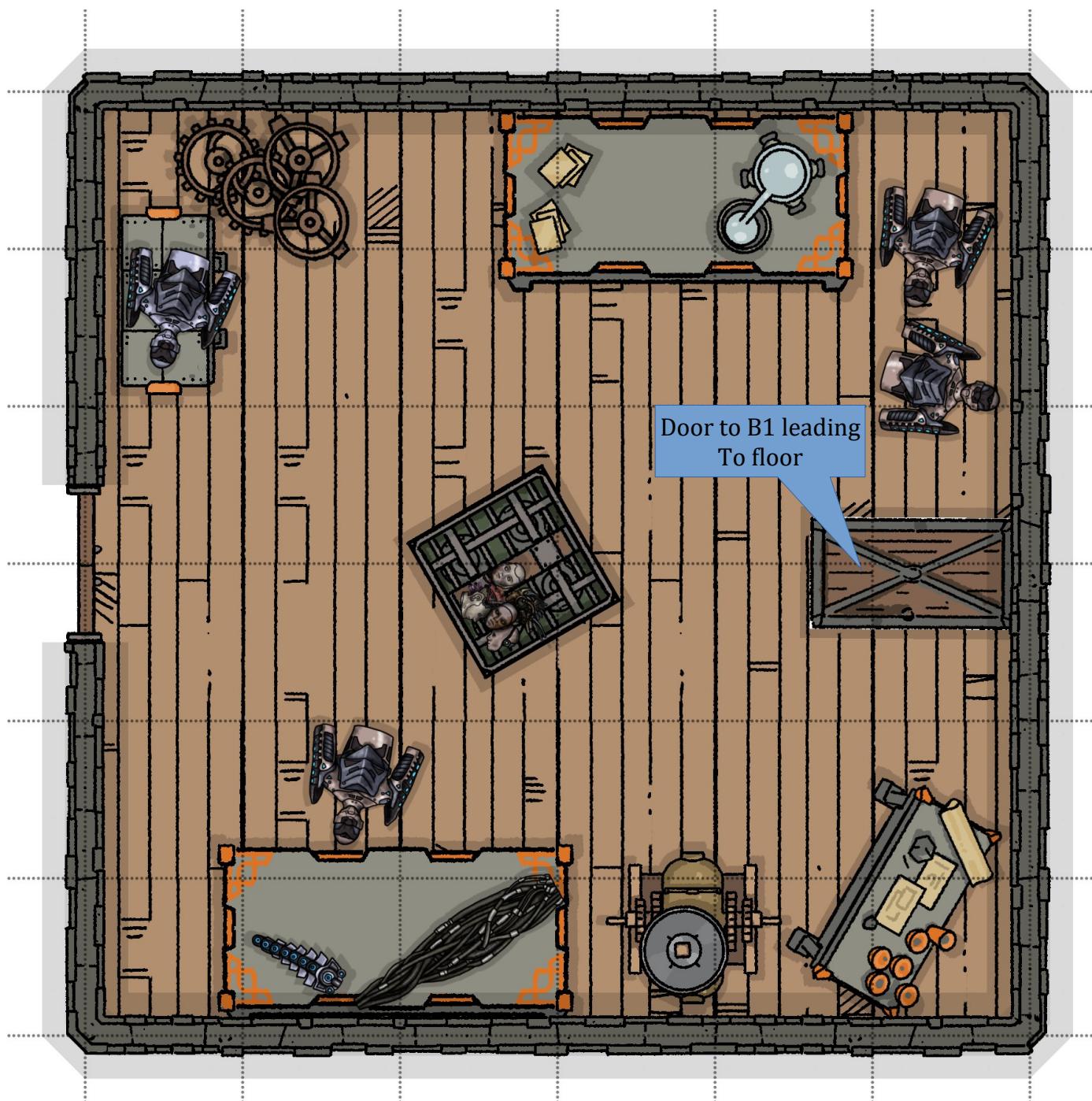


1 square = 5 feet



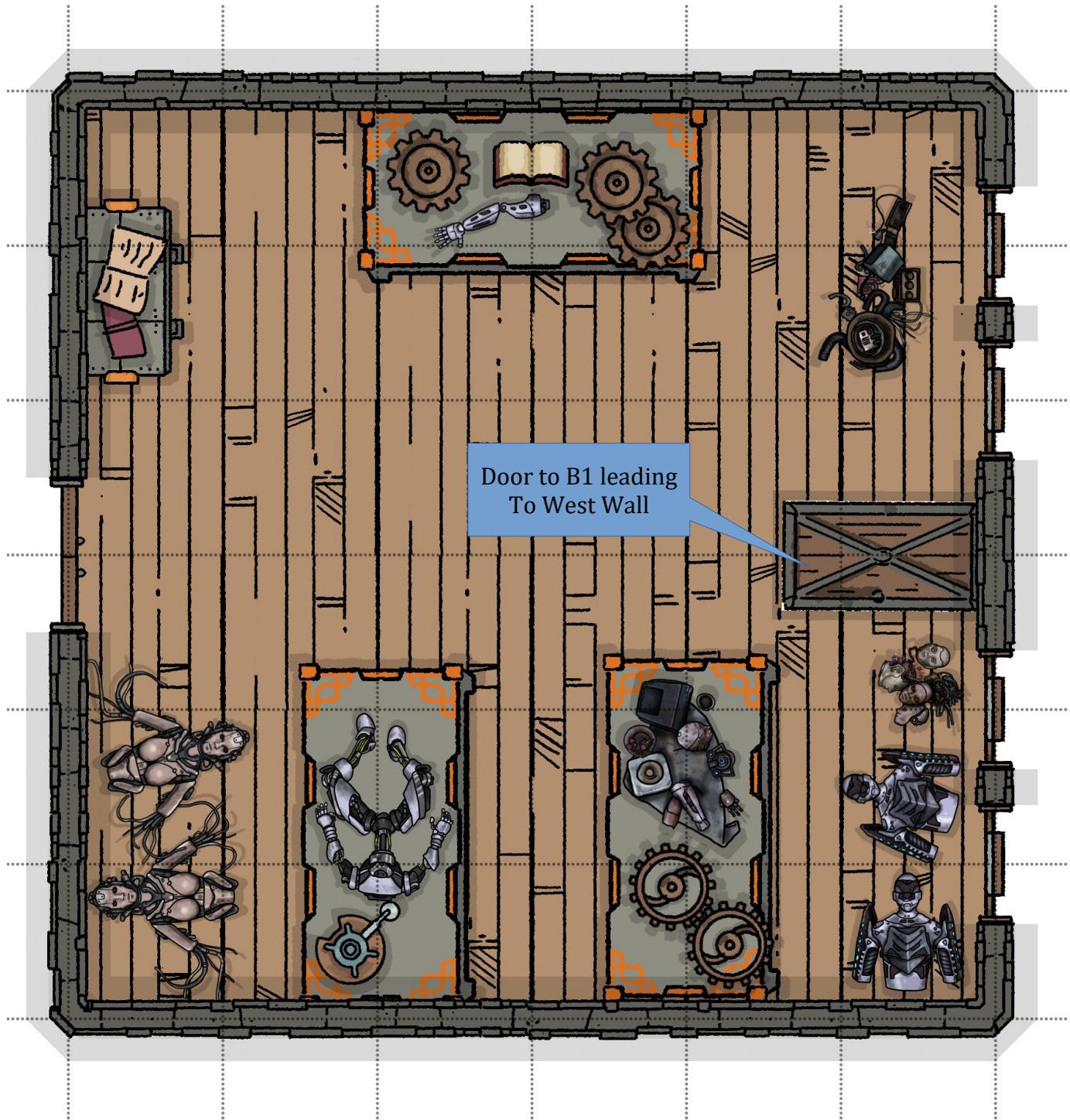
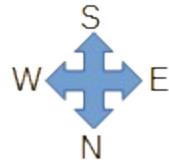
ROOM B4: MATILDA'S WORKSHOP AND QUARTERS, WEST WALL

1 square = 5 feet



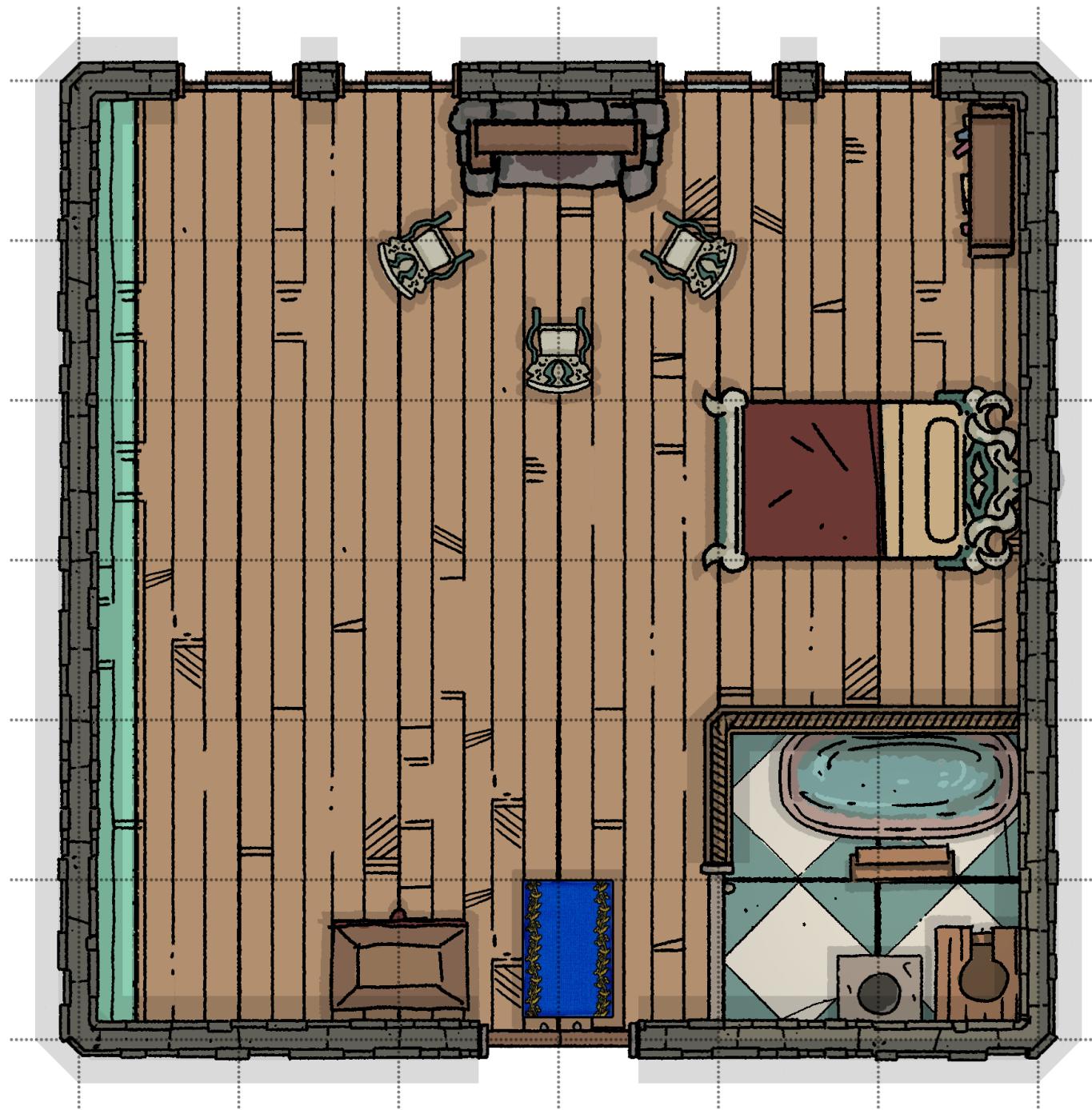
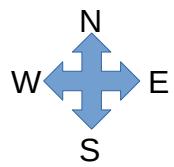
ROOM B4: MATILDA'S WORKSHOP AND QUARTERS, CEILING

1 square = 5 feet



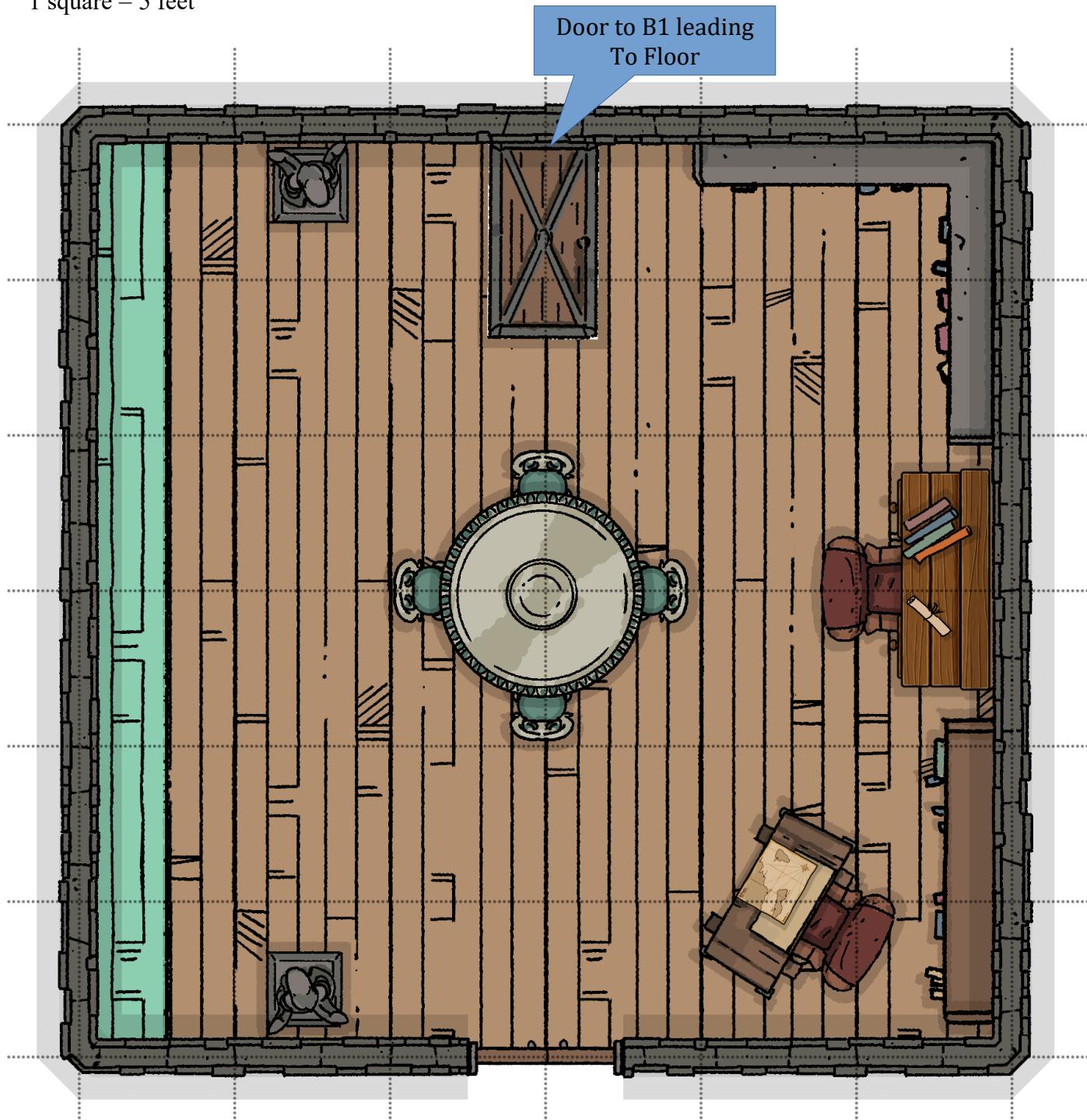
ROOM B5: AESIR'S QUARTERS, FLOOR

1 square = 5 feet



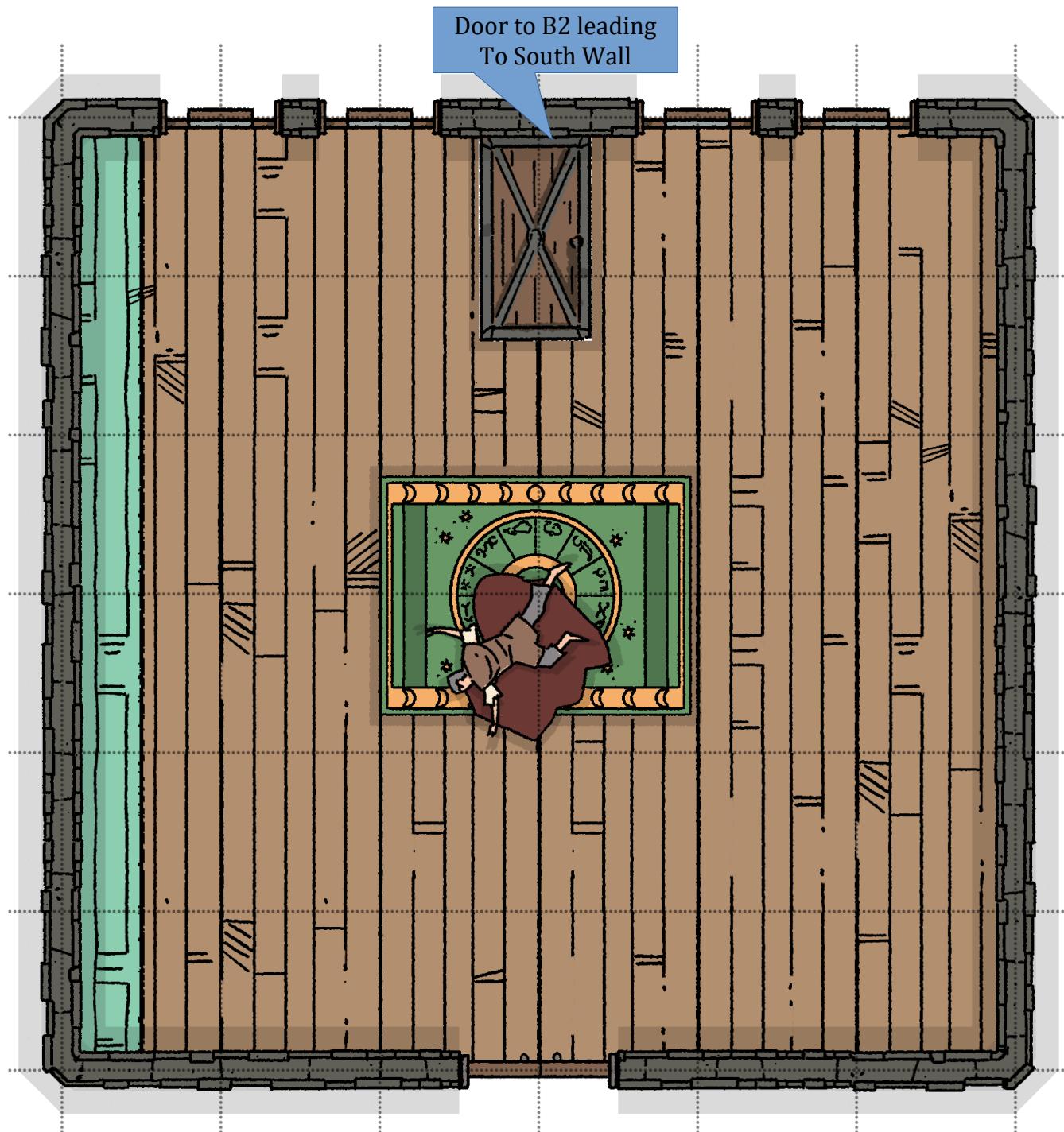
ROOM B5: AESIR'S QUARTERS, SOUTH WALL

1 square = 5 feet



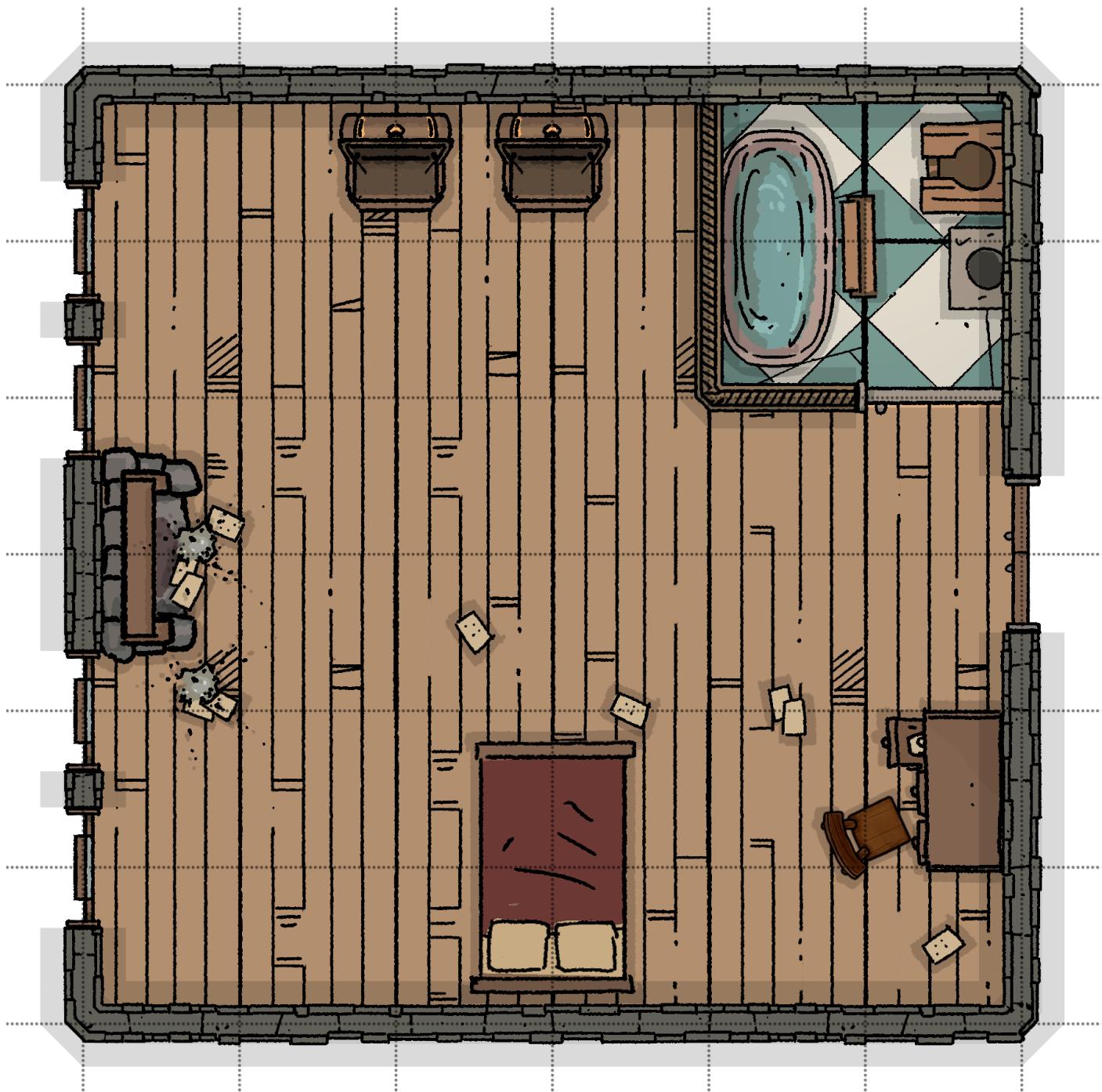
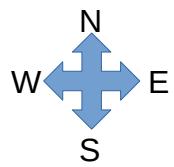
ROOM B5: AESIR'S QUARTERS, CEILING

1 square = 5 feet



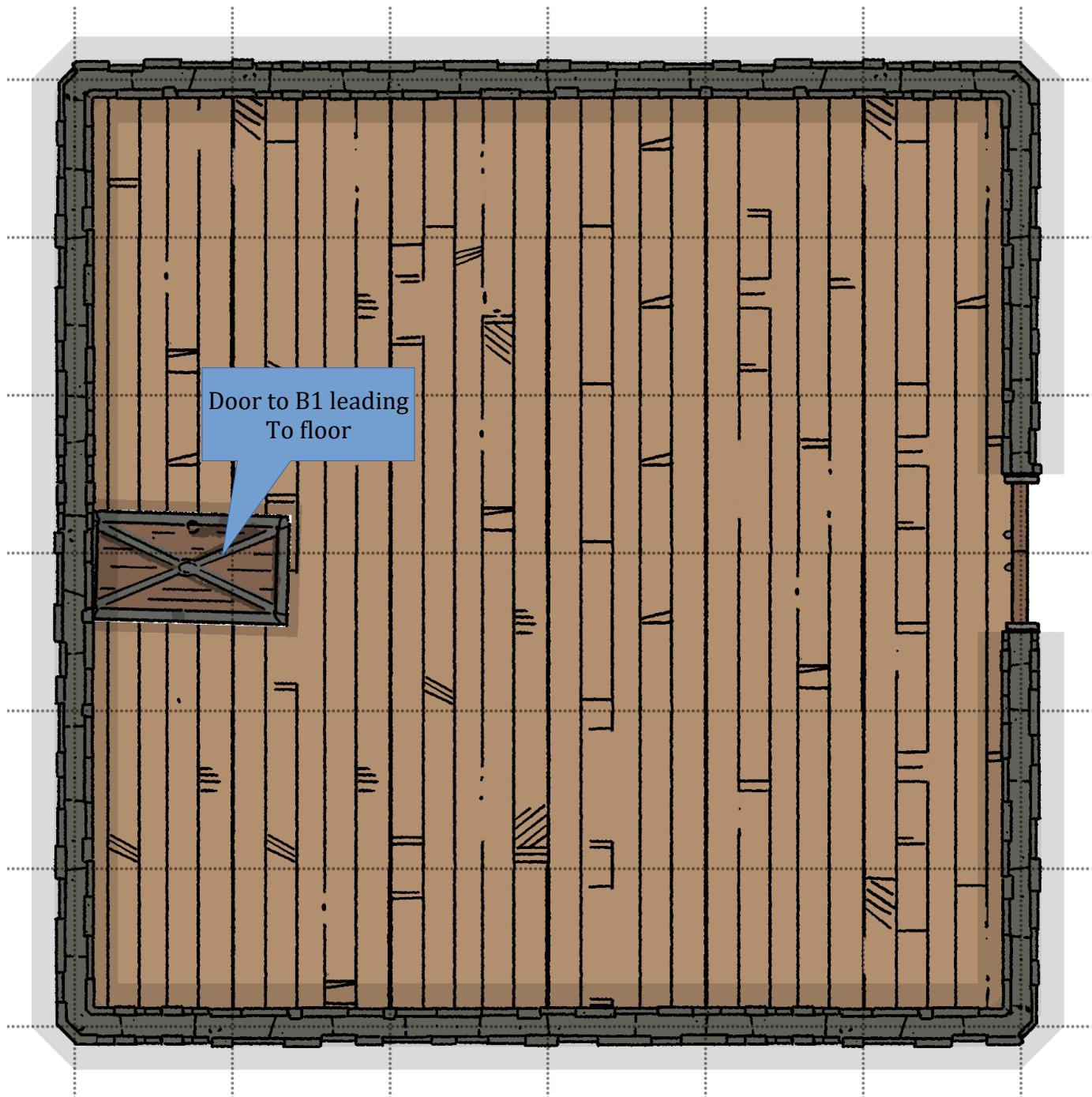
ROOM B6: SAVUEL'S QUARTERS, FLOOR

1 square = 5 feet



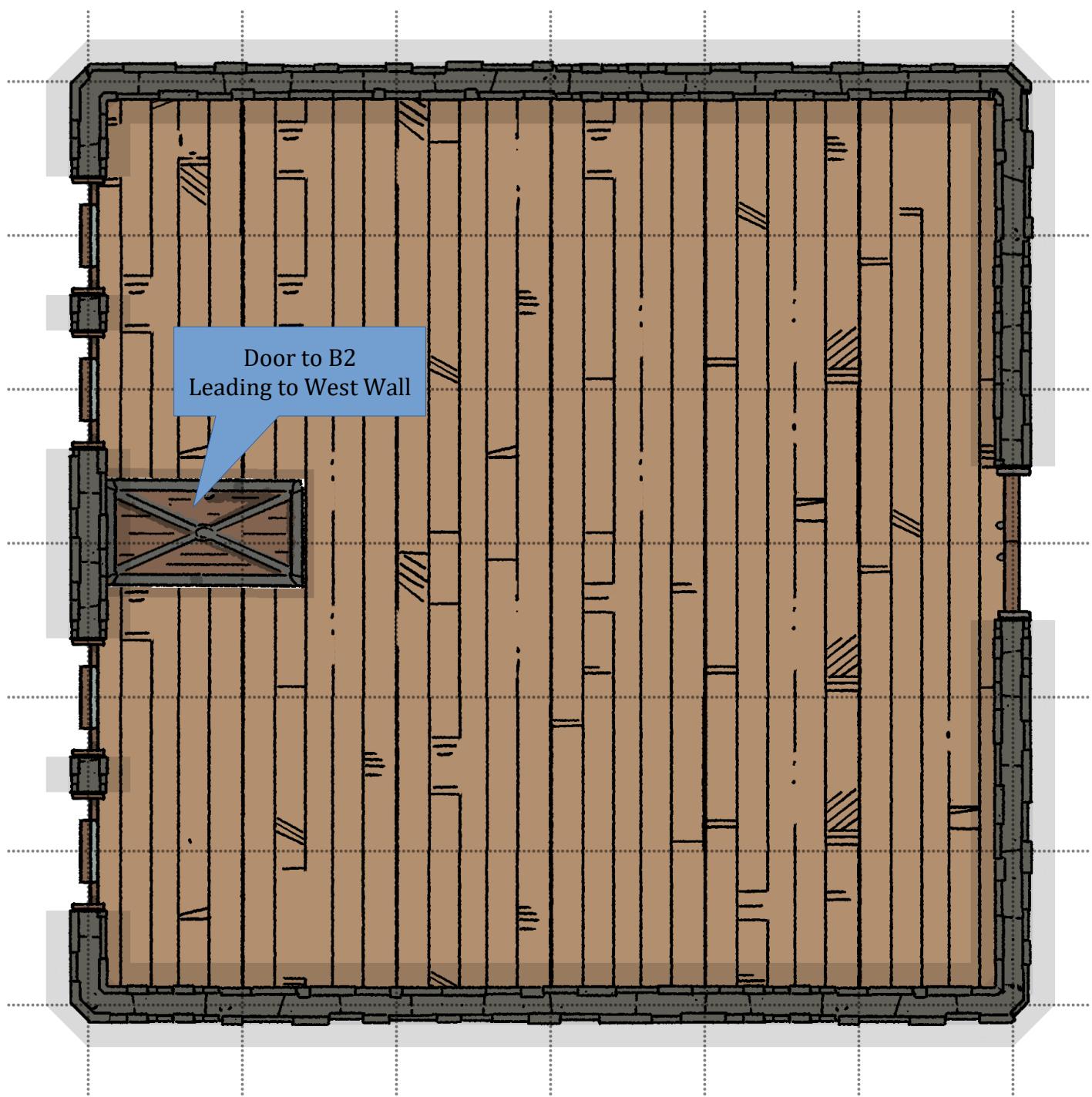
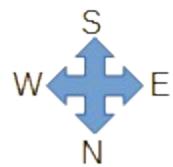
ROOM B6: SAVAE'L'S QUARTERS, WEST WALL

1 square = 5 feet



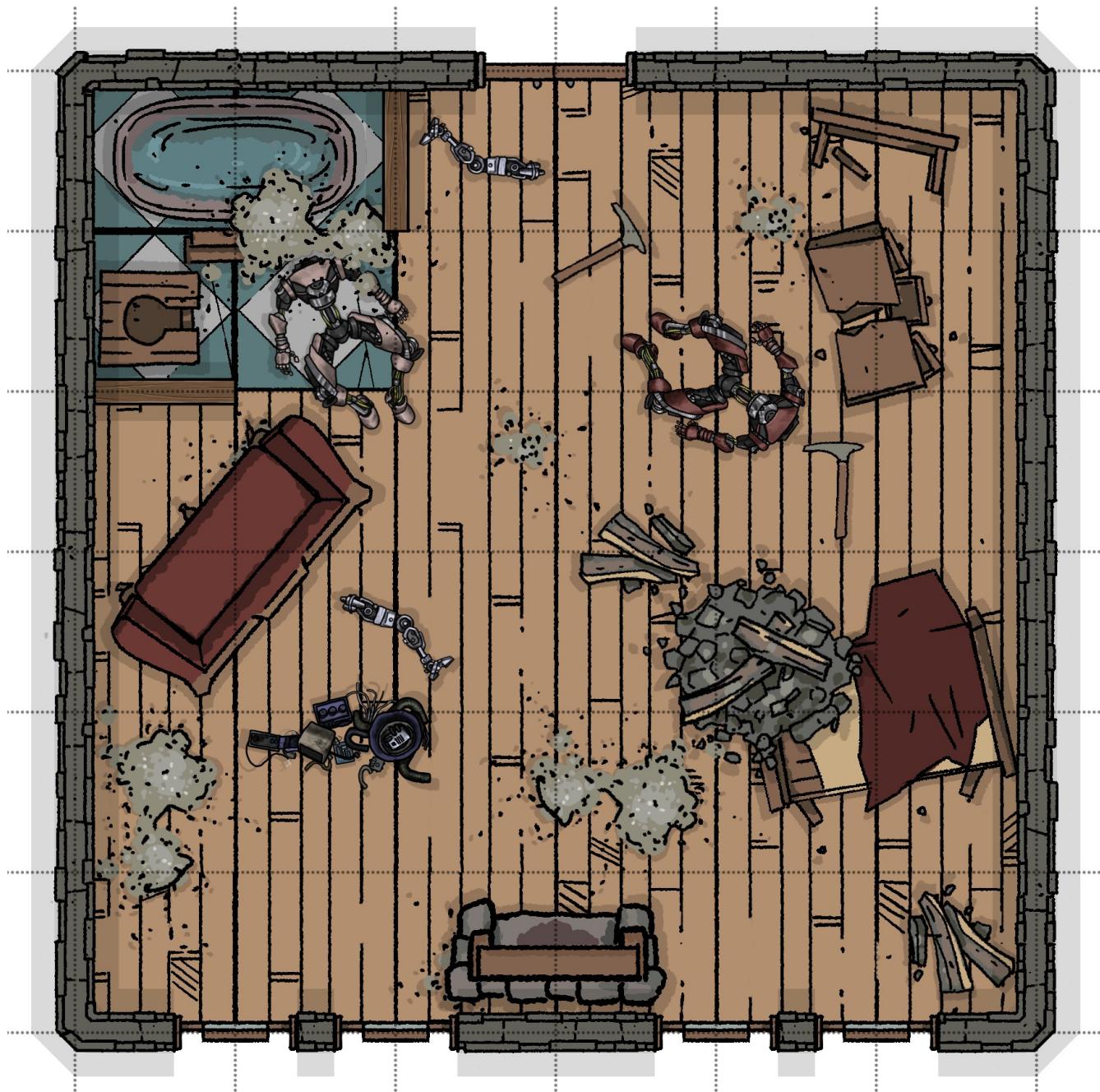
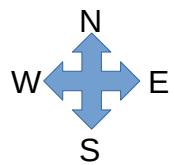
ROOM B6: SAVUEL'S QUARTERS, CEILING

1 square = 5 feet



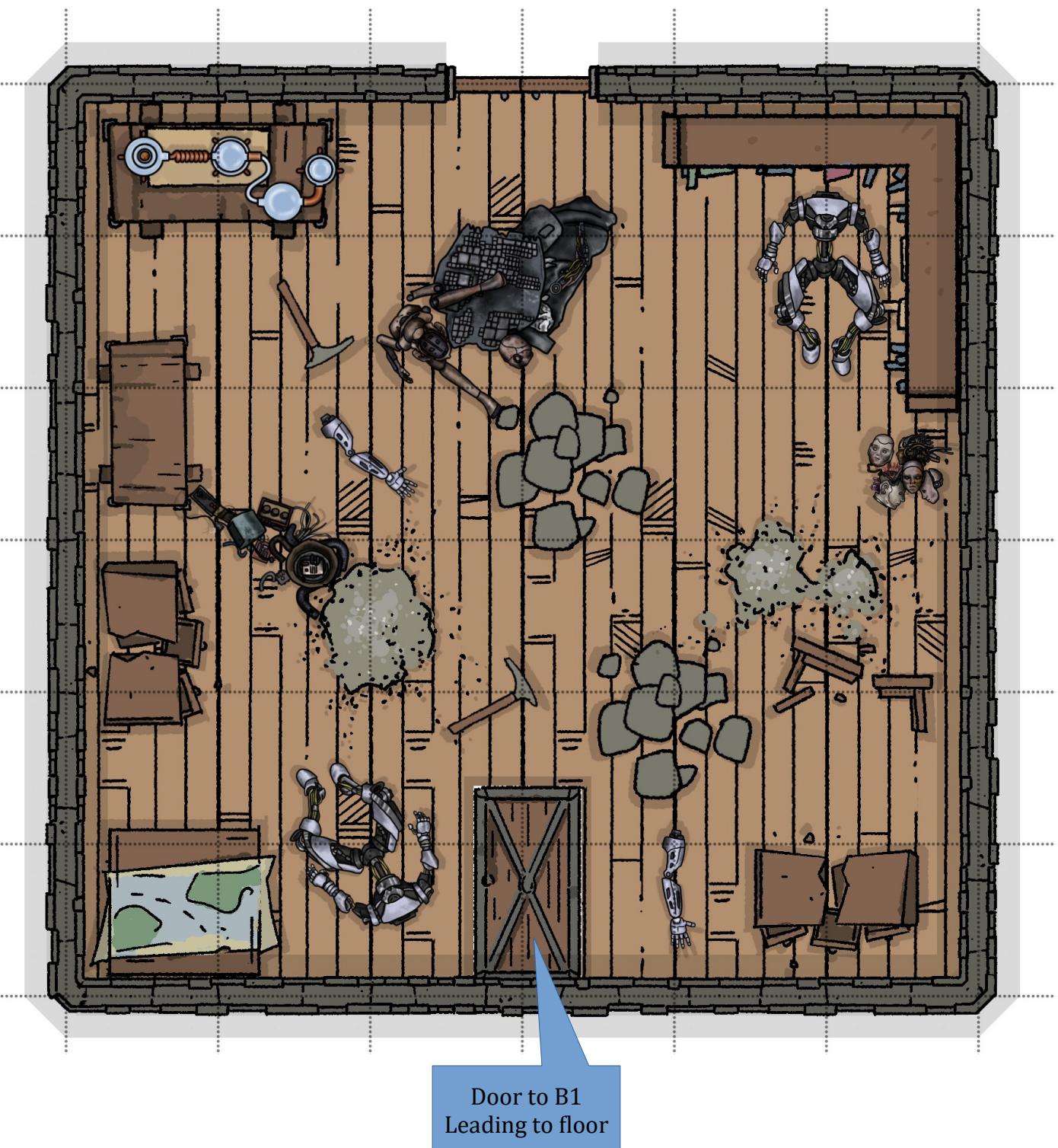
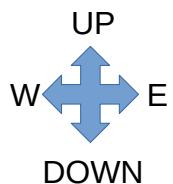
ROOM B7: QUINTUS'ES QUARTERS, FLOOR

1 square = 5 feet



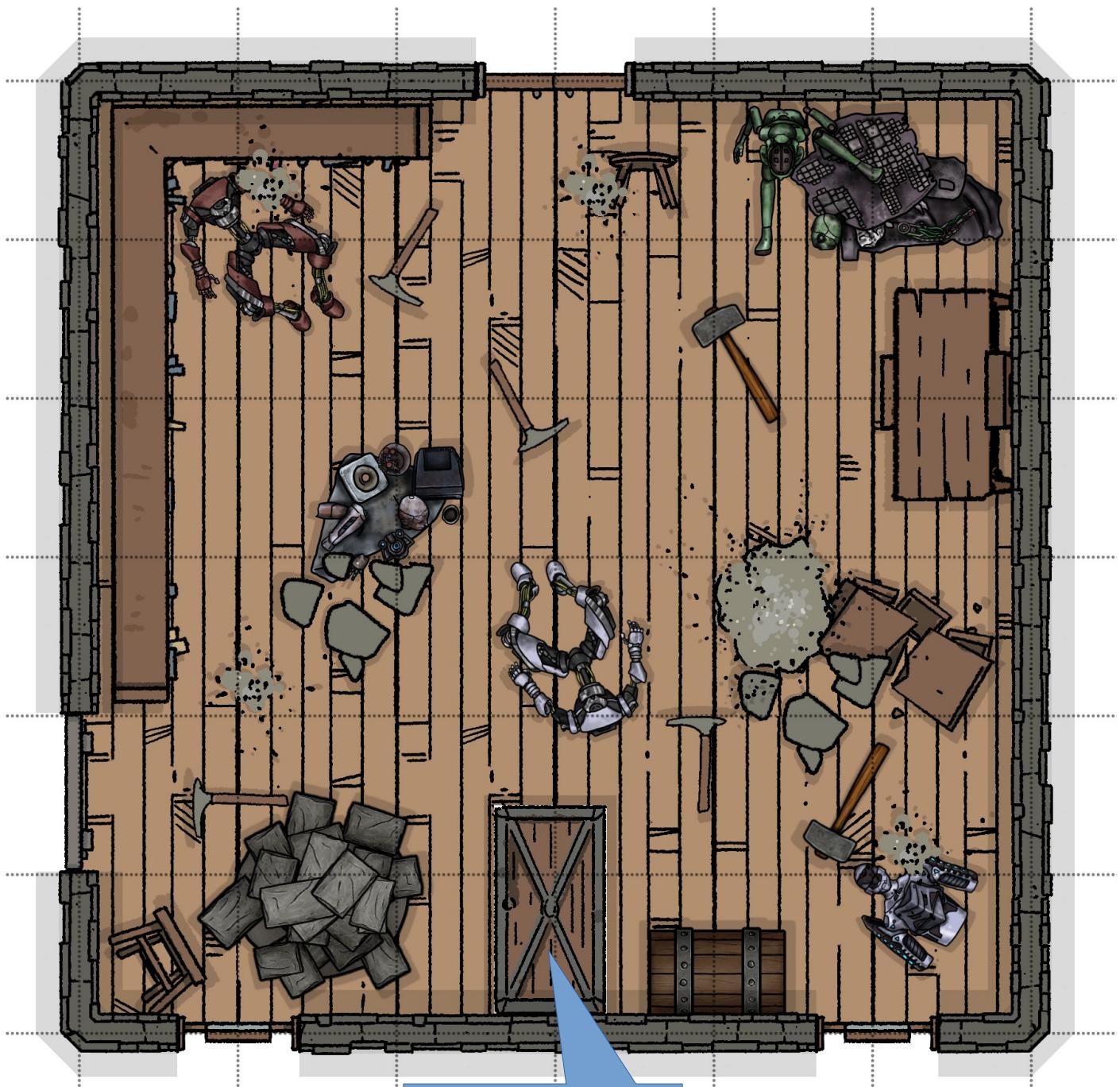
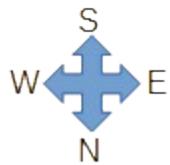
ROOM B7: QUINTUS'ES QUARTERS, NORTH WALL

1 square = 5 feet



ROOM B7: QUINTUS'ES QUARTERS, CEILING

1 square = 5 feet



Door to B2
Leading to North Wall